



SWSF Rules (in accordance with S.S.A. rules)

GENERAL RULES:

- Pre-Competition meetings will **not** be held prior to the start of the first game of the competition. All teams participating in the competition are required to pick-up their coach's package and register prior to their first game at the soccer headquarters.
- All **out-of-province Players, and or Teams** must have permission to travel from their respective governing bodies
- All players and or teams must be registered with their respective governing bodies
- Each team may suit up to U10-U12 maximum 14 players, U14 maximum 18 players. All players must meet the age requirements and be listed on the team roster.
- A team without the required U10-U12 minimum 5 players, U14 minimum 7 players on the field 5 min past the scheduled game time will default the game.
- Coaches will be responsible for the conduct and supervision of their players on and off the field.
- The Under 10 guidelines will be, 7 versus 7, including a goalkeeper, with offside,
- The Under 12 guidelines will be, 8 versus 8, including a goalkeeper, with offside,
- The Under 14 guidelines will be, 11 versus 11, including a goalkeeper, with offside,

EJECTION:

- Any player, coach or team official who is ejected from a tournament game (red card), is suspended from the next tournament game and/or more games subject to the tournament discipline committee decision. A player receiving a second red card is suspended from all remaining tournament games.

SUBSTITUTION:

- There shall be unlimited substitution
- Maximum of two players may be substituted at a time
- Substitutions may be made (a) prior to a throw-in in your favor, (b) prior to a goal kick by either team, (c) after a goal is scored by either team, (d) after an injury when the referee stops play by either team, (e) half time, (f) Corner Kick
- A player who has been substituted for shall be allowed to return to the game.
- No substitution shall be permitted for a player ordered from the field of play by the referee.

TIME ALLOWANCE

- It is essential that games begin on time. Have your team warm up in designated areas. The tournament reserves the right to begin games immediately after the completion of previous game if necessary or remain on schedule. All teams must report to the field 30 minutes prior to their scheduled game.

TIE-BREAKING RULES FOR SOUTHWEST SOCCERFEST:

- All round robin games wins shall be worth three (3) points, a tie shall be worth one (1) point, and a loss worth zero (0) points.
- If two (2) or more teams amass an equal number of points after the round robin play the following tie-breaking procedures, in the following order, shall be used in order to determine the final standings:
 1. Previous Match Results - the winner of the match between two teams tied in points shall be awarded the higher position;
 2. Goal Difference - Goal difference shall be calculated by subtracting goals conceded from goals scored. A maximum difference of 5 goals shall be awarded in each game.
 3. Goal Average - Goals for divided by goals against (goal difference of 5 goals also applies).
 4. Least Goals against - The team having the fewer number of goals against will be awarded the higher position.
 5. Penalty Kicks - If two or more teams are still tied under criteria 1-4, then the higher standings shall be decided by kicks taken from the penalty mark, as follows:
 - (a) Two teams tied: as per FIFA Laws of the Game, at a time and place decided by the SWSF Representative;
 - (b) Three teams tied: each team is designated A, B, or C. Three mini-games shall be played (A vs. B, B vs. C, C vs. A) consisting of 5 penalty kicks at a time and place to be decided by the SWSF Representative. The standings after these three mini-games shall be determined according to the criteria 1-4 above;
- All overtime periods are based on the Golden Goal rule (first goal wins the game)
- Overtime periods are only played in championship games. There are no overtime periods in round robin play

- In no way shall a team that has forfeited a game be declared a winner or a wild card team

DURATION OF PLAY & SIZE OF BALL:

<u>Age</u>	<u>Duration</u>	<u>Overtime</u>	<u>Ball Size</u>
Under 14	2 periods 35 min	2 periods 10min	5
Under 12	2 periods 30 min	2 periods 5 min	4
Under 10	2 periods 25 min	2 periods 5 min	4

- All overtime periods are based on the Golden Goal rule (first goal wins the game)
- Overtime periods are only played in championship games. There are no overtime periods in round robin play

SCHEDULE:

- The First team listed on the schedule is the Home Team
- Home Team is responsible for providing **Game Ball**, to be approved by the referee
- Home Team must have an alternate jersey and be prepared to change if in the opinion of the referee there is a color conflict
- Game sheets must be obtained from the Field Marshall, filled out with both teams roster, signed by the respective coaches and returned to the Field Marshall prior to the commencement of the game. Tournament game sheets must be used.

PROTEST:

- No protest will be heard on any judgment call by a referee. Protest will be allowed on eligibility or other technical matters. All decisions by the referee will be final concerning the outcome of a game.
- If the rules of competitions appear to be violated, the matter may be brought to the attention of the discipline committee in writing (accompanied by \$100 cash bond) no later than one hour after the discovery or occurrence. Such writings must cite the FIFA law and/or rules of competition that has been violated. All matters pertaining to the tournament, including the interpretation of these rules shall be decided by the discipline committee. If the ruling is upheld, the \$100 bond shall be returned. If the ruling is rejected, then the \$100 bond shall be forfeited.

WEATHER PROVISION:

- If the weather conditions or the state of the field make it impossible to carry out the tournament to its full extent, it is up to the organizers to make the necessary decisions concerning the rearrangement or cancelation of games for any reason
- Fees are not refundable if the games or tournament are cancelled for any reason.
- The tournament has the right to shorten the length of games for any reason.
- If at least one half of the game has been played before termination for weather conditions or tournament committee decision, the games stands as a completed match.

TOURNAMENT LAW:

- All players eligible to play in the SouthWest SoccerFest Classic are “minors” in the Province of Saskatchewan. Possession or use of alcohol or illegal drugs by “minors” is illegal. Any report use of alcohol or illegal drugs will result in expulsion from the tournament.
- Any person who destroys, defaces, steals or otherwise abuses the facilities of the SouthWest SoccerFest or SCSA property will be expelled from the tournament.