

Winterfest 2012 Tournament Rules as of November 11, 2011

All teams will play on 1/4 fields (regardless of division)

except U8 will play on 1/8 of a field.

1. **Registration:** A team representative must report to tournament headquarters at least 1 hour prior to first game along with the player cards or other proof of age documentation for each member of the team. (RSA teams may use their regular game sheets with team photos as proof of age. Guest players not on the game sheet will need to show proof of age ID.) Each team will be emailed an electronic roster to be filled in and returned as soon as possible. This roster will be used at headquarters for team check in but only if we receive it on time, otherwise the form will need to be filled out manually. Game sheets will be generated electronically but only if we receive the electronic roster form on time, otherwise all game sheets will need to be filled out manually. **SSA sanctioning requires that teams travelling from out of province must now submit their travel permits to the AC Football Club prior to arriving in Regina. We must receive a copy by January 15, 2012 either by email to (tournaments@acfutbol.ca) or by mail to (PO Box 35012, Regina, SK S4X 2P0).** Tournament Headquarters will be located at Credit Union Eventplex at Evraz Place 1700 Elphinstone Street.

2. **Number of Players:**

U8 will play 5 per side including keeper. Each team may register up to 14 players.

U10 will play 7 per side including keeper and may register up to 14 players.

U12 will play 6 per side including keeper and may register up to 14 players.

U14-U18 will play 6 per side including keeper and may register up to 18 players.

Guest Players: Teams may register up to 3 guest players on their team (**unless special request granted by tournament committee prior to the tournament**) providing the guest players are registered members in their district and are in good standing. Guest players can only play in their same division or higher, they are not allowed to play in a lower division. Guest players may be added to the original team roster (1 hour prior to your first game). No player may be added after the original roster has been verified at tournament headquarters.

3. **Duration of the Game:** Each round robin game will be as follows:

U8 will play two 16 minute halves.

U10 will play two 20 minute halves.

U12 - U18 will play two 25 minute halves.

Any delay of game will reduce the game time.

4. **Rules of the Game:**

a) The RSA indoor rules shall apply to this competition unless otherwise stated herein.

RSA modifications to FIFA Rules of the Game may be viewed at www.reginasoccer.com.

b) Players must stay back 3 yards on a corner kick.

c) **Slide tackles are not permitted.**

d) First team listed on the schedule is the home team.

e) The home team is responsible for the game ball and for alternate jerseys in case of conflict.

f) Since all games are on ¼ field **offside will not be enforced.**

g) Game sheets need to be verified and signed at tournament headquarters either at team check in or at least 30 minutes prior to the game.

h) Players must be registered and can only play with one team.

i) Teams playing unregistered players will be disqualified.

- j) Player cards or proof of age will be required for out of town teams and guest players on RSA teams upon registration prior to your first game.
- k) **Only water allowed on turf and absolutely no spitting.**
- l) Teams must remove all debris from the bench after each game.
- m) Shoes – Outdoor shoes with short non-metal cleats or turf shoes are permitted.
- n) A team without the minimum number of players at 10 minutes past game start time will forfeit. The game will be recorded as a 5-0 defeat.
- o) Bench personnel:
Girls teams - A minimum of one official registered to each team must be female and must be present on the bench.
Boys teams - A minimum of one official registered to each team must be male and must be present on the bench.

5. **Substitutions:** Substitutions are unlimited, “on-the-fly”, at the half-field line.

6. **Overtime Periods:**

- a) In the event of a tie in the round robin play no overtime will be played.
- b) In the event of a tie in playoff competition two 5-min halves will be played with no time out between periods (**GOLDEN GOAL**). If still tied, kicks from the penalty mark will be taken in accordance with the FIFA Laws of the Game regarding procedures to determine the winner of a match, with the exception that all players are eligible to participate in the shootout when the final whistle sounds at the end of the second overtime period - not just those on the field.

7. **Team Ranking:** Points for round robin will be awarded as follows:

WIN	6 Points
TIE	3 Points
LOSS	0 Points
SHUTOUT	1 Point

BONUS POINT FOR EACH GOAL MAX OF 3 POINTS

Maximum 10 points per round robin game.

In the event two or more teams are tied in the standings after the round robin play is completed, the team advancing will be determined as follows:

- a) Head to head record between the teams
- b) Least goals against.
- c) Best goals for and against (maximum of a 5 goal difference per game).
- d) If the teams are still tied, they must go to tournament headquarters to be assigned a time and place for penalty kicks.

8. **Discipline:**

- a) Discipline will be administered according to the RSA Discipline Code.
- b) Misconduct by players or team officials (coaches, managers) reported by the referee shall be dealt with by the Tournament Discipline Committee prior to the next game.
- c) Any player receiving a red card during any game will be required to report to Tournament headquarters within one hour of game completion.
Team officials must also report to tournament headquarters within one hour after the completion of the game, if they have been dismissed.
- d) Any player ejected from a game for receiving a red card will be subject to a minimum one game suspension. Additional penalty may be administered at the discretion of the Tournament Discipline Committee.

- e) Any team official dismissed from a game will be subject to a minimum one game suspension. Additional penalty may be administered at the discretion of the Tournament Discipline Committee.
 - f) Two yellow cards in the same game will be an automatic one game suspension.
 - g) Players or team officials ejected from a game may request a hearing prior to administration of discipline, or, the Tournament Discipline Committee, at its discretion may require a player or team official to attend a hearing related to a red card or game dismissal. Players or team officials requesting a hearing prior to the administration of discipline must make application at Tournament Headquarters within one hour after the completion of the game.
 - h) Any player or team official reported for misconduct who elects to have a hearing, or where the Tournament Discipline Committee has called a hearing, shall attend the hearing and may be accompanied by a club representative.
 - i) Failure to appear at tournament headquarters could result in a tournament suspension.
- 9. Protests:** No protests will be heard on any judgment 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. Protests will be heard at tournament headquarters. They must be submitted in writing within one hour of the game completion and must be accompanied by \$50.00 cash. The \$50.00 cash will be returned if protest is upheld.
- 10. Cancellation:** For any reason please call Pam Burns at 306-949-1752 ASAP.
- 11. Award Presentation:** Gold and Silver medals will be awarded to the teams immediately following each final game.
- 12. Emergency Protocol:** Contact Tournament Headquarters for First Aid Kit or RSA staff on site are trained to use the AED (defibrillator) or Call 911.

WINTERFEST 2012 OFFICIALS, AC FOOTBALL CLUB AND THE REGINA SOCCER ASSOCIATION ARE NOT RESPONSIBLE FOR ANY EXPENSE INCURRED BY ANY TEAM IF THE TOURNAMENT IS CANCELLED IN WHOLE OR IN PART.