



## **SUSC Indoor Tournament RULES:**

**February 16-19, 2024**

### **RULES**

#### **1. AGE CATEGORIES AND DIVISIONS**

- Under 9 – Born 2015 and younger, Boys and Girls
- Under 11 – Born 2013/2014, Boys and Girls Division I, II and III
- Under 13 – Born 2011/2012, Boys and Girls Division I, II and III
- Under 15 – Born 2009/2010, Boys and Girls Division I, II and III
- Under 17 – Born 2007/2008, Boys and Girls Division I, II and III
- Under 19 – Born 2005/2006, Boys and Girls Division I, II and III

#### **2. FORMAT**

- U9 - 5 v 5 (including a keeper) on 1/8 field with a size 3 ball. (no referee)
- U11 All Divisions - 7 v 7 (including a keeper) on ¼ field with a size 4 ball.
- U13 Div 2 & 3, U15/17/19 Division 3 - 7 v 7 on ¼ field with a size 5 ball.
- U13 Division 1, U15/17/19 Divisions 1 & 2 - 9 v 9 on ½ field with a size 5 ball.

#### **3. TEAM ROSTER**

Rosters should be entered when registering your team. Requests to alter rosters after January 30<sup>th</sup> must be submitted in writing and are subject to an administrative fee. NO roster changes will be accepted after Feb 11<sup>th</sup>.

- 5v5 Format – MAX 14 players
- 7v7 Format – MAX 16 players
- 9v9 Format – MAX 18 players

All participants must be registered and in good standing with their District, Provincial, State and/or National Soccer Association. Players can only be registered and play with one team over the entire tournament.

#### **4. TEAM PERSONNEL**

- MIN 2, MAX 5 team personnel will be allowed on a roster/bench.
- Min one team personnel must be the same gender as the players.
- All Saskatchewan team personnel must meet SSA Safe Sport Roster requirements.
- Only those registered as team personnel will be allowed on field.

#### **5. GUEST PLAYERS**

- Any player from outside of the tournament team's either club/academy, age group or division is considered a guest player and required a Guest Player form submitted to SUSC by Jan 30<sup>th</sup>.
- Max 5 guest players allowed per team. No exceptions.
- All guests must be identified on the roster form as an 'Affiliate Player'(AP) at the time of registration.
- No player is permitted to 'play down' into a different age group or division.

## **TOURNAMENT PROCEDURES**

### **A. General**

- a) Field Marshals will be on site to monitor spectators. No abuse of match officials will be tolerated.
- b) Game sheets must be reviewed and signed by a team official at least 30 minutes prior to each game.
- c) U13 and up: At the end of each game the coach of each team shall select a Player of the Game from their own team to receive a gift.
- d) All players/coaches should stay off the Terry Fox Walking Track (the orange flooring) except to cross from dressing room to field. It is reserved for paying patrons of SSC.
- e) IT IS THE RESPONSIBILITY OF THE COACHING STAFF TO MAKE THEMSELVES FAMILIAR WITH THE RULES FOR THIS FACILITY AND THIS TOURNAMENT.
- f) U7, U9, U11, U13 Division 2 & 3 and U15 & U17 Division 3 may play on both turf and tile surfaces. – ensure players have appropriate footwear!

### **B. Game Play**

- a) Except as otherwise provided here, the FIFA 'Laws of the Game' shall apply to all competition.
- b) Except as otherwise provided here, the tournament rules shall be the Saskatoon Youth Soccer "Indoor Rules."
- c) The Home Team must supply two acceptable game balls. Warm up time will be limited and is at the discretion of the referee.
- d) Home teams must be prepared to change if there is a color conflict.
- e) U9 and U11 games will be two 20-minute halves. All other divisions will play two 25-minute halves.
- f) A team without the required minimum players: (3) for 5 v 5; (4) for 6v6; and (6) players 9v9, on the field at 10 minutes past the scheduled game time will default.
- g) Offside rules are in effect 9v9 games at the half-line as per SYSI indoor rules.
- h) Substitutions ALL DIVISIONS: Unlimited from center on the fly, within one meter of both the touchline and center line. Yellow cards may be given for incorrect substitutions.
- i) The 7v7 divisions (sport court or ¼ turf) will play with lined boundaries. If the ball contacts the ceiling or a ceiling attached fixture, the game will be restarted directly below the point of contact by and indirect free kick by the team that was not the last to touch the ball.
- j) Retreat Line: U11 Div. 3 ONLY The defensive team's players must retreat to the ½ way line on all Goal Kicks

### **C. Pools**

Each team is guaranteed three (3) games.

- a) **U9 – U11 – Festival Format:** No standings or Final rounds will be played as per SSA and CSA development policies.
  - i. Age divisions with three (3) teams will play two (2) games against each team within its pool.
  - ii. Age divisions with four (4) teams will play one (1) game against each team within its pool. Time permitting, a fourth game could be scheduled for each team.
  - iii. Age divisions with five (5) teams will play one (1) game against each team within its pool.
  - iv. Age divisions with six (6) teams will be split into two (2) pools of three (3). Each team in Pool A will play each team in Pool B.
  - v. Age divisions with seven (7) teams will be split into two (2) pools. Teams in Pool A cross over to play teams in Pool B.
  - vi. Age divisions with eight (8) teams will be divided into two (2) pools. Each Pool will play one game against each team within its pool.
- b) **U13 – U19 – League Format:** Round robin play with 1<sup>st</sup> & 2<sup>nd</sup> medal placing.



