

Tournament Rules

One of the objectives of the Bluewater Earlybird Tournament is to promote the game of soccer through sportsmanship, fair play and quality competition. These rules are intended to support that objective but all rules have their limitations and every participant whether player or official is expected to behave in a manner that brings credit to the game and achieves this objective. Doing so will add to the enjoyment of everyone. **Please keep this in mind throughout the tournament.**

1. Laws of the Game

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

2. Team Eligibility & Registration

All participating teams must be currently registered with their provincial, state or national association as a competitive club travel team. All teams must be covered by medical liability insurance. All teams from outside the Lambton-Kent Soccer Association must have proof of **permission to travel form**, duly authorized by their governing association. Teams may register and play 18 players for any one game. **NO GUEST PLAYERS ARE PERMITTED.** The minimum number of teams in each age division is four. Where required to meet this minimum number, the tournament reserves the right to permit the entry of a recreational team.

3. Player Eligibility & Registration

Players must be born on/after January 1st of the following years for the respective age division:

U11 - 1999, **U12** - 1998, **U13** - 1997, **U14** - 1996, **U15** - 1995, **U16** - 1994, **U17** – 1993, **U-18** - 1992

Valid player cards, duly authorized by the District Registrar, State or National Registrar, must be provided and checked by the Tournament Committee prior to the tournament. A designated Field Marshall will check Player cards prior to the start of the team's first game. Teams failing to register by the time required may, at the discretion of the Tournament Committee, be dismissed from the tournament forfeiting their entry fee. No alterations to the originally registered team roster are permitted unless otherwise approved by the Tournament Committee. In those soccer jurisdictions where player cards are not available, a team card displaying the photograph, name and birthdate of every player will be accepted, provided it is approved by the governing body of the applicant team. Passports, birth certificates or other valid identification may be requested by the Tournament Committee.

4. Substitution

There is no limit to the number of player substitutions during a game, and a substitution can be made at any time during the game, **at the referee's discretion.** No substitution will be allowed for a player ordered from the field by the referee because of misconduct.

5. Discipline

- a) A player accumulating his 3rd yellow card shall receive an automatic one game suspension.
- b) A player ejected from a game (red card) shall receive an automatic one game suspension.
- c) A team official ordered from the field for misconduct shall receive an automatic one game suspension.

NOTE: Player dismissals and cautions will be recorded and reviewed regularly by the Tournament Committee. Teams will forfeit their points if a player is dressed for a game in which he is suspended.

5a, 5b or 5c **may be appealed** to the Tournament Discipline Committee located at Tournament Field Headquarters within one hour following the game in which the infraction occurred if the following procedure is followed:

- i) A letter of appeal from either the player or team official appealing the automatic suspension **plus**
- ii) A \$50.00 Cdn. Cheque (payable to Bluewater Soccer Club) or \$50.00 Cdn. cash accompanying the letter of appeal. If the decision is upheld payment is refunded.

All discipline reports will be forwarded to the District Association from which the accused is registered. In the case of a referee assault, the accused is immediately suspended for the remainder of the Tournament.

6. Protests

Protests must be made by a team official in writing and must be accompanied by a fee of \$50.00 Cdn. (Cheques payable to Bluewater Soccer Club). Protests must be delivered to Tournament Headquarters within 1 hour of the conclusion of the game in question. If the decision is upheld the fee will be refunded. Protests based on decisions of the referee's interpretations of FIFA law will not be acknowledged.

7. Duration of Games

Age Division	Preliminary Round	Playoffs
U11-U14	2x25min	2x25min
U15-U18	2x30min	2x30min

Duration of all games may be subject to change when final schedules are issued.
Half-time intervals in all games shall be 5 minutes.

8. Extraordinary Weather

In the event of severe weather (i.e.: continuous heavy rain, lightning, excessive heat) or poor field conditions, the Tournament Committee has the authority to change the duration of games or any other function of the tournament, including such things as the following: relocate and/or reschedule any games, reduce by up to 50% the scheduled duration, cancel any game in the preliminary round which has no bearing in deciding group winners, consider a game complete if 25% or less of the playing time remained when the game was terminated by the referee.

9. Determination of Group Winners/Wild Card Teams

Each team will be awarded three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. At the end of the preliminary round, group winners (and wild card teams for applicable age groups) shall be determined by the team with the most points. If teams are tied on points the following criteria shall be used to determine the winner:

- I. Winner of the game between the two teams tied (applies to 2 way ties only)
- II. Goal Differential (maximum of 5 goal difference in anyone game)
- III. Least goals against
- IV. Most goals for.
- V. Fewest red cards.
- VI. Coin Toss

10. Extra Time Rules

In the event of a tied playoff game (semi-final or final game) the following procedure will be followed to determine the winner:

- a) Two 10-minute period of sudden death overtime will be played.
 - b) If still tied, best of five penalty kicks by five players of each team.
 - c) If still tied, alternate penalty kicks by the balance of the teams until an outcome is decided.
- Note: Only players on the field of play at the end of the overtime period are eligible to take penalty kicks.

11. Failure to Show

A team shall be allowed a 10-minute grace period after the scheduled kick-off time before it is considered to have 'failed to show'. A minimum of 7 players constitutes a team and the game will be started if a team has at least that number of players. The period of grace may be allowed only if there are less than 7 players. In the event of a failure to show, the offending team shall forfeit the game. The opposing team will be awarded the win (the score will be recorded as 3-0). At the discretion of the Tournament Committee, teams that 'fail to show' will be subject to dismissal from the tournament and the entry fee and bond fee will be forfeited without appeal. Furthermore, such action will be reported to the governing body of the team involved

12. Players Uniforms and Game Equipment

If team colours clash the home team will change colours. At the Tournament Committee's discretion a team that does not observe the colour change or shirt requirements of this rule may forfeit the game. The home team shall supply the game ball.

13. Field Supervision

A person acting in the capacity of a Field Marshall is an OSA registrant and shall be responsible for handling any disputes during a game if requested by the game referee.

14. General

The Tournament Committee 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.