SASKATCHEWAN SOCCER ASSOCIATION

RULEBOOK

Soccer for Life 6-aside Indoor Youth Championships 2022

SOCCER FOR LIFE 6-ASIDE INDOOR YOUTH CHAMPIONSHIPS

RULES AND REGULATIONS

1. **General:**

    a) The information contained herein is for the sole purpose of ensuring the fair and purposeful delivery and direction of the Soccer for Life 6-aside Indoor Youth Championships (hereinafter referred to as the Championships).

    b) The Championship operates according to the SSA Policies and Procedures governing Provincial Championships (Section Nine, Article 1) as well as the SSA COVID-19 Policy.

        i. In the event of disagreement between the SSA Policies and Procedures and the Rulebook, the Rulebook will be taken as the authority.

        ii. Where any omission in the Rulebook should arise, the Policies and Procedures of the SSA shall prevail. If omissions should still exist, then the CSA's Policies, Procedures, Rules, and Regulations shall apply.

    c) Amendments to the Rulebook may be made from time to time at the discretion of the SSA.

    d) Should amendments to the Rulebook be required during the competition, they will be circulated in memorandum format to all affected teams. This memorandum shall serve as an appendix to the Rulebook for the duration of that competition with the Rulebook being updated following its conclusion.

2. **Team Eligibility:** Member Organizations may be granted team allocations at the sole discretion of the SSA. It is the expectation that all Member Organizations teams registered meet the eligibility criteria for all requirements as outlined in the Competition Rulebook and SSA Competitions Policy.

    a) Any registered youth team, except for those that enter the Soccer for Life 9-aside Championships may apply for entry.

3. **Entry Deadline:** The entry deadline for the Championships is January 11th**.**

    a) All entries must be made using the appropriate Entry Form available on the SSA website.

    b) Any team withdrawing from the Championships after submitting an Entry Form will be **fined $500.00.**

    c) Any team withdrawing from the Championships after completion of the schedule will be **fined an additional $500.00.**

    d) Any team withdrawing from the Championships after the start of the competition will be in default of each scheduled game in which they do not participate and will be **fined according to Rule 10 governing Defaults and Forfeits in addition to the fines indicated above in b and c.**

4. **Player Eligibility:**

    a) Player eligibility is governed by the SSA Policies and Procedures for Provincial Championships (Section Nine, Article 1.10).

    b) Age eligibility for Championships is outlined in the SSA Policy Section Two

    c) All players participating in the Championships, except for Guest Players and Call-up Players, must be registered with or transferred to the team with which they will compete.

    d) As indicated in SSA Policy Section Nine, Article 1.11.2f), teams participating in small-sided Provincial Championships (i.e. 6-aside) may include up to a maximum of 3 guest and/or call-up players in total on their roster. Teams may include any combination of guest and call-up players but may not exceed 3 in total between both classifications of player.

        i. Guest and Call-up Players must be designated as such on the roster at the time of submission.

5. **Roster Size:**

    a) **Each team may have a roster of up to 16 registered players who shall be eligible for participation in the Championships.**

    b) Rosters must be submitted online using the appropriate forms from the Goalline platform.

6. **Roster Deadline:** The Roster Deadline for the Championships is **January 27th.**

    a) Player additions to the roster up to 14 days after the deadline may be approved at the SSA's sole discretion and will incur a $25 late addition fee invoiced to the Member Organization.

    b) Coach/Team Personnel additions to the roster up to 14 days after the deadline and will incur a $50 late addition fee to the Member Organization.

    c) No roster changes will be allowed after February 10th.

    d) It is the responsibility of the Member Organizations to ensure all teams meet all Competitions Rulebook and SSA Competitions Policy prior to registering for the competition.

7. **Transfer Deadline:** The Transfer Deadline for the Championships is **January 27th**.

