

Panther Cup Tournament

U14-U16 All Star Rules & Regulations



1. GENERAL INFORMATION

- 1.1 Each team is responsible for ensuring they are aware of their schedule or any schedule changes. Team <u>Coaches</u> or <u>Managers</u> are responsible for communicating schedules and/or playoff designations to their players. Coaches/managers should check with tournament headquarters, Mattamy Sports Park (5320 Ninth Line), or field conveners, periodically for any changes or updates, especially at the end of the first day and at the beginning subsequent day.
- **1.2** Unless your scheduled field is not in use, players should only warm up on adjacent field space. Teams must be prepared to play immediately following the end of the previous game.
- **1.3** Where possible, the Club reserves the right to modify divisions, including merging, creating or eliminating divisions based on the actual registration numbers.
- **1.4** Once a team has been accepted into the tournament no refund will be issued. However, if the tournament does not have enough teams entered in an age group, all affected teams will be notified and will receive a full refund of their entry fee. Please ensure that you have read all the rules and policies of the tournament prior to registering.

2. REGISTRATION

- **2.1** Team required to provide their registration package to **tournament@nmsc.net**, 7 calendar days prior to the first day of the tournament. In-person team check-in will take place at Mattamy Sports Park, which is located 5320 Ninth Line, Mississauga, ON L5M 0R5
- 2.2 Registration package documents:
 - 2.2.1 A fully completed Festival Team Roster generated by the Club's Registration System (PowerUp)
 - 2.2.2 Outdoor 2023 OSCAR Roster
 - 2.2.3 Valid player cards/books for all registered players
 - 2.2.4 An Authorized permission to travel form from your District Association/State if your team is from outside of the Peel Halton District, if you have not already submitted to the Festival Coordinator.
- **2.3 Starting on Friday, September 22, 2023, from 10am to 1 hour prior to your opening match** you are required to check in person with the Club's staff at the Tournament Headquarters located at Mattamy Sports Park, **5320 Ninth Line, Mississauga, ON L5M 0R5.**

3. AGE AND ELIGIBILITY

- **3.1** An all-star is a player representing a club's recreational program whose coach has selected them to compete in additional competitions.
- **3.2** This tournament is open to registered Youth teams recreational teams in the following age divisions: U14 Boys, U14 Girls, U16 Boys and U16 Girls.
- 3.3 <u>All</u> players must be registered with the Ontario Soccer and with the club for which he or she is playing and have an up-to-date Ontario Soccer player ID Cards/Player Book and a stamped OSCAR Roster. The player book/ID Card and stamped OSCAR Roster must be available during the tournament. If

Panther Cup Tournament U14-U16 All Star Rules & Regulations



the player book/ID card and Stamped OSCAR Roster are requested and cannot be produced, that player will not be allowed to participate in any further games in the Tournament until it is produced. U14 to U16 teams may register up to 18 players.

- 3.4 Three (3) Guest players are allowed on each team, providing that their names appear on the authorized roster submitted prior to or at registration. All players listed on the roster must be registered with your club as a Recreational Player or must have their player ID's and an official temporary release signed by their home club and authorized by their District. No Competitive Players, even from younger age groups will be allowed.
- 3.5 Proof of Age: All teams must complete a team roster generated by the Club's Registration System and have it signed by the coach. Completed forms must be handed in at registration where it will be verified against the player books/cards. All players listed on the roster must meet the age requirements listed below.

3.5.1 U14 Division: Born January 1, 2010, or later.3.5.2 U16 Division: Born January 1, 2007, or later.

- **3.6 Number of Players:** Teams will be allowed to register a maximum of 18 players. The minimum number of players to start a game is 7. The game shall not continue if a team has less than 7 players. Games will use an 11 v 11 format. Players may play for only one team in the tournament.
- **3.7 Travel Permits:** Appropriate "Permission to Travel" form authorized by governing associations must be furnished by registration (preferably along with application as per OSA rules) for all teams outside the Peel Halton District (no exceptions).
- **3.8 Medical Assistance:** Emergency Action Plan for Mattamy Sports Park Field 1 and 2 can be found as an attachment to the Panthers Cup Tournament Rules.

4. CONTEST RULES

- **4.1 Laws of the Game:** All games shall be played in accordance with the FIFA Laws of the Game as observed by the Ontario Soccer Association.
- **4.2 Penalty Kicks:** Undecided games (quarters, semis, and finals) will then go to penalty kicks, as per FIFA rules. Five **(5)** players from those on the field at the end of game will be selected by the coach to take the advantage shots. If still tied, the sudden death penalty kicks will be taken. If the first team to take the penalty shot scored, the opposing team will have one penalty shot to score. This procedure will continue until a winner is declared. All team members that were on the field the end of the regular time must take a penalty shot (if required) before a player is allowed to kick again.
- **4.3 Team No-Show:** Once a team is accepted, the entry fee is non-refundable. If a team fails to appear at its scheduled Tournament game, the team's club shall:
 - **4.3.1** forfeit its Tournament entry fee.
 - **4.3.2** pay a penalty of \$250.00 to the Club.

