

2026 Woodbridge Classic Rules

1. Laws of the Game
2. Team Eligibility
3. Team and Player Registration
4. Ball Size
5. Number of Players
6. Duration of Games
7. Substitutions
8. Retreat Line
9. Game Sheets and Referee's Reports
10. Scheduling
11. Scores and Standings
12. Determination of Group Winners (U14-U18)
13. Extra Time Rules (U14-U18)
14. Rain Policy
15. Failure to Show
16. Abandoned Games
17. Forfeited Games
18. Player Uniforms and Equipment
19. Field Supervision and Game Equipment
20. Coaching
21. Discipline
22. Protests
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. All teams from outside the province must provide either Provincial (from other provinces), State (from the USA or National (outside Canada and US) Association approval to participate as well as proof of accident/injury/illness medical insurance.

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 Eligibility Permit (TEP) form with their player card. Please note that the (TEP) permit applies only to the U14 and older age groups.

3. **Team and Player Registration**

Teams and 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.

Teams must present the following upon registration:

- Game Sheets
- OSA Roster stamped by District Association
- All identification for players and team officials listed on the roster
- Approved Travel Permit

4. **Ball Size**

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

5. **Number of Players**

The game shall be played by two teams.

1. U9

- a. Teams may have an unlimited roster to choose from
- b. A maximum of 10 players can be dressed for a game
- c. No more than 5 players on the field at a time, one of whom shall be the goalkeeper
- d. Both teams must have at least 4 players to start the game
- e. The game should not continue if a team has less than 4 players
- f. There is no offside for this divisions
- g. Please note that the above age group will use kick in's NOT throw ins.

2. U10 to U11

- 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, 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 5 players

3. U12 to U13

- 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 6 players to start the game
- e. The game should not continue if a team has less than 6 players

4. U14 to U18
 - a. Teams may only have a roster of 20 players
 - b. 3 of the 20 players may be guest players
 - c. A maximum of 20 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**

Scheduling and refereeing are the responsibility of the Tournament Committee. Game duration shall be in accordance with OSA Policy:

A. Festival Portion

- U9 to U13 shall play in the one-day Festival format, playing 2 games on their Festival Day
- U9 to U13 not to exceed 100 minutes per day
 - U9 30- minute games
 - U10 and U11: 40-minute games
 - U12 and U13: 50-minute games
- U9 to U13 will have a minimum of 30 minutes rest between games.

B. Tournament Portion

- U14 and above shall play in the standard tournament format, playing a minimum of 3 games over the weekend.
- U14 not to exceed 150 minutes per day
 - Preliminary games: 50-minute games
 - Semi-final and Final games: 50-minute games
- U15 and above not to exceed 180 minutes per day
 - Preliminary games: 60-minute games
 - Semi-final and Final games: 60-minute games
- U14 and older 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. Half-time intervals in all games shall be five (5) minutes.

7. **Substitutions**

- a) After a goal is scored
- b) Goal Kicks
- c) Prior to kick off the 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) from centre

8. **Retreat Line**

Festival teams will be playing with retreat lines on the playing field as follows below:

- a) U9 no retreat line and no kick in or drizzle in
- b) U10 to U13 retreat line will be the final third of the field in the attacking zone.
- c) U10 to U13 no offsides

9. **Game Sheets and Referee's 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. Only the team officials that have signed the game sheet are allowed to assist the coach. Maximum of 3 team officials will be allowed on the bench.

10. Scheduling

Scheduling and refereeing are the responsibility of the Tournament Committee. All U14-18 teams are guaranteed a minimum of 3 games. U9-U13 are guaranteed 2 games

11. Scores and Standings

- a. Festival Portion
 - i. No scores or standings will be kept
- b. 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

12. Determination of Group Winners (U14-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) Head-to-head (not applicable to ties of 3 or more teams)
- b) Goal Differential (GF – GA = GD)
- c) Most Goals For
- d) Coin Toss with the Coaches at Tournament Headquarters

13. Extra Time Rules (U14-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
- b) If still tied, alternating penalty kicks by the balance of the team until an outcome is decided
- c) Only players on the field of play at the end of the game are eligible to take penalty kicks.

14. Rain Policy

The City of Vaughan leases all fields to the Woodbridge Classic Tournament. If the City feels 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:

- a) 20 minutes have been played in the U9 divisions
- b) 35 minutes have been played in the U10 – U13 divisions
- c) 40 minutes have been played in the U14 – U18 divisions

Undecided games (quarters, semis and finals) will then go to penalty kicks, as per FIFA rules. Games will be stopped during lightning and then continue after the lightning leaves the area (stoppages of play due to lightning will be at the discretion of the referee). Games could be shorted 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

A 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 constitutes a team, and 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 1:0 will be recorded in favour of the opposing team.

16. Abandoned Games

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

17. Forfeited Games

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 involved. 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 team colours clash, the home team will change colours. 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

The 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

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 official ordered from 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. Similarly, any player who accumulates three yellow cards during the tournament shall not commence a game after the one which the third yellow card was issued. Any player receiving a red card will automatically be suspended for the next game. Any player receiving 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.