



WESTMAN FC SUMMER CLASSIC

RULES OF PLAY

In addition to these rules and regulations below, the tournament will also be subject to the 2024-25 FIFA Laws of the Game and the Manitoba Soccer Association's 2025 Outdoor Rules of Play. This document can be found on the tournament website under the Rules and Regulations tab. The tournament rules are subject to change.

TEAM ELIGIBILITY

This tournament is open to all provincial/state sanctioned teams that are competitive U10 to U17 male teams. All players must be registered under their respective clubs. All out of province teams are required to submit an approved provincial/state association team travel application prior to **July 6th**. The approved travel application must include approval from the provincial/state association, team roster, volunteer screening certificate(s), and guest player forms (if applicable). **The entry Deadline is Friday, July 4th, 2025, or when we reach capacity, whichever comes first.**

**Failure to meet these requirements will deem the team ineligible. Refunds will be provided at the discretion of the WRSA Board.*

TOURNAMENT DIVISIONS

U10 Boys – Developmental

U12 Boys – Developmental

U13 Boys Premier 1

U13 Boys Premier 2

U14 Premier 1 Boys & U15 Premier 2 Boys

U16 Premier 1 Boys & U17 Premier 2 Boys

WRSA reserves the right to form combined divisions based on the teams that have registered for the event.

AGE ELIGIBILITY

U18 Players born on or after January 01, 2007

U17 Players born on or after January 01, 2008

U16 Players born on or after January 01, 2009

U15 Players born on or after January 01, 2010

U14 Players born on or after January 01, 2011

U13 Players born on or after January 01, 2012

U12 Players born on or after January 01, 2013

U11 Players born on or after January 01, 2014

U10 Players born on or after January 01, 2015

ROSTER SIZES & NUMBER OF PLAYERS ON THE FIELD

All roster sizes & number of players on the field are as follows:

U10 Developmental = 6v6 play on a quarter size pitch, with a maximum roster of 14

U12 Developmental = 9v9 play on a half size pitch, with a maximum roster of 16

U13 Premier Divisions = 9v9 play on a half size pitch, with a maximum roster of 16

U14 - U17 Premier 1 & Premier 2 = 11v11 play on a full-size pitch, with a maximum roster of 20

TEAM ROSTERS

All teams sanctioned by the Manitoba Soccer Association will be required to submit an MSA approved roster by **Friday July 4th, 2025**. for proof of player registration. **All teams from outside of Brandon should be prepared to play by Friday, July 10th at 6 PM.**

COMPETITIVE FORMAT

- U10 Developmental divisions will participate in a festival-style tournament on half-size fields with 4 matches guaranteed.
- U12 Developmental divisions will participate in a standings-based tournament on 3/4-sized fields with 4- matches guaranteed. The top teams from each group (when applicable) advance to the Championship match and the other 2 teams compete in a consolation match.
- U13 Premier divisions will participate in a standings-based tournament on 3/4-sized fields with 3 round robin matches guaranteed. The top teams from each group (when applicable) advance to the Championship match and the other 2 teams compete in a consolation match.
- U14 - U17 Premier divisions will participate in a standings-based tournament on full-sized fields with 3 round robin matches guaranteed. The top teams from each group (when applicable) advance to the Championship match and the other 2 teams compete in a consolation match.

WFC reserves the right to combine divisions as deemed necessary.

VOLUNTEER SCREENING (TEAM OFFICIALS)

All team officials listed on an Official Team Roster participating in the tournament must be Child Abuse Registry cleared, and Criminal Record Search Certificate cleared. It is the responsibility of any Organization to ensure these requirements are met. All out of province teams must provide proof of their cleared documents when submitting their approved state/provincial application to travel.

TEAM OFFICIALS

A maximum of four (4) team officials/coaches may be listed on a team's official roster.

SAME GENDER ADULT

All teams must have at least one adult of the same gender as the players. If none of the registered team officials fit this requirement, a parent may fulfill this role.

GAMESHEETS

Prior to the start of the match, the referee must be provided with the following:

- i. A completed game sheet which lists the full names of the team officials present at the match. The game sheet shall also include the full names and jersey numbers of the players participating in the match.

- ii. Guest Players must clearly be identified on the game sheet with a star beside their name.
- iii. Any player arriving after the kick-off, the referee is responsible to add the player's name and number to the game sheet prior to completing the game sheet at the end of the match.
- iv. Following the conclusion of the match, no person other than the referee is permitted to write the score or make comments concerning the match on the game sheet. The referee shall sign the game sheet and provide that copy to the organizing committee.