8. **Championship Games:**

    a) All matches will be played under the Laws of the Game as approved by the International Football Association Board and published by FIFA with the following exceptions:

        i. Each team will have 6 players (including 1 goalkeeper) on the field.

        ii. Games will be played on a quarter of a regulation size field with the following minimum dimensions:

            a. Length – Minimum 40 yards

            b. Width – Minimum 25 yards

        iii. Games will typically be played using small-sided goals with a width of 12 feet and a height of 6 feet.

        iv. Alternate sized goals may be utilized for the Soccer for Life 6-aside Indoor Youth Championships with advance permission of the SSA. If alternative sized goals will be utilized, participating teams will be notified in advance of the competition.

        v. The penalty area will be two lines drawn at right angles to the goal line, 8 yards from the inside of each goalpost. These lines extend into the field of play for the distance of 8 yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area, a penalty mark is made 8 yards from the midpoint between the goalposts and equidistant to them. The penalty arc will be drawn 3 yards from the centre of each penalty mark drawn outside the penalty area.

        vi. The goal area will be two lines drawn at right angles to the goal line, 3.5 yards from the inside of each goalpost. These lines extend into the field of play for the distance of 3.5 yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

        vii. The centre circle will have a 5-yard radius.

        viii. Restarts:

            a. The minimum required distance for all restarts is 5 meters (except for throw-ins, to which FIFA Rules apply).

            b. If the ball strikes any part of the roof structure, play shall be halted and restarted with an indirect free-kick to the opponent of the team that touched the ball last

prior to its striking the roof structure and from a place immediately below where the ball struck the roof structure, except in the instance described in 8 a)vii.c.

c. If the ball strikes any part of the roof structure directly above the goal area, the ball is placed outside the goal area adjacent to where the ball struck the roof structure.

d. Goal Kicks/ Corner Kicks/ Throw Ins must be taken within 4 seconds starting from the moment the player is ready to deliver the ball, in the opinion of the referee. If an offence occurs, the restart shall be as per below: Corner Kick – Goal Kick awarded to the opposing team; Throw in – Throw In awarded to the opposing team; Goal Kick – Indirect Free Kick from the Top of the Penalty Area awarded to the opposing team.

ix. Offside – there is no offside in the Soccer for Life 6-aside Indoor Youth Championships.

b) The Host Member Organization and the match officials will be responsible for ensuring the fields of play and the ancillary equipment complies with the provisions stipulated in the Laws of the Game.

c) The matches of the Championships may be played on natural or artificial surfaces.

d) Every team is guaranteed a minimum of three (3) matches unless the number of entries prevents it. If the number of entries is 2 or 3, the teams are guaranteed a minimum of two (2) matches.

e) Teams will be placed by random draw and scheduled in a round robin format. In the event that the number of entrants permits, teams will be drawn into pools. After the round robin, a knockout format may be played to determine the champion.

f) Only SSA Provincial Championships game sheets will be accepted for all matches.

g) Team staff must complete and sign the game sheet and present it to the referee before the start of the game.

h) Once submitted, the game sheet becomes the official record of the game. Appearance of a player's name on a signed game sheet constitutes their participation in the game regardless of whether they actually enter the game.

i) By 10 minutes before kick-off time, the home team shall provide the referee with 3 suitable (as outlined in the Laws of the Game), size #5 game balls.

j) By 5 minutes before kick-off time, teams must have completed their warmups and be available to the officials for equipment check.

k) Unlimited substitutions shall be allowed “on the fly” within 5 yards of the half-way line on the bench side of the field. Players must be fully off the field before a substitute is allowed to enter the field of play.

l) Matches will consist of 2 halves of 25 minutes. Half time shall not exceed 5 minutes.

9. Authority & Objections

a) All objections to the grounds, goal posts or other appurtenances of the game, or other facts known before the commencement of the game, must be made in writing to the referee prior to the kick-off.

i. If any objection is made, the referee may require the responsible organization or individual to remove the cause of the objection without unduly delaying the progress of the game.

ii. If the cause of the objection cannot be corrected, the referee has the authority to determine whether the game will be played or cancelled.

iii. The referee is the sole judge as to the fitness of the “field of play.” Protests regarding this issue will not be heard.

b) If the referee determines facility conditions may lead to unsafe game conditions (lost power), the game will be suspended for a maximum of 30 minutes.

   i. If play cannot resume within that time, the game will be abandoned.

c) If the game is abandoned:

   i. at 10 minutes into the 2nd half or later - the game will be considered complete with the score as it stood at the time of abandonment.

   ii. before 10 minutes into the 2nd half – Game will be decided by Kicks from The Penalty Mark with the starting score of 0-0.

