



The NDUFC Annual Summer Tournament supports the game of soccer through good sportsmanship, fair play and quality competition. The tournament rules and procedures are intended to support this objective. In addition, all players and team officials are expected to behave in a manner that brings credit to the game.

**Disclaimer:** The tournament committee, North Durham United FC, or the Durham Region Soccer Association will not be responsible for any expenses incurred by any team if the tournament is cancelled in whole or in part. The Tournament Committee reserves the right to decide on all matters pertaining to the Event. In instances when the NDUFC Annual Summer Tournament tournament Rules conflict with the Ontario Soccer Tournament Rules, the Ontario Soccer rules shall apply.

## 1. Laws of the Game

All games will be played in accordance with FIFA Laws of the Game as observed by Ontario Soccer, except as modified herein to support tournament specific requirements.

Throw-Ins: All age groups U13-U18 shall use throw-ins.

1. Offside: All age groups U13-U18 shall play the offside.
2. Substitutions: Unlimited substitutions are permitted during a game but may only be made at the following stoppages in play:
  - I. When a goal is scored
  - II. Goal Kick
  - III. Half-Time
  - IV. At the beginning of the first or second half of extra time
  - V. A team's own throw in (opposing team may piggy back)
  - VI. Injury (for injured player only)
  - VII. No substitution will be allowed for a player ejected from the game by the referee.

## 2. Team and Player Eligibility

- a. Teams must be registered with their provincial, state, or national association.
- b. All teams from outside the Durham Region Soccer Association (DRSA) must show proof of permission to travel, duly authorized by their governing association.
- c. Teams from outside the province of Ontario must provide proof of medical and liability insurance.
- d. Teams failing to provide the necessary documentation can be expelled from the tournament and will forfeit their entry fee.
- e. All players must have a player identification card/book with photograph duly authorized by the district, state, or national registrar.

- f. A player may register and play on only one team in the tournament.
- g. Teams are accepted into the tournament at the discretion of the tournament committee.
- h. A maximum of three (3) guest players are permitted per team. Guest players must be registered with their provincial, state, or national association. Any team using guest players from another club must have a Temporary Registration Permit (TRP) as per ONTARIO SOCCER Rules and Regulations (or equivalent as per their governing body). Players from within the same club are not considered guest players.

### **3. Age Group Eligibility**

This tournament is open to teams composed of players born in the defined calendar year (January – December) or younger.

Age Division	Year of Birth
U13	2005
U14	2004
U15	2003
U16	2002

### **4. Roster and Schedules**

- a. Teams U13-U18 (playing 11v11) may register and dress 18 players per team. (7 players required to start any game)
- b. All teams shall be assigned to our standard schedules using a random draw. Teams from the same club shall be separated wherever possible. The committee reserves the right to seed teams to balance groups.

### **5. Registration Requirements**

- a. Teams must register with the Tournament Committee on the prescribed date and time. Failure to register before the first game is scheduled to play may result in expulsion from the tournament.
- b. Player and Coach Identification must be presented at the Tournament Registration.
- c. Player identification cards and proof-of-age, where necessary, must be presented to the Field Convener before the first game, and may also be inspected at any time during the tournament by a tournament official. Identification must be present with the team at the field at all times.

### **6. Game Management and Referee Reports**

- a. Gamesheet: Every team will supply two (2) gamesheets at registration to be certified. Each team will supply a certified gamesheet to the field convener 30 minutes prior to their scheduled game time. Field convener will provide gamesheets to referee.

- b. The referee will turn in all gamesheet and misconduct reports to the convener at the end of each game.
- c. Home Team: The first team listed on the schedule is the home team. The home team will supply the game ball.
- d. Where playing colours clash the home team will change to alternate distinct colours.
- e. Coaching: Teams will be on the side of the field designated by the tournament officials and must remain on their side of the centre line. Coaching outside of this area will not be permitted. Only team officials listed on the game sheet (to a maximum of 4) are permitted in this area. Club Technical staff are allowed on the bench so long as they are listed on the gamesheet as one of the four team officials. Team officials are not allowed on the field of play without the referee's permission. All spectators must be on the opposite side of the playing field from the teams.
- f. Team officials will be held responsible for the behavior of their respective spectators.
- g. Teams should be at the field and ready at least 15 minutes prior to the scheduled kick-off.
- h. Forfeit: A team failing to field the required players within 5 minutes of the scheduled kick-off time will forfeit the game. Teams that forfeit games will be reported to their governing body and will not advance to the next round of the tournament.
- i. Any team leaving the field before a game is completed, without the referee's permission, is deemed to have forfeited the game.
- j. All forfeits will be counted as a 3-0 loss.
- k. Abandoned Game: The tournament Discipline Committee will review the circumstances of any team that causes a game to be abandoned and determine further action. Either or both teams may be expelled from the tournament.

