

In case of a disagreement in interpretation or wording between the English and French versions of the rules, the English version will take precedence.



1. Organizing Committee

The organizing committee will be responsible for all matters pertaining to the organizing and conduct of the Soccerfest Tournament. In any question concerning the interpretation of these rules, the committee's decision will be final.

2. Team Categories

U8 to U10 (7 a-side) teams may register a maximum of 14 players in the tournament and may dress a maximum of 14 players per game. U11 to U99 (11 a-side) teams may register a maximum of 18 players in the tournament and may dress a maximum of 18 players for each game. There is a maximum of 3 registered coaches/team officials per team.

Player/Coaches are permitted for U18 + teams only.

3. Proof of Age

The committee reserves the right to request proof of age. A QSF passport, a travel passport, a Medicare card or similar document will be accepted as proof.

4. Eligibility

U8	(BOYS AND GIRLS)	Turns 8 this year
U9	(BOYS AND GIRLS)	Turns 9 this year
U10	(BOYS AND GIRLS)	Turns 10 this year
U11	(BOYS AND GIRLS)	Turns 11 this year
U12	(BOYS AND GIRLS)	Turns 12 this year
U14	(BOYS AND GIRLS)	Turns 13 or 14 this year
U16	(BOYS AND GIRLS)	Turns 15 or 16 this year
U18	(BOYS AND GIRLS)	Turns 17 or 18 this year
U99	(BOYS AND GIRLS)	Turns 19 or more this year

- a) All players on a team must be from the same club. No guest players from other clubs are permitted. All players must have a current FSQ Locale (L) passport number.
- b) Mixed gender teams are not permitted.
- c) Players and/or teams are not permitted to play 'down' or 'under' their age category.
- d) All participants are recommended to sign on to the Lakeshore TWITTER account; which will be updated regularly with the stats and game results.



www.twitter.com/LakeshoreBuzz

EXCEPTION (new this year).

O35 teams may use up to four U35 players. Conversely, senior teams (U35) may use any number of O35 players.

Both Senior (U35) and O35 teams may use any number of guest players (out of club).

In all cases, the number of players per team may not exceed 18 and ALL players on ALL teams in ALL age categories must have current FSQ Locale (L) passport numbers.

5. Playing Rules

Games will be played in accordance with FIFA rules unless otherwise specified in these rules.

6. Playing Equipment

U8 to U12 games shall be played with a size 4 ball, U14 to O35 games shall be played with a size 5 ball. **Shin guards are MANDATORY.** No metal cleats are permitted. If in the opinion of the referee, the jersey colors between the two teams conflict, the HOME teams will be required to change jerseys or wear pinnies.

7. Substitutions

An unlimited number of substitutions may be made during a game with the approval of the referee. The substitutions may only be made at the following times:

- After a goal;
- At a goal kick;
- At a throw-in, when initiated by the team taking the throw-in;
- At the beginning of the second half or overtime;
- At the referee's discretion because of injury.

8. Ejections

A player or team official receiving a red card will automatically be disqualified from the team's next game in the tournament. Players or officials receiving a total of three (3) yellow cards during the tournament will be disqualified from their next game in the tournament. Further disciplinary actions may be taken by the Tournament Committee. Coach must indicate the name of the suspended player on the game sheet.

Referees may eject any team official (coach, assistant coach, manager...) for poor behaviour. If more than one team official is ejected from the same game, the team automatically forfeits that game. If the last remaining official of a team is ejected, the team automatically forfeits the game. The ejection of any team official will be reviewed by the tournament committee and the team may be subject to further sanctions including disqualification from the tournament.

9. Protests

PROTESTS CONCERNING THE REFEREE'S DECISIONS WILL NOT BE ACCEPTED BY THE COMMITTEE UNDER ANY CIRCUMSTANCES. The official score of each game will be that shown on the referee's card.

10. Reporting for Games

Teams must report to the field Marshall at the scheduled fields half an hour before the scheduled starting time of the game. Teams will be allowed a ten (10) minute grace period from the scheduled kick-off time, after which the game will be forfeited to the opposing team by a score of 3-0. In 7-side categories (U8-U10), five (5) players or more constitute a team. In other categories, eight (8) or more players constitute a team. Only when less than the required number of players is available may the start of a game be delayed for the period of ten (10) minutes. There must be at least one (1) registered coach on the bench and no more than three (3) coaches/team officials on the bench.

11. Match Duration

All games are made-up of two (2) periods, with a 5 minute rest in-between halves. The duration of each game shall be:

	Duration	Minimum Duration (Rule 18)
U8-U10	2 x 20 minutes	30 minutes
U11-U12	2 x 25 minutes	40 minutes
U14-O35	2 x 30 minutes	45 minutes

12. Special Rules for 7-a-side

- a) Off-side rule does not apply.
- b) Opposing players must position themselves at least 6 yards from the ball during a free kick.
- c) Penalty kicks accorded for infractions within the penalty area will be taken from a point 8 yards from the goal-line.
- d) Passback to the goalie is not permitted.
- e) U8 and U9 category is non-competitive. No playoffs are scheduled in this category. All players receive participation medals/trophies.

