

# Saskatoon United Soccer Club Tournament Package



Indoor 2025-26

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Dear Players, Coaches, and Supporters,

On behalf of the SUSC, I am thrilled to welcome you to the 2026 Indoor Soccer Tournament! We are excited to host this event and bring together teams from near and far to share in the love of soccer.

This tournament is not just about competition; it's about community. We encourage everyone to embrace the spirit of sportsmanship, teamwork, and friendship. Our goal is to create an enjoyable experience for all, whether you are on the field or cheering from the sidelines.

A huge thank you to everyone who has worked hard to make this event possible, including our dedicated volunteers and sponsors. Your support is invaluable, and we appreciate your commitment to making this tournament a success.

Good luck to all teams! Play hard, have fun, and let's create memorable moments together.

Let the games begin!

Warm regards,

SUSC President, Kristi Ross

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**Tournament Headquarters:** Enquiries before or after tournament  
**Phone:** (639) 361-7872  
**Email:** operationssusc@gmail.com

**Tournament Headquarters:** **Indoor:** Saskatoon Sports Centre (2<sup>nd</sup> floor)  
Phone: (306) 657-5747

**Tournament Venue:** Saskatoon Sports Centre (150 Nelson Rd)

**Tournament Entrance:** Entrance will be unlocked 1 hour prior to the first game each morning. Please use the North Entrance and park in the NW parking lot or across the street at Forst Park. **DO NOT PARK in Staff Parking (see map).**

**TEAM ROSTERS: Changes or additions to your initial online roster will be accepted up until Jan 31, 2026. Please ensure that any guest player you intend to use are indicated as affiliate players on your online roster submission.**

**ACCEPTANCE:** Your receipt is confirmation that registration has been received, not an official acceptance into the tournament. Teams will be notified of Acceptance once registration closes. Should your registration fee not be paid to the SUSC before the registration deadline, your registration will be considered incomplete and removed.

**OUT OF PROVINCE TRAVEL PERMITS:** For teams travelling from outside of Saskatchewan please provide your travel permit approved by your provincial soccer association at least 14 days prior to the tournament.

**ADMISSIONS (Cash or Card):** There will be an admission charged for spectators over the age of 18 of \$10.00 per day or \$20.00 for a weekend pass. **Please inform your players and coaching staff to please stay off the Terry Fox Walking Track.** A package under your team's name will be left at Tournament headquarters for you to pick up including three (3) complimentary tournament admission passes for your coaching staff. Any coaching staff above three (3) will be required to purchase a pass.

**PARKING:** See Parking Map for Restrictions. If you are found to be parking in restricted areas you could face a parking ticket, or your car being towed.

**DRESSING ROOMS:** Teams may obtain a dressing room key up to 30 minutes before their game by leaving a set of personal keys with facility staff as a security deposit, which will be returned when the dressing room key is brought back within 30 minutes after the game. During the game, all belongings should be stored in the provided cages, the key kept with you, and the dressing room door locked. Teams are responsible for leaving the room clean, as damage or excessive soiling may result in fines and loss of dressing room privileges

**PRIOR TO FIRST GAME:** Prior to a team's first game the coach or manager must check in at Tournament Headquarters (Saskatoon Sports Centre Boardroom) to receive their team's three (3) complimentary passes.

**PRIOR TO EACH GAME:** The organization and volunteer time necessary to put on a great tournament is immense. Please do your part by arriving at your game site 30 minutes in advance of your game to fill out the game sheet (at Headquarters) and prepare your team so that games can start on time.

**PLAYER OF THE GAME PINS (U13-U19):** At the end of each Round Robin match, the Team's coach shall select a Player of the Game from their OWN team to win a pin.