A team will be allowed a five **(5)** minute waiting period from the scheduled kick off time to field the minimum number of players to start the game. Failure to field the minimum number of players will result in a **1-0** loss by default.

4.4 Home Team Responsibilities: The home team is responsible for providing an alternate colour shirt, if in the opinion of the referee the shirts are similar. The Home team will also supply the game ball.



The Home team is the one that appears first on the schedule. I.e., 1 V 2 – Team 1 is the Home team.

- **4.5 Duration of the Games and Ball Size:** For U14 and U16 games, the game ball should be size #5.
 - **4.5.1** U14, and U16 qualifying games will have two halves of 25 minutes each with a 5-minute half time. All U14 and U16 final games will have two halves of 25 minutes each with a 5-minute half time.

Age Group	Game Play Type	Game Length
U14 and U16	Round Robin	50 minutes (2 x 25 – minute halves)
	Finals	50 minutes (2 x 25 – minute halves)

- **4.5.2** There will be a minimum of an hour between each game played by any team.
- 4.6 Game Sheets: Game sheets will be provided to the referee by the Field Official. The referee will then present the game sheet to the coaches of each team. The Coach or Manager must sign the game sheet prior to presenting it to the referee. Once signed, give it to the referee before the beginning of each game. On completion of the game the referee must complete the game sheet, including the score, players who scored, and any red or yellow cards that were issued. After doing so, the referee must hand the game sheet to the Field Official, who will then call in the score to the Tournament Headquarters at Mattamy Sports Park (5320 Ninth Line). All game sheets will be returned to the Tournament Headquarters at the end of each day.
- **4.7 Player Equipment:** Players must wear uniforms with numbers on the back and numbers must correspond to numbers/names on the game sheet. Shin guards must be worn by all players. 'Hard' casts, even if wrapped, are not permitted. Referees have final determination over issues involving potentially 'unsafe' equipment (eyeglasses, 'soft' casts, etc.).
 - **4.7.1** Players are discouraged from cutting their socks. If a player has cut their socks, it will be at the referee's discretion if the player is allowed to participate in the game.
- **4.8 Substitutions:** Unlimited numbers of substitutions are allowed but only at the following times, and with the approval of the referee:
 - **4.8.1** A goal is scored by either team
 - **4.8.2** At any goal kick
 - **4.8.3** At your own throw-in. The opposing team may substitute at the same time only if the other team substitutes based on the referee's discretion.
 - **4.8.4** At the beginning of the second half
 - **4.8.5** Through injury at the referee's discretion
 - **4.8.6** Players ejected by the referee must be replaced by a team substitute.
- **4.9 Severe Weather Conditions:** A referee may issue a 2-minute water break halfway through the first half and halfway through the second half of any game if severe heat conditions occur.
 - **4.9.1** Only in the case when weather or some other act of nature cancels the Tournament prior to its commencement, teams will be refunded up to 50% of their tournament registration fee by the Club.
 - **4.9.2** Refunds will not be granted for any other reason.



- 4.9.3 The City of Mississauga leases all fields to the Club for the Panthers Cup Festival and 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 field policy, and thereby move the games to another venue (if possible), postpone or cancel the games, shorten the games to ten (10) minutes per half or more.
- **4.9.4** 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 and onsite field marshal).
- **4.9.5** Once thunder/lightning occurs, the play must be stopped immediately. Referee will strictly observe the 30/30 rule. If the "flash to bang" is less than 30 seconds, play will be suspended for 30 minutes timed from the last flash or bang observation.
- 4.9.6 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. It is the responsibility of the team to check in with their field marshal at the scheduled field at least thirty (30) minutes prior to the commencement of their game.

5. DETERMINING WINNERS

5.1 Qualifying Rounds

Points are allocated as follows: Each Win Three (3) points.

Each Tie One (1) point Zero (0) points

Each Forfeit Three (3) points for opposing team with a recorded score of 1 - 0

- **5.2 Determining Wild Cards (If Applicable):** The Wild Card refers to the next best team overall, out of all groups combined in qualifying round standings. For example, once all 1st place teams have been determined, you combine all the groups together and the wildcard team would be the best team in standings from the combined group. If needed, further clarification will be on the schedules. If the wildcard comes from the same group as their opponents, the games will be altered at the discretion of the tournament committee and the alteration will appear on the schedule.
- **5.3 Failure to Show:** Once a team is accepted, the entry fee is non-refundable.
 - **5.3.1** A team will be allowed a five **(5)** minute waiting period from the scheduled kick off time to field the minimum number of players to start the game. Failure to field the minimum number of players will result in a **1-0** loss by default.

