



Woodbridge Classic & Festival Tournament Rules

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23. General

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

All participating teams must be currently registered with their province, state or national association. All teams shall identify themselves by providing full team identification as defined by OSA published rules. All teams from outside York Region must have proof of Permission to Travel, duly authorized by their governing association. Teams will be allowed three (3) guest players. These guest players must be identified as guest players; if they are not from the Home Club they must have an approved Temporary Registration Permit form with their player card.

3. Team and Player Registration Teams

All players must be registered with the Tournament Committee at the Headquarters on the prescribed date and time, unless otherwise approved by the Committee Executive. In any case, teams must be registered before the first game is played. 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. All players must provide a registration book/card at time of registration.

4. Ball Size

- a. U9 to U12 shall play with a size 4 or size 5 light ball
- b. U13 to U18 shall play with a size 5

5. Number of Players

U9 to U10

- a. Teams may have an unlimited roster to choose from
- b. A maximum of 12 players can be dressed for a game

- c. No more than 7 players on the field at a time, 6 players and 1 goalkeeper
- d. Both teams must have at least 5 players to start the game
- e. The game should not continue if a team has less than 5 players 2.

U11 to U12

- a. Teams may have an unlimited roster to choose from
- b. A maximum of 16 players can be dressed for a game
- c. No more than 9 players on the field at a time, one of whom shall be the goalkeeper
- d. Both teams must have at least 5 players to start the game
- e. The game should not continue if a team has less than 7 players

U13 to U18

- a. Teams may only have a roster of 21 players
- b. 3 of the 21 players may be guest players with the proper documentation provided.
- c. A maximum of 21 players can be dressed for a game
- d. No more than 11 players on the field at a time, one of whom shall be the goalkeeper
- e. Both teams must have at least 7 players to start the game
- f. The game should not continue if a team has less than 7 players

6. Duration of Games

Game duration shall be in accordance with OSA Policy:

Festival Portion

- a. U9 to U12 shall play in the festival format, not exceeding 2 games per day
- b. U9 to U12 not to exceed 80 minutes per day (2 x 20-minute halves) - 5 minute break
- c. U9 to U12 will have a minimum of 60 minutes rest between games – 5 minute break

Tournament Portion

- a. U13 and above shall play in the standard tournament format, playing a minimum of 3 games over the weekend

- b. U13 to U14 not to exceed 150 minutes per day (2 x 25-minute halves) - 5 minute break
- c. U15 and above not to exceed 180 minutes per day (2 x 30-minute halves) - 5 minute break
- d. U13 and above will have a minimum of 60 minutes rest between games Duration of all games may be shortened anytime, at the discretion of the Tournament Committee.

7. Substitutions

NOTE: Players can leave from any part of the field, but player substituting must enter from center

- a) After a goal is scored
- b) Goal Kicks
- c) Prior to kick off start of 2nd half
- d) At the referee's discretion for an injured player
- e) At own throw-in or kick-in (opposing team can also substitute)

8. Retreat Line Festival

All festival teams will be playing with a retreat on the playing field as follows;

U9 to U10 retreat line will be 2/3 of half of the field in the opponent's zone

U11 to U12 retreat line will be the final third of the field in the attacking zone

9. Game Sheets and Referee reports

Both teams shall complete their game sheet and hand it back to the referee prior to kickoff. Each sheet must be completed in full and cannot make any changes or Players Numbers and Names written in pen or pencil (altered).

Only the team officials that have registered and signed the game sheet are allowed to assist the coach.

A maximum of 3 team officials will be allowed on the bench.

Referee's will record the Yellow Cards on the Game sheets. Red cards issued and Special incident Reports will immediately be reported to the Tournament Committee by the Game Official.

10. Scheduling

Responsibility of the Tournament Committee to have all games ready by start of Tournament Day.

All teams U13+ are guaranteed a minimum of 3 games.

U9-U12 guaranteed a minimum of 2 games.

11. Scores and Standings

Festival Portion

i No scores or standings will be kept

Tournament Portion

i. Three (3) points will be awarded for a win

ii. One (1) point will be awarded for a tie

iii. Zero (0) points will be awarded for a loss

Determination of Group Winners

(U13-U18) At the end of the preliminary round the group winner shall be the team with the most points. If the teams are tied on points, the following shall be used to determine the winner (in descending order only):

a) Most Points

b) Head-to-head (not applicable to ties of 3 or more teams)

c) Goal Differential (GF – GA = GD) d) Most Goals For e) Coin Toss with the Coaches at Tournament Headquarters

12. Extra Time Rules

(U13-U18)

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

a) Best of five penalty kicks by five players of each team, if still tied each team will select a DIFFERENT PLAYER until winner is determined.