**GAME SHEETS:** Game sheets will be handled by the tournament.

**STANDINGS:** Will be available online throughout the weekend at [www.susc.ca](http://www.susc.ca)



## RULES OF SASKATOON SOCCER CENTRE

- ❖ Clean footwear must be worn – free of mud and dirt, when entering all fields. Outdoor shoes or Metal cleats are not allowed on the fields.
- ❖ No changing on the fields – use the assigned dressing rooms to change and store belongings
- ❖ Spectators are to view games from designated spectator areas only
- ❖ Food, sunflower seeds, sugared drinks, or gum are not allowed on the fields
- ❖ No outside Food or Drink permitted
- ❖ Only appropriate bottles with water are allowed on the fields, no glass
- ❖ There is zero tolerance for violence or abusive and foul language directed at anyone in or around SSCI facilities
- ❖ Spitting is prohibited indoors and outdoors on all Saskatoon Soccer Centre premises. Individuals caught spitting will be immediately evicted

These policies will be enforced Thank you for assisting us in providing the safest and cleanest environment for our soccer community!

## GENERAL INFORMATION

### 1. TOURNAMENT INFORMATION

- 1.1 Location: Saskatoon Sports Centre: 150 Nelson Road
- 1.2 Tournament Headquarters: Tournament Headquarters will be located on the 2nd floor of the Saskatoon Sports Centre at 150 Nelson Road, Saskatoon SK, overlooking Sherwood field. Watch for signage. [Click here for a FACILITY & FIELD MAP](#)
- 1.3 Contact Information:
  - 1.3.1 Ph: (306) 361-7872
  - 1.3.2 Email: [operations@susc@gmail.com](mailto:operations@susc@gmail.com)
- 1.4 Tournament Start / End
  - 1.4.1 Teams residing greater than 100 km from Saskatoon will not play their first games until 4:00 PM Friday
  - 1.4.2 Teams within 100 km of Saskatoon may play as early as 8:30 AM on Friday
  - 1.4.3 Teams can expect to play games all four days, including Monday

### 2. SASKATCHEWAN LAWS

- 2.1 All players eligible to play in SUSC Indoor Tournament are "minors" in the Province of Saskatchewan. Possession or use of alcohol by "minors" is illegal. Any report of use of alcoholic beverages or illegal drugs will result in expulsion from the tournament.
- 2.2 Any person who defaces, destroys, steals or otherwise abuses the facilities of SUSC Indoor Tournament or any SUSC property will be expelled from the tournament.

### 3. COACH CERTIFICATION REQUIREMENT

- 3.1. All Saskatchewan team personnel listed on the roster **MUST** have their Full Safe Sport Roster and/or Modified Safe Sport Roster. Without these certifications, Saskatoon United Soccer Club has the right not to allow the individual to be listed on the roster or to sit on the bench.
- 3.2. Team **MUST** have a maximum of two (2) team personnel on the bench; with a max of team personnel allowed.
- 3.3. A minimum of one member of the Coaching Staff or Team Personnel **MUST** be of the same gender as the players. However, we highly recommend that you carry **TWO** of the same gender for adult and player safety.
- 3.4. All out-of-province team personnel are strongly encouraged to have the above certifications.

	<b>Head Coach Assistant Coach Development Coach</b>	<b>Manager Gender Rep Trainer</b>
Criminal Record with Vulnerable Check – <b>MUST</b> be uploaded into RAMP	<b>REQUIRED</b>	<b>REQUIRED</b>
<a href="#">Respect in Sport Online Module</a> (every five years)	<b>REQUIRED</b>	<b>REQUIRED</b>
<a href="#">NCCP Understanding the Rule of Two</a>	<b>REQUIRED</b>	<b>REQUIRED</b>
<a href="#">CSA NCCP Coaching Soccer in Canada Online Module</a>	<b>REQUIRED</b>	<b>N/A</b>

