



2024 Winnipeg Phoenix Spring Cup

TOURNAMENT RULES

RULES

1. Laws of the Game

All games shall be played in accordance with the FIFA laws of the game observed by the Manitoba Soccer Association and Canadian Soccer Association.

2. Age

The Tournament is open to teams which have been accepted to the competition, composed of not more than 12 (6 aside), 16 (9 aside) & 18 (11 aside) players unless they have permission to register more by their Association. To be eligible, players must accommodate to the following age groups:

Under 9	Born on or after Jan.1st, 2015
Under 10	Born on or after Jan.1st, 2014
Under 11	Born on or after Jan.1st, 2013
Under 12	Born on or after Jan.1st, 2012
Under 13	Born on or after Jan, 1st 2011
Under 14	Born on or after Jan, 1st 2010
Under 15	Born on or after Jan, 1st 2009
Under 16	Born on or after Jan, 1st 2008
Under 17	Born on or after Jan, 1st 2007

If a team is over-rostered in their home league, they may carry those players into the Tournament, but they can only dress and play to the maximum as per stated above.

3. Team Eligibility

- 3.1. All participating teams must be registered with their provincial/state, or national association.
- 3.2. All teams from outside Manitoba must have proof of their governing association's permission to travel & insurance.
- 3.3. **Guest players.** Teams are allowed to use up to three (3) guest players younger or the same age. All guest players must be registered with their parent club. The Tournament Committee may at their discretion allow other guest players not to meet the criteria to participate, but only in cases to allow fair play.
- 3.4. No player may be listed on the Tournament roster unless a health waiver (visiting teams only) and I.D. card for that player are presented at the time of team registration.
- 3.5. No changes may be made to the Tournament roster after Tournament registration.
- 3.6. Use of an unregistered player will result in the automatic forfeiture of the game. A second such offense will result in the team being disqualified from the Tournament.
- 3.7. No player can play on more than one team in the Tournament

4. Proof of Age

- 4.1. A player card with photograph, authorized by the provincial/state, or national registrar must be presented at the registration.
- 4.2. **The Tournament Committee** may request passports, birth certificates, and/or other valid identifications.

5. Substitution

- 5.1. FIFA law on substitutions will apply, with the exception that unlimited substitution will be allowed in all games. Substitutions must have conformed to Rule 16 before obtaining permission for the change so that the game is not delayed.
- 5.2. **Method of Substitution:**
 - 5.2.1. Substitutes will position themselves at the halfway line ready to go on.
 - 5.2.2. The coach will seek permission for a substitution at a stoppage in play.
 - 5.2.3. The substitute will not enter the field of play until the player being replaced has left the field, and then only after a signal from the referee.
 - 5.2.4. All named substitutes shall be subjected to the authority and jurisdiction of the referee whether or not they are called upon to play.
 - 5.2.5. A player who has previously been replaced in the game by a substitute shall be allowed to return to the game as a substitute.
 - 5.2.6. No substitution shall be allowed for a player who has been dismissed for misconduct by the referee.

5.3. Any player or official dismissed from the game will not be permitted to remain at the teams' bench. The dismissed official must vacate the players' side of the field. If the player or official commits any further misconduct, that person will be reported to the tournament disciplinarian by the referee.

6. Control of Team Bench, Team Officials, Substitutes, and Spectators

6.1. Each field shall have a technical box drawn (one for each team).

Only players and officials listed on the team roster are permitted on the player bench side of the field. All other spectators are to remain on the opposite side of the field from the team benches.

6.2. Club officials and substitutes shall conduct themselves in a responsible manner while at the team bench.

6.3. Players and team officials must remain within the technical area at their respective player bench. They are not allowed to stand at or move along the touchline. The only exception is that the substitutes warming up may use the area behind the player boxes. However, they must warm up without a ball so as not to risk interference with the game.

6.4. Coaches are reminded to behave in a responsible manner and conflicts between opposing coaches will result in sanctions being imposed.

6.5. Only two (2) of the listed team officials will be permitted to enter the field of play (one must be of same gender) to assess and attend to an injured player and only provided the following conditions are met:

6.5.1. There has been a stoppage in play.

6.5.2. The referee has granted permission to enter the field of play.

6.5.3. The officials must restrict their activity only to the treatment of the injury.

6.6. Team officials shall not enter the field of play for any other reason except with the referee's permission.

6.7. Game officials will be instructed to enforce these regulations. Team officials who refuse to abide by these regulations will be dismissed from the game and will be reported to the tournament disciplinarian.

7. Game Sheets and Referees' Reports

7.1. Each team must print off and complete their game sheet prior to the scheduled kickoff. Blank copies were email out and are available on the WPFC website

7.2. The home team is to complete its portion of the game sheet and is to provide the partially completed game sheet to the visiting team fifteen (15) minutes prior to the scheduled kickoff.