- i. Age divisions with three (3) teams will play one (1) game against each team within its pool. The top team after round robin will advance to the Final. The remaining two (2) teams will play a semi-final game, with the winner advancing to the Final.
- ii. Age divisions with four (4) teams will play one (1) game against each team within its pool. The top teams after round-robin will advance to the Final.
- iii. Age divisions with five (5) teams will play one (1) game against each team within its pool. **No final will be played.** The first and second overall will be awarded gold and silver medals, respectively.
- iv. Age divisions with six (6) teams will be split into two (2) pools of three (3). Each team in Pool A will play each team in Pool B. The top two (2) teams overall after round-robin will advance to the Final.
- v. Age divisions with seven (7) teams will be split into two (2) pools. Teams in Pool A cross over to play teams in Pool B. The two best teams will advance to the finals, regardless of the pool. \*\* The teams in Pool B will play four (4) games. The game against the last place team in Pool A will not count towards the standings.
- vi. Age divisions with eight (8) teams will be divided into two (2) pools. Each Pool will play one game against each team within its pool. The top team in Pool A and the top team in Pool B after round robin play will advance to the Final.

#### **D. Group Ranking U13 – U19**

WIN – 3 Points    DRAW – 1 Point    LOSS – 0 Points

In the event of a default, the game shall be awarded to the team defaulted against. If two or more teams have an equal number of points, the following rules, in the following order, shall be used to determine final standings.

- a) Previous match results - the winner of the match between two teams tied in points shall be awarded the higher position.
- b) Goal Difference - subtract total goals allowed from total goals scored. In calculating the goal difference, a maximum difference of five will be allowed for any one game.
- c) Least Goals Against - the team with the least goals against shall be awarded the higher position.
- d) Penalty Shots - If two or more teams are still tied under criteria (a) through (c), then the higher standing shall be decided by kicks taken from the penalty mark as per SYSI Indoor Rules. The Tournament Committee shall decide on a suitable time, date, and place for the taking of kicks from the penalty mark.

#### **E. Overtime Periods U13 – U19**

- a) In the event of a tie during group competition, no overtime will be played. Each team will be awarded 1 point for a tie.
- b) In the event of a tie during semi-final competition, no overtime shall be played. The game shall go directly to penalty kicks to determine a winner.
- c) There will be TWO five (5) minute overtime GOLDEN GOAL halves played in any final game. The first team to score will be awarded the win. If still tied, the game shall go to penalty kicks.

#### **F. Playoff Procedures U13 – U19**

- a) The top team or top two teams in each group (depending on the pool as indicated above) will advance to the championship side of playoff.
- b) It is the responsibility of the team officials to determine if the team advances to the playoffs. Information will be available at Tournament Headquarters.

#### **G. Discipline**

- a) Discipline matters will be dealt with at the SUSC Tournament Headquarters. Any player involved in a discipline matter will be required to report to Tournament Headquarters within one hour of completion of the game. Failure to appear will result in suspension from the tournament.

- b) Discipline matters are as follows:
  - i. Ejection from a game (one red or two yellow cards) results in an automatic one game suspension and a hearing.
  - ii. A second yellow card during the tournament is subject to review and may be subject to a hearing.
  - iii. Three (3) yellow cards in the tournament will result in an automatic one (1) game suspension and a hearing.
  - iv. A report by a tournament official.
  - v. Spitting on turf or sports court is not allowed. Players disregarding this rule can/will be “dismissed” (verbally, without showing a red card) by the referee.
  - vi. “Dismissed” player will have to leave the field/premises just like an ejection (red card). The team will have the possibility of replacing the player “dismissed” without playing shorthanded.
  - vii. A misconduct report will be filled out by the referee, so the player in question must report to the Tournament Headquarters for a Disciplinary Hearing. (At the best effort of the tournament committee this will take place within one hour of completion of the game)
- c) Spectators and parents/guardians/caregivers must also:
  - i. Encourage athletes to play by the rules and to resolve conflicts without resorting to hostility or violence.
  - ii. Never ridicule a participant for making a mistake during a performance or practice
  - iii. Provide positive comments that motivate and encourage participants’ continued effort.
  - iv. Respect the decisions and judgments of match officials and encourage athletes to do the same.
  - v. Respect and show appreciation to all competitors, and to the team personnel, match officials, and other volunteers who give their time to the sport.
  - vi. Refrain from entering the training or competition areas and from interfering with any activities.
  - vii. Behave responsibly and respectfully on social media and in electronic communications.

### **Players Equipment**

- a) Equipment shall consist of a numbered shirt, shorts, socks, shin pads and footwear that is designed for indoor use. No cleats of any kind are allowed on the tile surface. All players on the same team shall wear the same-coloured shirts and shall not have the identical numbers. Goalkeepers shall wear colours which are distinguishable from all other players and referees.
- b) Players must not wear equipment or anything which endangers themselves or other players including any kind of jewelry.
- c) Any player wearing a hard cast will not be permitted to participate, even if it is wrapped. Soft casts are permitted at the referee’s discretion.

### **H. The Referee & Protests**

- a) Match official(s) shall be appointed to officiate in each game. The referee’s authority shall commence as soon as the referee enters the playing facility and shall extend to when the game is over, and the referee has left the facility. The referee’s decision on points of fact connected with play shall be final. The powers and duties of the referee are as per the FIFA “Laws of the Game.”
- b) Appropriate equipment and inappropriate jewellery will be at the discretion of the referee.
- c) If an assistant referee is appointed to the game their duties are to function as a timekeeper and assist the referee to control the game.
- d) No protests will be heard on any judgment calls by the referee.
- e) Protests will be allowed on eligibility or other technical matters. All decisions by the referee are final.
- f) Protests or complaints will be dealt with provided they are in writing and submitted to the Tournament Committee within 15 minutes of the completion of the game in question. The protest must be accompanied by a \$125 fee. If the protest is upheld, the \$125 will be refunded.

### **I. Saskatchewan Laws**



- a) All players eligible to play in the SUSC 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.