Coaching Soccer in Canada Online Module is the first module of any CSA NCCP Age Appropriate Online Module.		
<u>CSA NCCP Age-Appropriate Online Module</u> U9 – FUNdamentals U11-U13 – Learn 2 Train U15-U19 – Soccer 4 Life	<b>REQUIRED</b>	<b>N/A</b>
CSA NCCP Age-Appropriate On-Field Clinics U9 – FUNdamentals U11-U13 – Learn 2 Train U15-U19 – Soccer 4 Life	<b>REQUIRED</b>	<b>N/A</b>
<u>NCCP Make Ethical Decisions and/or Online Evaluation</u>	<b>REQUIRED</b>	<b>N/A</b>
<u>NCCP Make Head way in Sport</u> *Coaches who completed the former Making Headway in Soccer module prior to March 7, 2025, will have this training recognized.	<b>REQUIRED</b>	<b>N/A</b>
<u>NCCP Emergency Action Plan</u>	<b>REQUIRED</b>	<b>N/A</b>

#### 4. **ROSTER REQUIREMENTS**

- 4.1 Each team must submit their roster information at the time of submitting their team entry in order for their team entry to be considered received. **Changes and additions to the team roster may be made by team personnel up until Jan 31, 2026.**
- 4.2 Requests to add players and/or coaches after January 31, 2026, must be submitted in writing and are subject to approval and an administrative fee. Under no circumstances may players be added once the team has played its first game.
- 4.3 Maximum roster size:
- 4.3.1 U9 – Maximum of 14 players
  - 4.3.2 U11-U19 (7v7) – Maximum of 16 players
  - 4.3.3 U11-U19 (9v9) – Maximum of 18 players
- 4.4 All players must meet the age requirements and be listed on the team roster.

Indoor 2025-26	
Under - 9	Born 2017 / 2018
Under -11	Born 2015 / 2016
Under - 13	Born 2013 / 2014
Under - 15	Born 2011 / 2012
Under - 17	Born 2009 / 2010
Under - 19	Born 2007 / 2008

- 4.5 Playing unregistered players, or players found to be in bad standing with their member organization, will result in game defaults and your provincial association will be notified.
- 4.6 Players may only play for one team during the tournament.
- 4.7 A maximum of five (5) guest players is allowed per team. Guest players must be submitted by Jan 31, 2026. If any player(s) are not approved, you will be notified.
- 4.7.1 Guest players must be marked as “AP” on your roster. It is your responsibility to check with the registrar, prior to your first game, to ensure guest players are eligible.
  - 4.7.2 Any player from outside the tournament team’s club/academy, age group, or division is considered a guest player and requires a Guest Player form submitted to SUSC by January 31<sup>st</sup>.

- 4.7.3 No player is permitted to 'play down' into a different age group or division.
- 4.8 A player registered in the highest division may not permit with the lowest division team in the next higher age group (e.g. U11 Boys Premier cannot permit to U13 Boys Division III).
- 4.9 Teams who are co-ed must enter in the boys age group; there are no exceptions.
- 4.10 Teams should be prepared to produce their provincial registration form upon request.

## **POLICIES & PROCEDURES**

### **5. REFUND POLICY**

- 5.1. If for any reason your team cannot attend the tournament, PLEASE INFORM US IMMEDIATELY BY emailing operations@susc@gmail.com. Call even if your participation is questionable or if you are considering cancellation. It is very important that you inform us immediately of your cancellation for the following reasons: Limited spaces; Waiting lists; and Changes to game schedules. Remember that you must cancel your own hotel reservations. If you do not inform us of your cancellation, we will expect your team at your first scheduled game. Failure to notify of your team's cancellation will result in your Provincial Association being notified of your action.
- 5.2. Refund:
  - 5.2.1. Before Dec 1: 50% Refund
  - 5.2.2. Refunds will NOT be given after registration for the tournament closes
  - 5.2.3. NOTE: If SUSC cancels the tournament, all teams will be provided a full refund

### **6. WEATHER**

- 6.1 If weather conditions and the state of fields make it impossible to carry out the tournament to its full extent, it is up to the organizers to make the necessary decisions concerning the rearrangement or cancellation of games for any reason.
- 6.2 Fees are non-refundable if games or the tournament is cancelled for any reason.
- 6.3 The tournament committee has the right to shorten the length of games, and change format to ensure completion of round robin can be completed up to a minimum of 2 games played if possible.
- 6.4 If at least one-half of the game has been played before termination for weather conditions or tournament committee decision, the game stands as a completed match.