GUEST PLAYERS

Any player who participates with a team that they are not officially rostered with is considered a guest player. All players must be registered players under their club. **Players in the U13-U18 divisions are allowed to participate on only one (1) team during the tournament. This means if you are already on a team playing in the tournament, you cannot be a guest player for another team in the tournament.**

The following rules must be met for all guest players to be considered eligible:

- i. All guest players must complete the Tournament Guest Player Form and have it approved by the organizing committee for said player to be eligible to participate with the requesting team.
- ii. A maximum of five (5) guest players is allowed per team
- iii. All guest players must be age-eligible to compete with the requesting team.
- iv. Teams may have guest players that are the same age/caliber of the requesting team (lateral guesting), but never from an older or higher division.
- v. Developmental and Premier team players may appear as guests on their own Member Club teams in a division that is higher than their own by virtue of their birth year. For example, a U13PR player can guest on a U14PR team, however a U15PR player cannot guest on a U14PR team.

Failure to abide by the guest player rules below may result in the player being deemed ineligible, which results in the team's matches being defaulted. If you have any questions regarding eligibility, please contact us immediately. **All guest player forms must be submitted to the WFC committee by Friday, July 4th, 2025. No guest players shall be added after this date unless approved by the organizing committee.**

TECHNICAL AREA / TEAM BENCH

Only players, team officials, and the same gender adult shall be eligible to occupy a spot in the technical area.

OFFSIDE / ATTACKING LINE FOR HALF FIELD PLAY

For the U12 Developmental divisions on a 3/4-sized field, the attacking line becomes the midfield line (aka halfway line) when judging an offside. As such, offside offences shall only be

in effect in the attacking third of the field (beyond the attacking line). The attacking third of the field is defined as the area of the field, from touchline to touchline extending 15 meters from the goal line as indicated by flag posts placed 1 meter (1 yard) outside the touchlines. For quarter field play, no offside will be enforced.

RETREAT LINE FOR U10 DEVELOPMENTAL

The Retreat Line is a tool that assists with the development of players, technically and as a team, tactically. The Retreat Line has been introduced around the country to allow younger players to learn and gain confidence in how to play the ball out from the back and forward to attack. The Retreat Line shall be marked a third (1/3) of the way from the goal line on each U9 & U10 recreational and developmental league field. When the ball goes out of play for a goal kick, the attacking players must back up to the Retreat Line. The players of the team taking the goal kick can position themselves anywhere on the pitch and any player may take the goal kick. The opposing team retreats to the middle third of the field and may not cross the Retreat Line until:

1. The ball is touched by a player receiving the goal kick; or
2. The ball leaves the field of play; or
3. The ball is played directly into the middle third of the field.

If the defending team encroaches across the retreat line before a teammate receives a pass, the referee will stop the play, and the goal kick will be retaken. If the opposing team repeatedly encroaches the retreat line, then an indirect free kick shall be awarded from the place where the offense occurred for not respecting the restart of play. However, if a team wants to play quickly, they can, and, if the goal kick is played before the opposing team players have moved behind the Retreat Line, the ball is considered live for all players. Clubs may mark the field with a dotted-line or place hash marks on the touch line signifying the correct distance. If for whatever reason the field is not marked, teams must agree on the distance and place cones/markers down to signify the Retreat line. During the indoor season, we will use flags at the edge of the pitch as we do for the attacking line.

SUBSTITUTIONS

Half field play = unlimited on the fly. All substitutes must enter the field directly in front of the team bench. If the player being replaced does not exit the field of play directly in front of his team bench, the match shall be stopped, and the match official will caution the player for infringing the substitution procedure and be shown a yellow card.

3/4 field play = unlimited on the fly. All substitutes must enter the field directly in front of the team bench. If the player being replaced does not exit the field of play directly in front of his team bench, the match shall be stopped, and the match official will caution the player for infringing the substitution procedure and be shown a yellow card.

Full field play = an unlimited number of subs can be made at any stoppage in play, at mid-field with the discretion of the match official.

UNIFORMS/EQUIPMENT

- i. All players must wear a number on the back of their jersey. Each player shall have a different number and that number must coincide with the player's name and number as indicated on the game sheet. If team colors clash, the away team must change colors or wear pinnies. The home team will be indicated as the first team on the schedule.
- ii. All jewelry (rings, necklaces, wristbands, earrings, hair clips, etc.) must be removed.
- iii. Hard casts are considered to pose a danger to both the wearer and other players and are not permitted to be worn. The practice of padding a hard plaster cast does not reduce the element of danger.
- iv. Players wearing a soft cast must receive permission to play from the referee at the time of the match.
- v. Medical bracelets must be taped but leaving the medical information clearly visible.