## **7. Discipline and Protests**

- a. A player accumulating a second caution (yellow) or a player who is ejected (red) in a game will be subject to discipline under the DBR/DBH (Discipline by Review/Discipline by Hearing) system.
- b. Any player who accumulates 3 individual cautions (yellow) over the entire event will be subject to a one (1) game suspension.
- c. Any team official ordered from the field by the referee will also be subject to discipline under the DBR/DBH system.
- d. Appeals: The accused must appear in front of the tournament Discipline Committee, within one (1) hour following the completion of the game in which the infraction occurred. Appeals must be in writing with a \$100 cash fee. The fee will be refunded if the appeal is upheld.
- e. All discipline reports are forwarded to the appropriate governing association.
- f. In the case of a referee assault the accused is immediately suspended from all soccer, until the district association from which the accused is registered disposes of the case.

- g. Protests will not be allowed on the referee’s interpretation of FIFA law.
- h. All Tournament Discipline Committee decisions are final and binding, as they pertain to the tournament.

**8. Extraordinary Weather**

- a. Games may be shortened or relocated due to severe weather conditions. The tournament committee may choose to cancel games that have no bearing on the tournament outcome.
- b. A game will be considered complete if the first half of the game has been completed before the referee terminates the game.
- c. Unless otherwise advised by the Field Convener or Tournament Committee, teams must appear at the scheduled location and time, regardless of weather conditions.
- d. Every effort will be made to complete games. Teams should not leave the general area of the game unless advised by the Field Convener or Tournament Committee.

**9. Game Duration and Overtime/Penalty Kicks**

- a. Duration of Play: Length of halves will be determined pursuant to Ontario Soccer policies regarding maximum allowable minutes played per day. The tournament committee reserves the right to shorten the duration of games.
- b. There must be a minimum of one hour between each game played by any team.

Tournament Round	Age Group	Game Duration
Preliminary/Group Round	U13-U18	2 x 25 Min Halves
Quarter Finals	U13-U18	2 x 25 Min Halves
Semi Finals	U13-U18	2 x 25 Min Halves
Finals	U13-U18	2 x 30 Min Halves

- c. Half-time: Half-time breaks will be 5 minutes in duration.
- d. Overtime & Penalty Kicks: Overtime (when required) will be 2 x 5-minute halves. The Golden Goal rule applies for all overtime played – first team to score in overtime wins. If teams are still tied after overtime the game will be decided by penalty kicks as per FIFA rules.
  - I. Group Play: There will be no overtime used during group play.
  - II. Quarter-Finals: All games ending in a tie will move straight to penalty kicks as per FIFA rules
  - III. Semi-Finals: U13 – U18 will go to overtime and then penalty kicks if required.
  - IV. Finals: U13 – U18 will go to overtime and then penalty kicks if required.

**10. Determination of Standings**

- 1. Point System: Three (3) points awarded for a win, one (1) point awarded for a tie, and zero (0) points for a loss.
- 2. Division Standings: Division standings will be determined by the following criteria:
  - a) Most Points

- b) Head-to-Head
  - c) Best Goal Difference (goals-for minus goals-against)
  - d) Least goals-against
  - e) Most goals for
  - f) Coin Toss (if both teams are present on the field penalty kicks will replace coin toss)
  - g) In the event of wildcard teams, winner will be based on best non-qualifying record in the Age division, determined by the number of points earned.
3. In the event of a three-way tie on points, the tie will be broken using the following criteria:
- a) Determining first out of the three tied teams (If a first placed team is determined based on 3-a, refer to 3-b to determine the second placed team of the three tied teams. If 3-a fails to determine the first placed team, refer to 3-c to determine placement of all three tied teams):
    - i) Best Goal Difference (goals-for minus goals-against)
    - ii) Least goals against
    - iii) Most goals for
  - b) Determining the second placed team of the three tied teams will be done using the following criteria:
    - i) Head to Head
    - ii) Best goal difference (goals for minus goals against)
    - iii) Least goals against
    - iv) Most goals for
    - v) Coin Toss (if both teams are present on the field penalty kicks will replace coin toss)
  - c) If the three-way tie cannot be broken by 3-a or 3-b, the three teams will be ranked by random draw.
4. Wildcard Teams: Wildcards will not play teams from their same group if at all possible. If necessary, playoff teams will be rotated until no wildcard is playing a team from the same group.
5. Six-Team Divisions: In 6-team divisions all six teams will be ranked together at the end of round-robin play and the top four (4) teams will advance to semi-finals. Advancing teams will playoff against a team they have not previously played in round-robin. If this is not possible then schedule will default to first-vs-fourth and second-vs- third.
6. Maximum Goal Differential: There is no goal differential cap.

## **11. Cancellations**

Any team withdrawing from the tournament after the refund deadline indicated on the official Tournament Application will lose their entry fee. Any team withdrawing prior to the refund deadline indicated on the official Tournament Application will receive a full refund.