### **7. PROTESTS**

- 7.1 No protests will be heard on any judgement calls by the referee. Protests will be allowed on eligibility or other technical matters. All decisions by the referee will be final concerning the outcome of games.
- 7.2 Protests, problems or complaints will be dealt with provided they are in writing and submitted to the Tournament Committee within one hour of the completion of the game. MUST BE ACCOMPANIED by a \$125 fee. If the protest is upheld, the fee will be refunded.
- 7.3 Referee Evaluation Forms are available at ONLINE. If your team is impressed with or unimpressed with a referee, you are encouraged to fill out an evaluation form so that we can help provide constructive feedback to our referee development crew.

### **8. DISCIPLINE**

- 8.1 Discipline matters will be dealt with at Tournament Headquarters. Any player and/or Team Personnel involved in a discipline matter will be required to report to Tournament Headquarters within one of hour of the completion of the game. However, any player or team personnel may waive the right to a hearing and accept an automatic suspension for one (1) game. If the right to a hearing is not waived,

or if the Tournament Discipline Committee at their sole discretion shall so decide, the Tournament Discipline Committee shall conduct hearings to deal with misconducts that may be deemed above and beyond that which constitutes a one (1) game suspension.

8.1.1 Any player or team official reported for misconduct who elects to have a hearing, or where the Tournament Discipline Committee has called the hearing, shall attend the hearing and may be accompanied by a club representative.

8.1.2 Failure to attend, after notification by the Tournament Staff, shall result in immediate suspension until the player or team official involved requests a further hearing in writing, and appears at that subsequent hearing.

8.2 The Tournament Discipline Committee shall hold a hearing into the behaviour off the field of play of any player or team official alleged by the Tournament Staff to have brought the game into disrepute.

8.3 Canada Soccer has established minimum sanctions within the Canada Soccer Discipline Code. The CSDC applies to every match and competition organized. All SSA Member Organizations must ensure that any discipline sanctions set forth under their jurisdiction meet the minimum standards of Canada Soccer

8.4 Saskatoon United Soccer Club discipline procedures has been amended to adopt SSA's minimum suspensions (Pg. 26-34)

8.5 The Committee may take any disciplinary action it sees fit, including suspension from Tournament play. Any suspension shall take effect immediately and shall be from all tournament games.

8.6 INAPPROPRIATE OFF-FIELD BEHAVIOUR MAY ALSO BE SUBJECT TO DISCIPLINARY ACTION. WHILE IN THE COMMUNITY PLEASE REMEMBER THAT YOUR TEAM IS AN AMBASSADOR FOR ALL SOCCER ASSOCIATIONS. The Tournament Discipline Committee will forward their findings and reports to the governing body of the team whose player was subject to discipline.

## **9. HEARINGS**

9.1. A Discipline Hearing Committee shall have no less than three members, one of whom shall act as Chairman.

9.2. The Committee shall satisfy itself that the person charged has had details of the charge

9.2.1. The person charged or his Representative shall be entitled to make a submission.

9.2.2. At any time, the Chairperson and, through him/her, Members of the committee may ask questions of the witness to clear up any doubts which may exist.

9.2.3. If the charge is found "not proven" the session will be declared closed.

9.2.4. If the charge is found "proved" the Committee shall proceed to decide whether any, and if so what, disciplinary action shall be taken.

## **TOURNAMENT OPERATIONS**

### **10. FIELD MARSHALS**

10.1. Will be provided by the tournament committee

10.2. Coaches and Managers ARE RESPONSIBLE for the behaviour of their players and fans.

### **11. REFEREES**

11.1. If a referee is not on field 5 minutes prior to the start of your game, please contact Tournament Headquarters immediately at (306) 657-5747

- 11.2. Linesman will be provided for Half Field ONLY in playoff games
- 11.3. Referee Evaluation Forms are available online. If your team is impressed or unimpressed with a referee, you are encouraged to fill out an evaluation form so that we can help provide constructive feedback to our referee development crew.