6. TIE BREAKING RULES

- **6.1 Overtime:** only to be played during the Finals. If a game is tied after regular time, penalty kicks will be taken in accordance with the Contest Rules.
- **6.2** If two teams accumulate the same number of points at the completion of the round-robin tournament format, the higher standing shall be awarded to:
 - 6.2.1 the team winning the match between the tied teams, failing which:
 - 6.2.2 the team with the highest goal difference (determined by deducting the "goals against" from the "goals for"), failing which:

Panther Cup Tournament U14-U16 All Star Rules & Regulations



- 6.2.3 the team with the most goals scored, failing which:
- 6.2.4 the team which, in the "drawing of lots", draws the higher placing.
- **6.3** If three or four teams accumulate the same number of points at the completion of the round-robin tournament format, the team position standings shall be determined by the following:
 - 6.3.1 the team with the highest goal difference (determined by deducting the "goals against" from the "goals for") in matches between the teams concerned shall have the highest standing. If all teams have the same goal difference, then proceed to 6.3.2. If some teams remain tied for goal difference but some positioning has been determined, the positioning that has been determined stands, and the remaining teams tied for goal difference proceed to 6.3.2 to determine the remaining positioning.
 - 6.3.2 the team with the most goals scored in all matches between the teams concerned (if a team's position was determined in b), it shall not be included in this tie breaker procedure) shall have the higher standing. If all teams have the same gals scored, then proceed to 6.3.3 . If some teams remain tied for goals scored but some positioning has been determined, the positioning that has been determined stands, and the remaining teams tied for goals scored proceed to 6.3.3 to determine the remaining positioning.
 - 6.3.3 the team with the highest goal difference (determined by deducting the "goals against" from the "goals for") in all group matches shall have the highest standing. If all teams have the same goal difference, then proceed to 6.3.4. If some teams remain tied for goal difference but some positioning has been determined, the positioning that has been determined stands, and the remaining teams tied for goal difference proceed to 6.3.4 to determine the remaining positioning.
 - 6.3.4 the team with the most goals scored in all group matches shall have the higher standing. If all teams have the same goals scored, then proceed to 6.3.5 . If some teams remain tied for goals scored but some positioning has been determined, the positioning that has been determined stands, and the remaining teams tied for goals scored proceed to 6.3.5 to determine the remaining positioning.
 - 6.3.5 the team which, in the "drawing of lots", draws the higher placing.
- **6.4** If two or more teams are still tied after applying criteria 6.3.1, 6.3.2, and 6.3.3 of Tie Breaking Rules 6.3, the "drawing of lots" shall be handled as follows:
 - 6.4.1 the name of each team will be placed on a small piece of paper.
 - 6.4.2 each team name will be placed in a bowl or similar object.
 - 6.4.3 the first team to be drawn from the bowl shall be awarded the "higher group standing".
 - 6.4.4 the next team to be drawn from the bowl shall be awarded the next highest placing.
 - 6.4.5 if applicable, the remaining team shall be awarded the next highest placing.
- **6.5** Rule 6.4 shall be implemented within 20 minutes following the final game of the Tournament Round for that Tournament Group. The match officials of the final game shall conduct the "drawing of lots".
- **6.6** The above procedure will be implemented immediately following the final game of the Tournament round.
 - 6.6.1 Each team involved in the "drawing of lots" has the right, at its discretion, to have a team representative present when the draw is made. The draw shall still be conducted in



accordance with The Tie Breaking Rule 6.5 even if a team representative for each team is not present.