10. Team Composition & Requirements:

a) Each team may dress a maximum of 16 players per game.

b) A maximum of 10 non-starting uniformed players and a maximum of 5 registered Coaching staff/ Team Personnel may sit on the team bench during the game.

c) All individuals on the team bench during the game must appear on the game sheet.

d) A team will be considered in default if they have less than 4 (four) eligible players by 10 minutes after the scheduled kick off time.

e) Coaching Staff are defined as those individuals in the positions of Head Coach, Assistant Coach or Apprentice/Developmental Coach and will typically include all individuals providing technical and tactical guidance to players during game situations.

f) Team Personnel includes any individual eligible to appear on a game sheet and be on the bench including the coaching staff, manager, assistant manager, trainer, therapist, gender representative, etc.

g) **All teams participating in the Championships must declare at least one coach.**

h) **A minimum of one coach with the required certification must be on the bench for all games.**

i) **A minimum of one coach of the same gender as the players must be on the bench for all games.**

j) **Two members of the Coaching Staff or Team Personnel on the bench must be of the same gender as the players. Teams participating in the Championships may declare a maximum of two non-coach Team Personnel.**

k) **Coaches & Team Personnel Minimum Requirements:**

   i. All members of the Coaching Staff must have completed at minimum the CSA Soccer for Life Coaching Course and NCCP Making Ethical Decisions (MED) Module including the Making Ethical Decisions Online Evaluation – Competition Introduction and the NCCP eLearning module Making Headway – Soccer.

   ii. All Coaching Staff and Team Personnel must have completed Respect in Sport training in accordance with the Policies of the SSA.

11. Awards

a) A Fair Play Award may be presented for each category of competition. The award will be selected by Provincial Representatives and Officials throughout the competition and awarded at the end of the competition.

b) A tournament Most Valuable Player (MVP) award may be presented in each category of competition recognizing outstanding achievements throughout the Provincial Championships. The MVP will be voted on by the coaches throughout the competition using the following procedure:

i. Upon completion of each match each coach must rank the top two players from the opposing team and indicate to the referee which players to be written onto the game sheet.

ii. A point system will be used to assign points to players based on performance after each match if they were selected (5 points for the top player, 3 points for the second-best player).

iii. The player with the most points at the end of the tournament including playoff games will be the tournament MVP. In the event of a tie between two players the player's team who scores the highest fair play rating will win the award.

12. Standings

a) A team's standing within the competition shall be determined by a point system; three (3) points for a win; one (1) point for a draw; zero (0) points for a loss.

b) Round Robin matches can end in a tie.

c) Semi Final and Final matches ending in a tie will proceed directly to Kicks from the Penalty Mark as per IFAB FIFA Laws of the Game.

d) For any tie in standings, the following will be used as a tiebreaker:

i.	**Previous Match Results:**	The team with the greater number of points in matches between the two (2) teams tied in points shall be awarded the higher position. (Not used if 3 or more teams are tied in points, in this instance Rule 12d)ii shall be the first tie breaker).
ii.	**Overall Goal Difference**	The team with the greatest goal difference in all round robin matches shall be awarded the higher position. Goal difference shall be calculated by subtracting goals conceded from goals scored.
iii.	**Overall Goal Average**	The team with the highest goal average in all round robin matches shall be awarded the higher position. Goal average shall be calculated as goals scored divided by goals conceded. If a team did not concede any goals, this shall be considered as a higher goal average as compared to a team that has conceded a goal.
iv.	**Most Goals Scored**	The team scoring the highest number of goals shall be awarded the higher position.
v.	**Fewest Goals allowed**	The team allowing the least number of goals shall be awarded the higher position.
vi.	**Skills Competition**	The team ranked higher in the Skills Competition shall be awarded the higher position.

e) **A maximum goal difference of 5 will be considered in any single match.**

i. If the goal difference in a match exceeds 5, the final score will be recorded as the number of goals scored by the losing team +5 (e.g. A match with a goal difference of greater than 5, with the losing team scoring 2 goals will be recorded as 7-2), with this result considered as the final score for any tie-breaker.

f) Should teams remain tied after exhausting above tiebreakers, a winner will be determined by kicks from the penalty mark.