7.3. The visiting team is to complete its portion of the game sheet and is to provide the completed game sheet to the referee prior to kickoff.

7.4. ONLY PLAYERS WHO ARE DRESSED AND READY TO PLAY ARE TO BE LISTED ON THE GAME SHEET. DO NOT LIST

PLAYERS ON THE GAME SHEET WHO ARE NOT PARTICIPATING IN THE GAME.

7.5. Prior to the commencement of the game both teams are to assemble on the players' side of the field along the touchline near the centerline. Each player will, in turn, hand his/her player card to the game official who will inspect the players' equipment and will ensure that the player's name and jersey number matches the game sheet.

7.6. The referee will retain the player cards during the game. **Following the game, team officials must collect the player cards from the referee (except any that are retained by the referee due to a dismissal or discrepancy)**

If players cards are not retrieved from the referee, they can be obtained from the field headquarters one-half hour after the game.

7.7. The referee will complete the game sheet following the game and will make a note of all misconducts. A separate report will be written concerning all dismissals. All referees' reports concerning misconduct will be submitted to the Tournament disciplinarian.

8. Discipline

8.1. The Tournament Disciplinarian implements the WYSA, MSA, & CSA guidelines for discipline. If a player or official is dismissed from the game by the referee for misconduct they shall not participate further in the tournament until the Tournament disciplinarian has dealt with their case.

8.2. Discipline Guidelines:

8.2.1. Cautions:

8.2.1.1. Any players receiving three (3) cautions in three separate games shall receive a one (1) game suspension, which will be served in the next scheduled game.

8.2.1.2. Any player dismissed for two (2) caution able offenses in a game shall receive an automatic one (1) game suspension, which will be served in the next scheduled game.

8.2.2. Dismissals:

8.2.2.1. All ejections of players will be reported by the referee in writing to the Tournament disciplinarian within two (2) hours following the end of the game.

8.2.2.2. All ejections carry a mandatory one (1) game automatic suspension, which must be served in the next scheduled game. Further suspension may be decided upon by the disciplinarian subject to the reason for dismissal.

8.2.2.3. When a player or team official has been dismissed from a game the team coach or manager must report to

the field headquarters thirty (30) minutes prior to the start of their next scheduled game at which time they will be informed of any further suspension.

8.2.3. Dismissal Offenses:

- 8.2.3.1. Players guilty of committing acts of violent conduct or serious foul play will be suspended for a minimum of two (2) games. The disciplinarian may hand out further suspension, if the circumstances of the offense warrant further suspension.
- 8.2.3.2. Players found guilty of using offensive, insulting or abusive, language and/ or gestures shall be suspended for a minimum of one (1) game. The suspension will be extended if the circumstances warrant such action.
- 8.2.3.3. Any of the above acts directed towards game officials will result in the WYSA mandatory suspensions plus additional suspensions as determined by the Tournament disciplinarian.
- 8.2.3.4. Any team official ejected from the game by the referee shall be suspended until such time as he or she appears before the tournament disciplinarian. This applies to ejections before, during, or following a game.
- 8.2.3.5. In cases of team supporters interfering with a game or causing control problems for the game officials, the referee will terminate the game and will report to the Tournament Committee immediately.
- 8.2.3.6. Ultimately the team coach is responsible for bench and supporter control.
- 8.2.3.7. Coaches who withdraw their team from the field will be subject to disciplinary action.

The Tournament disciplinarian will deal with all disciplinary matters.

9. Protests

This rule only applies to divisions U13 and above.

- 9.1. Protests can be filed only by a team official listed on the teams' roster; it must be in writing and must be accompanied by a fee of two hundred dollars (\$200.00).
- 9.2. Protests must be delivered to the field headquarters within **one-half hour** (1/2) of the completion of the game that led to the protest.
- 9.3. The fee of two hundred dollars (\$200.00) will be refunded if the protest is successful.

10. Duration of Games

- 10.1. The duration of **round robin**, games on each division will be as follows:

U9 - U10	25-minute halves.
U11 - U12	30-minute halves.
U13-U14	35-minute halves.
U15 - U17	40-minute halves

11. Extraordinary Weather

- 11.1. In the event of extraordinary weather (i.e. continuous rain, excess heat, poor field conditions, etc.) the **Tournament Committee** shall have the authority to change the format, relocate and/or reschedule any game.

12. Determination of Group Winners

This rule only applies to divisions U13 and above.