## **12. TOURNAMENT FIRST AID**

- 12.1. We have first aid responders on duty at all times during our tournament. They will be accessible at Tournament Headquarters or can be contacted to come down to the field by calling Tournament Headquarters (306) 657-5747 (Indoor); (306) 657-5758
- 12.2. Teams are required to have their own first aid supplies on-hand during the tournament. There is ice available in the restaurant upstairs
- 12.3. FOOTWEAR & GAME FORMATS
- 12.4. No metal cleats allowed for ALL DIVISIONS
- 12.5. All players are required to bring running shoes appropriate for smooth court surface in the case their game(s) or a tie breaker shoot-out is scheduled (or rescheduled) on a smooth court surface. Plastic cleats are permitted on the turf surfaces but not metal cleats

## **13. Game Format:**

- 13.1. 1/8 Format (5v5, including Goalkeeper) Format: U9
- 13.2. Quarter Field (7v7, including Goalkeeper) Format: U11, U13 Div II & III, U15-U19 Div III– 7v7 (including GK)
- 13.3. Half Field Format (9v9, including Goalkeeper): U13 Premier, U15-U19 Premier & Div II

## **14. Team SELECTION & DIVISION ALIGNMENT**

- 14.1. Teams not accepted will be refunded their registration fee. Divisions that have fewer than three registered teams following the registration deadline will be cancelled and teams will be advised of non-acceptance.
- 14.2. Registered teams will not be made public before Division announcements.
- 14.3. Team selection into the tournament and player eligibility is at the sole discretion of the Tournament Committee. To make Divisions viable, age groups may be combined based on similar competition (for instance, U13 Division 1 and U15 Division 2) at the sole discretion of the tournament committee. This is to provide playing opportunities for as many teams as possible. Should a team not agree to this, they will be considered as withdrawing after the deadline and will forfeit their registration fee.

## **15. GROUP RANKING**

- 15.1. Each team receives 3 points for a win, 1 point for a tie, and 0 for a loss
- 15.2. In the event of a default, the game shall be awarded to the team defaulted against with a 3-0 score and the team will receive 3 points for a win.
- 15.3. All teams are ranked on the following four criteria:
  - 15.3.1. Total number of points--Each team receives 3 points for a win, 1 for a tie, and 0 for a loss.
  - 15.3.2. Teams that are in pools of 5 will be ranked using an average weighted system. All criteria in the ranking system will follow this system.
  - 15.3.3. Previous match results--Winner of the match between 2 teams tied shall be awarded the higher position.

- 15.3.4. Goal difference--subtract total goals allowed from total goals scored in calculating the goal difference, a max. difference of five (5) will be allowed for any one game. (ie. score is 8-1, the difference will be counted as 5)
- 15.3.5. Least number of goals against (Note: All goals count).
- 15.3.6. If two or more teams are still tied under criteria 1 a) – d) then, the teams must contact tournament headquarters to be assigned a time for penalty kicks to take place.

## **16. OVERTIME PERIODS**

- 16.1. In the event of a tie during group competition, no overtime will be played and each team will be awarded 1 point for a tie.

## **17. PLAYOFF PROCEDURE**

- 17.1. In any age division with more than three teams, the top team in each pool will advance to the championship side or playoff. In age divisions with 6 teams, the two teams (of the other four) having the most points will also advance. In age divisions of 4 or 8 teams, the second-place team in each pool will advance.
- 17.2. In the playoffs, the losing team is eliminated from the competition.
  - 17.2.1. It is the responsibility of the team officials to determine if the team advances to the playoffs. Information will be available at Tournament Headquarters.
  - 17.2.2. Team advances in pools of 6 – team advance is the next 2 best teams. If both advancing teams are from the same pool, 1<sup>st</sup> in that pool will play 3<sup>rd</sup> and 1<sup>st</sup> in the other pool will play 2<sup>nd</sup>. If advancing teams are from opposite pools, 1<sup>st</sup> in A will play 2<sup>nd</sup> in B and 1<sup>st</sup> in B will play 2<sup>nd</sup> in A.
  - 17.2.3. Team advances in pool of 12 – team advance is the next team with the best record after first in each pool. The team that finished with the best record overall plays team advance in the semi-final.
- 17.3. Penalty Shootout Procedures
  - 17.3.1. Only players that are on the field at the end of the overtime period can participate in the shoot-out as per FIFA rules. All teams may pick five players from their team to participate in the shoot-out for the first round of five shots each. If still tied after the first round (or after the 5 shots per team), the shoot-out goes into sudden death and teams are to use new on field players and cannot use the original first five players until all on field players are used including the keeper.