13. Rain and Wet Field Policy

The City of Vaughan leases all fields to the Woodbridge Classic Tournament. If the City deems that playing on the field may damage the field, the Tournament Committee may be obliged to abide by the City's wet field policy, and thereby move the games to another venue (if possible), postpone or cancel the games, reduce the amount of scheduled games or consider any game complete if:

U9 – U12 divisions - 20 minutes 50% have been played in the game

U13 – U14 divisions - 35 minutes 50% have been played in the game
U15 – U18 divisions - 40 minutes have been played in the game

Undecided games (quarters, semis and finals) will then go to penalty kicks, as per FIFA rules.

14. Lightening Protocol

Games will be stopped during lightning and then continue after the lightning leaves the area (stoppage of play due to lightning will be at the discretion of the referee – wait 30 Minutes for lightning to stop before commencing the start of the game.

Games could be shortened to accommodate the rest of the day's games. Regardless of weather conditions, all teams must be prepared to field a team.

15. Failure to Show

The team shall be allowed a 10-minute period of grace after the scheduled kick-off time before it is considered to have failed to show.

A minimum of 7 players is required to play, the game will be started if a team has at least that number of players even if it must play shorthanded against its opponent. The period of grace may be allowed only if there is less than the minimum number of

players. In the event of a failure to show, the offending team shall be dismissed from the tournament and the tournament fee shall be forfeited.

A result of 3:0 will be recorded in favor of the opposing team.

Teams that fail to appear for their scheduled match will not only forfeit the game but will also be reported to Ontario Soccer for non-compliance.

16. Abandon Games or Forfeit Games

Tournament Committee will review the circumstances of any team that abandons (quits) a game before it is completed and will decide whether the team shall forfeit the game.

At the discretion of the Tournament Committee, teams that abandon (quit) a game, fail to show, or otherwise forfeit a game will be subject to dismissal from the tournament and all entry fees forfeited without appeal. Furthermore, such action may be reported to the governing body of the team's District.

The opponents of a team, which has forfeited a game, will be awarded a win and three (3) points in preliminary standings.

18. Player Uniforms and Equipment

Players must wear a number on the back of the shirts. Each player on a team shall have a different number and this number must coincide with the player's name and number as shown on the game sheet. If a team colour clashes, the **home team** will change jerseys.

At the Tournament Committees' discretion, a team that does not observe the colour change or shirt requirements of this rule may forfeit the game. In case of a colour clash between game officials and participating teams' shirts, the **game officials shall change their shirts**.

19. Field Supervision and Game Equipment

Tournament Committee will be responsible for field marking, goal nets, corner flags and for providing **field convenors** who will be approved by the Tournament Committee.

The home team will supply the game ball. If, at the referee's discretion, the home team cannot supply a suitable game ball, the away team will have the option of providing one.

20. Coaching

The first team to arrive at the game field determines which side of the field their team will occupy. Coaches must remain in their technical area after play begins.

Coaching outside this area will not be permitted. Only team officials are permitted in this area. Team officials are reminded that they are not allowed on the field of play without the permission of the referee. Spectators must be seated on the opposite side of the field from the teams. Note: Coaches will be held responsible for their spectators and players.

21. Discipline

Any player or club official ordered off the field by the referee for misconduct shall not participate further in the tournament until the discipline committee has dealt with his or her case.

Any player who accumulates three yellow cards during the tournament shall not play the remainder of the tournament. Any player receiving a red card will automatically be suspended for the next game. Any player accumulating two red cards during the tournament will be suspended from the tournament.

22. Protests

All protests must be made in writing within one (1) hour of completion of the game in question and must be accompanied by a fee of \$100.

Protest fees will only be refunded if the protest is upheld. Protests regarding the referee's decision will not be heard.

23. 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 tournament.

Player Eligibility: As per Ontario Soccer rules, players are only permitted to play for one team during the festival and tournament. Dual rostering is not allowed and will result in disqualification from the event.

Scheduling & Tiering Notes: Please note that schedule and tiering requests are not guaranteed, as we are accommodating a high volume of teams. Tiers will be determined based on total number registrations.

For U13 and older, we anticipate no more than two tiers, if not one grouping.
For festival-style age groups, groupings will be based on overall participation, in line with previous years. Ages U9-U12 we will have up to three groupings.