13. Defaults and Forfeits

a) A **defaulted game** is one in which one or both teams do not have the minimum number of players necessary to play the game.

b) A **forfeited game** is one that is played and subsequently forfeited for a rule violation.

c) Where a team defaults or forfeits one (1) Championships game, they will be fined $500.00. Forfeit of multiple games as a result of one complaint (e.g. ineligible player on multiple game sheets) shall count as one forfeit for the purpose of this rule.

d) Where a team defaults or forfeits a second Championships game, they will be fined a second $500.00 and be expelled from the competition. In addition, the team may be suspended for the next year of play, fines levied and/or the good standing of all players and team personnel may be revoked.

e) If a team defaults or forfeits a game, 3 points will be awarded to the opposing team and the game will be recorded as a 3-0 win or the actual score of the game, whichever is most advantageous for their opponent.

f) If both teams default or forfeit a game, no points will be awarded and the game is recorded as a 0-0 score and both teams will be fined an amount of $500 each.

g) Fines incurred during the competition will be invoiced to the Member Organizations post competition and are not subject to appeal.

14. Discipline

a) The SSA will follow the SSA *Tournament Discipline Procedure* (within Discipline Policy) except for modifications stated in this document.

b) Discipline will be dealt with by the Tournament Discipline Committee prior to the offending team's next scheduled game.

c) **Automatic Suspensions**

i. Cautions (Yellow Cards)

i. A player receiving three or more cautions during the Championships shall be suspended as outlined in the following table:

Number of Cautions	Suspension
3rd caution	1 game
4th caution	2 games

ii. Cautions accumulated during the competition will not carry over to the knock out phase of the competition; however, suspensions for the accumulation of cautions must be served during the knock out phase of the competition.

iii. **Please note:** Beginning in 2023, the automatic 1 game suspension will be applied upon receipt of the 2nd caution within the competition.

iv. Ejections (Red Cards)

d) Any player or team official receiving a red card will be automatically suspended for 1 game.

e) An individual receiving a red card must immediately report to Tournament Headquarters upon completion of the game to partake in the discipline process that will follow.

f) Failure to attend will result in immediate suspension until the player or team official involved requests a further hearing in writing and appears at that subsequent hearing.

g) The individual may be accompanied by a team official during the discipline hearing.

h) All participants must adhere to the SSA Code of Conduct. We encourage special attention be paid to Section 1.5 Unacceptable Actions.

i) Inappropriate usage of Social Media by parties connected to any SSA Competition (Member Organizations, Clubs, Team Personnel, Athletes, Parents) may be considered a breach of the SSA Code of Conduct with fines up to $1000 and/or removal of the team from the event and/or future events.

j) Parties connected to the competition must adhere to the Social Media policy and engage in a respectful relationship with the SSA event organizers and volunteers as listed in the Chapter 3 -SSA Code of Conduct.

15. Protests

a) Protests, subject to the following provisions, are objections of any kind connected with matches of the Championships.

b) All Protests, including the use of ineligible player, must be submitted in writing to the SSA representative(s), no later than one hour following the game in protest, using the appropriate Protest Form and include the SSA protest fee of $100.00 .

c) No protests may be made against the Referee's decisions on points of fact connected with play, such decisions are final.

d) The referee is the sole judge as to the fitness of the "field of play." Protests regarding this issue will not be heard.

e) The SSA Provincial Representative(s) shall rule on the protest based on the report(s) provided or, at their sole discretion may call a hearing.

i. Should a hearing be called, any individual deemed relevant by the SSA Provincial Representative(s) will be called upon to attend.

ii. If a Party waives their right to participate in the hearing or does not attend or meet the timelines set out by the SSA Representatives, the hearing will proceed in any event.

f) Decisions by the SSA Provincial Representatives on protests as they pertain to the Championships shall be final and binding for that competition. Appeals of decisions, as they relate to the competition will not be entertained by the SSA.

16. Formal Complaint

a) SSA shall have jurisdiction over Formal Complaints arising from Provincial Championships as per SSA Policy.