## **MATCH RULES & REGULATIONS**

### **18. GAME PROCEDURES**

- 18.1. Except as otherwise provided here, the tournament rules shall be the Saskatoon Youth Soccer Indoor Rules
- 18.2. The team package will be available for pick-up at Tournament Headquarters (this includes three (3) complimentary team personnel admission passes).
- 18.3. SPECTATORS: Admission passes are needed for any individual going upstairs to tournament headquarters or to watch other games.
- 18.4. Game sheet for the will be handled by the Tournament.
- 18.5. The first team listed in the schedule is the home team.
- 18.6. The home team must have an alternate jersey and be prepared to change if, in the opinion of the referee, there is a color conflict. Where alternate uniforms are used, the uniforms need to be numbered,

and the game sheet needs to be updated with correct jersey numbers prior to the start of the game (on field if necessary).

- 18.7. The Home team is responsible for providing two (2) game balls to be approved by the referee
  - 18.7.1. Low bounce for 7v7 game formats ONLY on smooth surface ~ Family Focus field or Henk Ruys). U9-U11 use size 4, and U13-U19 use size 5.
- 18.8. A team without the required minimum players at 10 minutes past the scheduled game time will default:
  - 18.8.1. three players for 5v5; five players for 7v7, and seven players for 9v9.
- 18.9. On-Field warm-up time will be minimal. Teams should be therefore an adjoining area.
- 18.10. Under no circumstances can team(s) change or switch game times with another game or team(s). The schedule is final and cannot be manipulated by teams participating in the tournament or by the tournament coordinator. The only switching of game times that may occur is if there is a power failure then the tournament coordinator may adjust the schedule if necessary.
- 18.11. Please tidy up after your team prior to leaving the field or any team areas.

## **19. Offside**

- 19.1. 1/8 Field (5v5) Format: No offside
- 19.2. Quarter Field (7v7) Format: No offside
- 19.3. Half Field (9v9) Format: Offside is the centre line
  - 19.3.1. A player is offside only now the ball is played forward and will only be offside if there are less than two opponents either level of between the receiving attacker and the goal line. (Note: the goalkeeper is usually one of Game Ball)

## **20. SUBSTITUTION**

- 20.1. A maximum of 2 players may be substituted at a time, and substitutions will be on the fly at the halfway line
- 20.2. Teams are allowed unlimited substitutions in a game

## **21. LENGTH OF GAME**

- 21.1. U9 – 30 min (15 min halves)
- 21.2. U11 – 40 min (20 min halves)
- 21.3. U13-U19 – 50 min (25 min halves)
- 21.4. Half time will be five (5) minutes in duration.
- 21.5. All teams must be ready to start play at their scheduled time. Any delay will reduce the total game time.

## **22. PLAYER OF THE GAME**

- 22.1. At the end of each game, the coach of each team shall choose a player from within their own team for the Player of the Game. The field marshal shall provide the coach with a Player of the Game pin before the beginning of each game. Coaches, please make sure that a player may only receive this award once during the tournament.

## **23. TOURNAMENT EXTRAS**

- 23.1. Award Presentations will take place on the field after the final games (time permitting) or in the Saskatoon Sports Centre common area.
- 23.2. SUSC Penalty Kick Showcase: SUSC's Signature event for U11 players is back for a Special Anniversary Celebration!
- 23.3. PSP Photography

23.4. 50/50 Draws

23.5. Raffle Draws

23.6. Fun Extras for U9

23.7. Team Photo Contest