13. Team classification

A) Tournament will be played according to the schedule supplied. Division winners will be determined by the following rules:

Win	- 3 points
Tie	- 1 point
Loss	- 0 point

B) A loss by forfeit, for any reason, will be recorded as a 3-0 win by the opposing team. Matches not played due to the withdrawal of a team after the schedule is made are considered as played and a victory is accorded to the other team. In the case where both teams forfeit, each team will be charged with a loss and 3 goals against. A team that forfeits any of its round robin games cannot advance to the playoffs.

C) The final classification of the teams will be determined by the following criteria and in the order listed:

- I) Least number of forfeits.
- II) Greatest number of points;
- III) Most points in games played between the tied teams (**team vs team** rule);

- If 3 or more teams are tied and application of this rule results in a **contradiction** (see example) among any of the tied teams, then C(III) will not be used for the entire group of tied teams and C(IV-VI) will be used to break the tie.

Example: *If team A has more points than team B in games versus each other, and team B has more points than team C in games versus each other then A would finish ahead of B and C however, if team C has more points than team A in games versus each other, then this is a **contradiction** and C (III) cannot be used so C (IV-VI) will be used to break the tie.*

- IV) Greatest number of wins;
- V) Highest goal differential;
- VI) Greatest number of goals scored.

If teams are still tied after applying (C) AND a playoff position is at stake, the final order between the tied teams will be determined by a penalty kick shootout (as per rule 14). If more than two teams are tied, each team will draw a team number and team 1 will shootout against team 2 and the winner will shootout against team 3 and so on.

If two teams are tied at the top of a division where the top two teams advance to the playoffs then no shootout will take place and the final positions will be determined randomly. Likewise, when 3 or more teams are tied at the top of a division where the top two teams advance to the playoffs, the last two teams standing in the shootout will not be required to have a shootout and their final position will be determined randomly.

Scheduling of penalty kick shootouts will be arranged by the organizing committee.

D) Should the score in a game reach a difference of 6, the referee shall record the score (at the moment the difference reached 6) as the final score in the game and shall allow the game to continue to completion unless the team with the lower score elects not to continue.

14. Overtime

No overtime period shall be played during regular games. Semi-final and final matches which finish in a tie will be decided by the following rules:

- a) 5 minute rest period;
- b) U10 - 2x5 minute overtime periods, 1 minute rest period in-between; Golden Goal rule applies
- c) U11 and higher - 2x10 minute overtime periods, 1 minute rest period in-between; sudden death rule applies
- d) If the tie continues, each team will take 5 penalty kicks;
- e) If the tie continues, each team will take a penalty kick; this will be repeated until there is a winner
- f) Only the players on the field at the end of the overtime will be permitted to take penalty kicks
- g) No player may take a second kick until all the players on his team have taken a kick including the goalkeeper

15. Player and Coach Passports

Passports are required for all players and all coaches on the bench. Individual passports or the team passport must be available for verification at registration and by the referee or Field-Marshall. Game sheets must be properly filled out and available before the game. Failure to produce the documents may result in a loss by default.

16. Conduct

- a) Players and officials must remain on the bench during the game;
- b) A referee may request that a spectator leave the vicinity of the field. If the spectator refuses to comply, the team to which the spectator belongs will have 5 minutes to ensure that the spectator complies, otherwise the team will forfeit the game and may be disqualified from the tournament.
- c) Soccerfest is run by volunteers. Please treat all Soccerfest officials with respect. Abuse of any official will not be tolerated and can result in disqualification of your team.

17. Playoffs

- a) As per the schedule, or
- b) In divisions with 3 groups, the winners of each group shall advance to the semi-final round. The 4th finalist will be the team with the best classification (see rule 13) of the remaining teams. This team is called the wildcard team. The objective for semi-final match-ups is to pair up teams who haven't played each other in round robin play.

Option 1

The group A winner plays the group C winner and the group B winner plays the wildcard team. If either pairing results in teams that have already played each other in the round robin stage, then option 2 is used.

Option 2

The group B winner plays the group C winner and the group A winner plays the wildcard team. If either pairing results in teams that have already played each other in the round robin stage, then option 3 is used.

Option 3

The group A winner plays the group B winner and the group C winner plays the wildcard team. If either pairing results in teams that have already played each other in the round robin stage, then option 1 is used even if the teams have already played each other.

18. Special Considerations for Inclement Weather or Unplayable Field Conditions

If a game is stopped due to inclement weather, the game will be considered valid if the minimum playing time has been reached according to rule 11.

If a game in a competitive category (U10+) cannot be played to valid completion (see rule 11) due to inclement weather or unplayable field conditions, the game will be considered a 0-0 draw.

If a game in a non-competitive category (U8-U9) cannot be played to valid completion (see rule 11), it will not be rescheduled nor will there be a penalty shootout.

In the event a semi-final or final game cannot be played to valid completion, the game will be rescheduled if and only if time and field availability permits. The tournament committee will decide whether to reschedule or proceed to a penalty shootout.