- 12.1. Each team will be awarded three(3) points for a win, one(1) point for a draw, and zero(o) points for a loss.
- 12.2. At the end of the preliminary rounds, the group winners will be those teams that have accumulated the most win/draw points in their group. In the event of a tie in the group standings, the following list of priorities will be used to break the tie.
 - 12.2.1. The result of game(s) between the tied teams (head-to-head). These criteria will not be used if more than two teams are tied.
 - 12.2.2. The total goal differentials of the tied teams (total goals for, minus total goals against with a maximum five goal per game difference in effect).
The tiebreaker will go to the team with the higher goal differential.
 - 12.2.3. The least total goals against amongst the tied teams. The tiebreaker will go to the team with the fewest goals against.
 - 12.2.4. FIFA penalty kicks. These penalty kicks will be taken thirty (30) minutes prior to the start of the scheduled quarter-final or semi-final game.
- 12.3. In the event of a three-way tie the same tie breaking system will be used (starting with the tie-breaking priority (b)). The same tiebreaker priority may determine the placement of all three tied teams. If a particular tiebreaker priority only separates out one team, proceeding to the next tiebreaker priority will break the tie between the remaining two teams (we will not revert back to the first or an earlier tie breaker priority).

12.4. If a wild card team must be selected from the division containing more than one group, and potential wild card teams have the same number of win/draw points, the tiebreaker priorities will be applied across the entire division.

13. Overtime Rules

This rule only applies to divisions U13 and above

- 13.1. In the event of a draw in a **quarter final or semifinal**, the following procedure will be used to determine the game winner:
- 13.1.1. The best of five (5) FIFA penalty kicks will decide the winner.
- 13.1.2. If still drawn after the five penalty kicks, teams will take one penalty kick each until the draw is resolved (each team will use players that did not participate in the first five kicks).
- 13.2. In the event of a draw in a **final**, the following procedure will be used to determine the winner:
- 13.2.1. Two ten (10) minute overtime halves for U13 and older. Two five (5) five minute halves for U12 and younger will be played, Golden Goal (first goal scored) rule will be in effect
- 13.2.2. If still drawn at the end of overtime, FIFA penalty kicks will be used to determine a winner
- 13.3. **NOTE:** Only players on the field at the end of overtime play are eligible to participate in penalty kicks.

14. Failure to Show

- 14.1. All teams are expected to be at the field ready to play at the time of the scheduled kickoff. A team that is delayed will be allowed a ten (10) minute grace period following the scheduled kick off time.
- 14.2. The minimum number allowed to start a game is;
- 4 players (6 aside)
 - 7 players (9 aside)
 - 8 players (11 aside)

Only if a team has less than the required number will a grace period be granted.

As soon as the required number is present, the game will start.

15. Player Uniforms and Equipment

- 15.1. **Players** must wear a number on the back of their jerseys. Each player shall have a different number, and this number must match the player's name and number as shown on the game sheet.
- 15.2. In the event of both teams wearing similar colors, the home team listed will be required to change its color. The home team is the team listed first in the schedule.
- 15.3. **FIFA** dress standards for uniforms and equipment will be followed:

15.3.1. Jerseys must be tucked into the player's shorts; socks must be pulled up over the shin pads.

15.3.2. Shin pads must be worn during all games (C.S.A. requirement).

15.3.3. Long under shorts may be worn providing they are the same colour as soccer shorts.

15.3.4. Goalkeepers may wear long pants, but these pants must not clash with either team's or referee's uniforms. The goalkeeper may wear a cap to shield the sun it must be made of cloth and the peak not longer than four (4) inches.

15.3.5. The referee will ensure that other articles worn by players do not constitute a danger to other players & as per FIFA regulations the following items.

Jewelry, bracelets, earrings, large hair clips, rings, necklaces, must be removed as demanded by the referee.

Medical leg/knee braces must be well padded; the adequacy of the padding will be assessed by the referee.

No player will be allowed to play with a hard wrist or arm casts.

15.4. **Players** failing to comply with this regulation as determined by the referee will not be allowed to play until such time as they do comply. If a player is sent from the field of play for noncompliance with this regulation, he or she will be allowed to enter the field only when he or she does comply with the regulation.

Any special circumstances of articles must be approved prior to the Tournament.

16. Scheduling and Refereeing

16.1. Scheduling and refereeing assigning will be the responsibility of the **Tournament Committee**.

17. Field and Game Equipment

17.1. **The Tournament** will be responsible for the field markings, goal nets, corner flags, and supervisory personnel.

17.2. **The** referee will be responsible for checking players' identification prior to all games.

17.3. Any ball used in the match must meet the requirements of Law 2.

18. General

- 18.1. Possession** and consumption of alcohol or banned substances by anyone is strictly prohibited on the Tournament premises. Any team having a player, official, or spectator found in violation of this regulation will be suspended from all further participation in the tournament.
- 18.2. The Tournament** will not be responsible for any expense incurred by any team or individual resulting from the tournament's cancellation in whole or in part.
- 18.3. The Tournament Committee's** interpretation of these regulations shall be final.
- 18.4. Any** person(s) found destroying or stealing **Tournament** property will be suspended from the Tournament, and civil action to recover damages may be taken.

Good luck and enjoy the Tournament.

Fair Play Please