DURATION OF GAMES / DETERMINING A WINNER

U10 DL – 2 x 25-minute halves

U12 DL – 2 x 30-minute halves

U13 Premier – 2 x 35-minute halves

U14 to U18 Premier – 2 x 40-minute halves

Matches tied at full time during the round-robin shall remain tied for the purpose of the standings. Any match that must be played to a resolution and is tied at the end of regulation time, the winner shall be decided by penalty kicks, in accordance with the FIFA Laws of the Game.

DETERMINING A WINNER FOR ALL SEMI-FINAL PLAYOFF MATCHES:

If the match is tied at the end of regulation, teams advance directly to taking of penalty kicks, in accordance with the FIFA Laws of the Game.

DETERMINING A WINNER IN THE CHAMPIONSHIP FINAL

If the match is tied at the end of regulation, two (2) x five (5) minute halves of extra time shall be played to its entirety (**no golden goal**). If the score is still tied at the end of extra time, both teams shall take penalty kicks, in accordance with the FIFA Laws of the Game.

PROCEDURE FOR PENALTY KICKS

- i. Best of five (5) alternating kicks from the penalty mark to decide the winner.
- ii. Only the players who are on the field of play at the end of the match, which included extra time where appropriate, are eligible to take kicks from the penalty mark.

- iii. A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a substitute.
- iv. If still tied after the five (5) kicks from the mark, teams will then take one kick each until the draw is resolved (each team will use the players who did not participate in the first five kicks).

DETERMINATION OF GROUP WINNERS

Each team will be awarded four (4) points for a win and one (1) point for a tie. At the end of round robin play, the group winner will be the team with the most points accumulated by wins/ties in their group. In the event of a tie, group winners shall be determined by applying, in order, the following procedures until the tie is broken:

- i. Most points (Wins/Ties) in all group matches
- ii. Most points in matches (Wins/Ties) amongst the tied teams
- iii. Head-to-head result (not applicable if three (3) or more teams are tied)
- iv. Greater total goal difference (goals for minus goals against with a maximum of five (5) goal difference per match)
- v. Least goals against (maximum of five (5) goals against per match)
- vi. Most wins
- vii. Most goals for (maximum of five (5) per match)
- viii. Kicks from the penalty mark in accordance with FIFA Laws of the Game. Time and date to be determined by the organizing committee and could be as soon as possible after the group's last round-robin match.

**The procedure must be followed in the above-listed order. In the instance of three or more teams being tied on points, and one team has been appropriately placed, continue through the tie breaking procedure for the remaining teams at the point in which the appropriate number of team(s) have advanced through the process.*

MATCHES NOT PLAYED TO THEIR ENTIRETY

In cases where a match is abandoned due to reasons other than discipline, the organizing committee shall determine an appropriate course of action.

MATCHES NOT PLAYED

In cases where a match is not played for any reason (weather, injury, etc.) the organizing committee shall determine an appropriate course of action.

USE OF AN INELIGIBLE PLAYER

Any team found to have used an ineligible player during the tournament shall default the match. Such matches shall not be replayed.

MATCH DEFAULTS

In cases where a team defaults a match, the opposing team will receive 4 points and a 5-0 victory.

HANDSHAKING

All teams will shake hands with their opponents before every match.

DISCIPLINE

The organizing committee is responsible for dealing with any misconduct that takes place prior to, during, and after a match in the Westman FC Summer Classic Tournament involving players, team officials, and/or spectators. Misconduct by players, team officials, or spectators reported by the match officials shall be dealt with prior to the team's next match, when possible. All decisions of the organizing committee shall be final and binding as far as the tournament is concerned. A player/team official may be eligible to participate while under suspension from another competition. It is extremely important that if a player/team official is serving a suspension that you check with both organizing bodies to see if the player/team official is eligible while under suspension. A Permission to Play letter may be required.

The Westman Regional Soccer Association and for the purpose of this Tournament, will refer to the Manitoba Disciplinary Mandatory Minimums (MDMM) as set out by the Manitoba Soccer Association. The MDMM dictates minimum suspensions for each red card and/or lifetime offense. As members of the MSA, WRSA is bound to follow these minimums as set out by the MSA.

When a team member is ejected, the match official will submit their report to the organizing committee for review. The organizing committee will review the referee report and any additional correspondences supplied by the team within 60 minutes upon conclusion of the match for consideration, regarding the incident, prior to determining any sanctioning.

In cases of team supporters interfering with a match or causing control problems for the match officials, the match official will abandon the match and will report to the organizing committee immediately. Bench control and supporter control is the responsibility of the team. Team officials who withdraw their team from the field will be subject to sanctioning. Any other actions bringing the game into disrepute not addressed by this document will be dealt with by the organizing committee as they arise.