7. DISCIPLINE AND PROTESTS

- **7.1 Tournament Discipline Rules:** The Ontario Soccer Published Rules on Discipline at Tournaments will apply with the following exceptions:
 - 7.1.1 Discipline authority is delegated for player misconduct only. Any misconduct reports for coaches, other team officials or game officials shall be submitted for PHSA within 3 days of the tournament's completion.
 - **7.1.2** Standard Ontario Soccer penalties for player misconduct will apply in all Tournaments and Tournament Discipline Rules must comply with this requirement. (Note: This is the same as in Ontario Cup Tournament Rounds)
 - **7.1.3** The Tournament Discipline Committee will use Discipline by Review (and a Discipline by Hearing where necessary or requested).
 - **7.1.4** Unserved games will be transferred to league play by PHSA. Any player wishing to request a hearing (DBH) for the unserved games must submit a request before the end of the following week for a Discipline Hearing at PHSA.
- **7.2 Discipline Carryover:** PHSA will convene a Discipline Hearing for all Special Incident Reports and Dismissal Reports for Coaches, other Team Officials, and game Officials. Reports involving individuals from other Districts will be forwarded by PHSA to the appropriate authority, as required.
 - 7.2.1 PHSA will use Discipline by Review on all Dismissal reports for Players who were unable to serve the full Mandatory Minimum sentence at the Tournament. PHSA will advise the player's club and regular league of any additional suspension imposed because of Tournament discipline carryover.
 - **7.2.2** Any player (player's club wishing to request Discipline by Hearing MUST do so before the end of the week following the tournament.
 - 7.2.3 In the event (based on the reports which it reviews) the PHSA Discipline Review Committee determines that additional misconduct has occurred or that a Serious Foul Play or Violent Conduct misconduct warrants more than the mandatory suspension, it shall advise the Player by way of Discipline Hearing Notice that additional charges have been laid and a Hearing has been scheduled.
- 7.3 Discipline and Suspensions: Mandatory Suspensions for all games played in the tournament.

Infraction	Penalty
Dismissed for receiving a second caution in the same game (neither offence directed at a game official)	1 game suspension
Dismissed for receiving a second caution in the same game (either offence directed at a game official)	2 game suspension
Dismissed for offensive, insulting, or abusive language (not directed at a game official)	1 game suspension
Dismissed for offensive, insulting, or abusive language (directed at a game official)	3 game suspension
Dismissed for denying an opponent a goal or an obvious goal scoring opportunity by deliberately handling the ball	1 game suspension
Dismissed for denying an opponent a goal or an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or penalty kick	2 game suspension
Dismissed for serious foul play	2 game suspension



Dismissed for violent conduct	3 game suspension
Dismissed for spitting at an opponent or any other person	4 game suspension

- **7.3.1** If a hearing is necessary, it will be conducted before the team's next scheduled game at the NMSC Tournament Headquarters, which is located at Mattamy Sports Park (5320 Ninth Line).
- **7.4 Protests:** Any team wishing to protest a game must submit same in writing with \$100.00 cash to the Tournament headquarters, Mattamy Sports Park (5320 Ninth Line), within one (1) hour following completion of the game. **Note: No protests regarding referee's decisions will be entertained.** The tournament committee decision will be final.
- 7.5 **Fair Play Code for Spectators:** All spectators must be seated on the opposite side of the field from the players/benches. Spectators are not permitted to be behind the nets. All spectators must be always at least 5 feet from the sidelines.
 - **7.5.1** Team Coaches and managers are expected to inform all members of their group of the following:
 - **7.5.2** I will remember that children play sports for THEIR enjoyment. They are not playing to entertain me.
 - **7.5.3** I will not have unrealistic expectations. I will encourage participants to do the same.
 - **7.5.4** I will respect the official's decision; I will encourage the participants to do the same.
 - **7.5.5** I will never ridicule an athlete for making a mistake during a competition. I will give positive comments that motivate and encourage continued effort.
 - **7.5.6** I will condemn the use of violence in any form.
 - **7.5.7** I will show respect for my team's opponents, because without them there would be no game.
 - **7.5.8** I will avoid the use of inappropriate language, nor will I harass athletes, coaches, officials, or other spectators.

8. FESTIVAL AND TOURNAMENT COMMITTEE

- **8.1** The Tournament Committee will be responsible for team acceptances, tournament format, game scheduling and assignment of referees.
- **8.2** The Tournament Committee will be responsible for making decisions regarding combining or cancelling age divisions in the Tournament. No refunds will be issued once a team is accepted into the tournament. Although, if an age group is cancelled, a full refund will be issued to the affected registered teams.
 - **8.2.1** The Tournament Committee will keep scores and standings at the tournament headquarters, Mattamy Sports Park (5320 Ninth Line). Unofficial standings will be kept at the field locations by the Field Convenors; however, all official decisions regarding standings will be made at the tournament headquarters.
 - 8.2.2 In the event of inclement weather, the Tournament Committee will have the authority to" relocate or reschedule games, change the duration of games. It will also have the right to cancel any game in the qualifying round that has no bearing in deciding the qualifiers for the playoff round. Any game abandoned after the first half (except playoff games) due to inclement weather, will be considered official and complete.
 - **8.2.3** The Tournament Committee reserves the right to decide on all matters pertaining to the tournament.
 - **8.2.4** The Tournament Committee will be made up of at least 3 persons from the Staff and/or the Board of Directors of the North Mississauga Soccer Club.