Yellow Card Offences (Cautions):

1. Unsporting behavior
2. Dissent by word or action
3. Persistent infringement of the laws of the game

4. Fails to respect required distance when play is restarted with a corner kick, free kick, or throw in
5. Delays the restart of play
6. Entering, re-entering or deliberately leaving the field without the referee's permission

Any player receiving four (4) cautions during the tournament shall receive a one (1) match suspension, which will be served in the next scheduled match. Any player dismissed for two (2) cautionable offenses in a match shall receive a one (1) match suspension, which will be served in the next scheduled match. The two (2) yellow cards in one match do not count towards the accumulation of four (4) cautions throughout the tournament.

Red Card Dismissal Offences:

1. Serious Foul Play
2. Violent Conduct
3. Spitting at an opponent or any other person
4. Denying an obvious goal scoring opportunity by deliberately handling the ball
5. Denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or penalty kick
6. Receives a second caution in the same match
7. Using offensive, insulting or abusive language and/or gestures
8. Team official: failing to conduct themselves in a responsible manner

All dismissals will be reported by the match official, in writing, to the organizing committee immediately upon conclusion of the match.

All dismissals carry an automatic one (1) match suspension, which must be served in the next scheduled match.

Furthermore, any player or team official ordered from the field by the match official for misconduct shall not participate in the tournament until the organizing committee has ruled.

MATCH OFFICIAL ABUSE

The Westman Regional Soccer Association does not tolerate abuse towards its match officials. All match officials in the tournament are members of the MSA and are assigned by the WRSA. Please remember to treat them with RESPECT. WRSA will not tolerate any verbal or physical abuse or intimidation of match officials.

CODE OF CONDUCT

The Westman Regional Soccer Association is committed to creating a safe sport environment in which all individuals are treated with respect, dignity, and within the same rules and regulations. WRSA supports equal opportunity and prohibits discriminatory practices. Individuals are

expected to conduct themselves at all times in a manner that includes fairness, integrity, accountability, excellence, accessibility, innovation, and respect.

The purpose of the Code of Conduct (hereinafter referred to as the Code) is to ensure a safe and positive environment (within WRSA programs, activities, office, work environment, and events) by making Members aware that there is an expectation, at all times, of appropriate behaviour that maintains the dignity and self-esteem of all parties. WRSA supports equal opportunity, prohibits discriminatory practices, and is committed to providing an environment in which all individuals are treated with respect. This Code is not intended to specifically outline every instance of misconduct. As such, misconduct not specifically listed in this Code which is not in line with the values of WYSA, MSA or CSA, May still constitute a breach of the Code and be subject to sanctions.

COACHES CODE OF CONDUCT

The laws of soccer should be regarded as mutual agreements, the spirit or letter of which no one should try to evade or break.

- i. Visiting teams and spectators are honored guests.
- ii. No advantages except those of superior skill should be taught.
- iii. Officials and opponents should be treated and regarded as honest in intention.
- iv. Winning is desirable, but winning at any cost defeats the purpose of the match.
- v. Losing can be a triumph when the team has given its best.
- vi. The ideal is the greatest good to the greatest number.

ATHLETES CODE OF CONDUCT

- i. Play the match for the match's sake.
- ii. Be generous when you win.
- iii. Be gracious when you lose.
- iv. Be fair always no matter what the cost.
- v. Obey the laws of the match.
- vi. Work for the good of your team.
- vii. Accept the decisions of the officials with good grace.
- viii. Believe in the honesty of your opponents.
- ix. Conduct yourself with honor and dignity.
- x. Applaud the efforts of your teammates and your opponents.

PARENTS/GUARDIANS/SPECTATORS CODE OF CONDUCT

Parental evaluation carries a great deal of weight with the pre-adolescent. The attitude shown by parents at matches towards their child, the opposing team, the officials and the coach, influences the child's values and behaviors in sports. Criticism, disrespect for officials and opponents by over-anxious or overprotective parents bent on immediate success, rather than the long-range benefits, undermines the purpose of sport and brings into the match stresses which adolescents

cannot cope with effectively thus contributing to behavior, not in keeping with the spirit of the match. Parents/guardians of individuals and spectators at events will remember:

- i. Children have more need for example than criticisms.
- ii. Make athletic participation for your child and others a positive experience.
- iii. Attempt to relieve the pressure of competition, not increase it. A child is easily affected by outside influences.
- iv. Be kind to your child's coach and to the match officials. The coach is a volunteer giving personal time and money to provide a recreational activity for your child. The coach is providing a valuable community service, often without reward other than the personal satisfaction of having served his/her community.
- v. The opponents are necessary friends. Without them your child could not participate meaningfully.
- vi. Applaud good plays by your team and by members of the opposing team.
- vii. Do not openly question an official's judgment and never his/her honesty. He/she is a symbol of fair play, integrity and sportsmanship.
- viii. Accept the results of each match. Encourage the child to be gracious in victory and turn defeat to victory by helping the child work towards improvement.