



West Ottawa Soccer Club Outdoor Teen Rec Tournament Rules U13 to U18

v2.2

1. All players must be registered for the West Ottawa Soccer Club (WOSC) Youth League for the summer season.
2. The game sheet must list all participating players and be provided to the referee prior to the start of the game.
Players from teams that are not participating in the Tournament or Call-Ups can only be used with permission from the Youth Rec Coordinator. Once a player has played for one team in the Tournament, they cannot play for another team on the same weekend.
3. Each team must provide one game sheet for each game. Referees will give game sheets to the tournament convenor at the end of each game.
4. Both team benches are to be on the same side of the field. All spectators are to observe the match from the opposite side of the field from the team benches. Additionally, spectators are not permitted anywhere along the goal line.
5. The Home Team is to provide a size 5 game ball.
The Home Team will have the kickoff to start the game. The Away Team will pick which side to defend first.
6. The preliminary stage of the tournament will be Round-Robin games. The groups of teams that will form the Round Robin groups will be based on the seasonal standings.
7. Round Robin games are 46 minutes long (2 x 23 minute halves) with a 3 minute break at half.
For all Round Robin games, the referees are instructed to start the game time at the designated time.
8. Semi-Final and Final games are 60 minutes (2 x 30 minute halves) with a 5 minute break at half.
9. Round Robin Points System: 3 points awarded for a win, 1 point for a tie, and 0 points for a loss.
10. For the purposes of tie-breaking, there is a maximum goal differential of 5 goals for any win.
11. Failure to show and forfeited games:
 - a. A team shall be allowed a 5-minute grace period from the scheduled kick-off time. If there are less than 7 players, the game shall be awarded to the opponent with a 2-0 result and given 3 points.
 - b. If a team forfeits a game for any other reason, their opponents will be awarded a win based on a 2-0 result and given 3 points.
12. Discipline:
WOSC follows the Ontario Soccer Association (OSA) Discipline by Review (DBR) System.
Additionally, players found guilty of a red card offence will be ineligible to play for the remainder of the tournament with the following exceptions:
 - a. Receiving a second caution in a game for which neither was shown for dissent by word or action directed at the referee - 1 game suspension (1.13).
 - b. Receiving a red card denying an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball - 1 game suspension (1.18).
 - c. Receiving a red card 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 - 1 game suspension (1.18A).

Verbal or physical assault against a Referee, Team Official and/or Player will result in the ejection from the tournament and offenders will be asked to leave the premises at once.
Infractions against Referees will translate to immediate suspension from tournament and will be dealt with in accordance with the OSA Discipline Policies and Procedures.
All incidents will be reported to the Eastern Ontario District Soccer Association (EODSA).
13. All Referee decisions are final.

13-Aug-2018

14. **TIE BREAKER RULES for ROUND ROBIN GAMES**

TWO WAY TIE

At the conclusion of the Round-Robin, should two teams be tied in points, the following steps will be applied in the order specified until the tie is broken.

1. If one team lost any game by default then that team will be ranked lower.
2. The team that defeated the other team in their Round-Robin game will be ranked ahead.
3. The team with the best goal differential (Goals For minus Goals Against to a maximum of 5 goals per game) for all games played in the Round-Robin will be ranked ahead.
4. The team with the most Goals For, taking into account the maximum of 5 goals per game differential, in all games played in the Round-Robin will be ranked ahead.
5. The team with the least discipline points will advance. Each yellow card will count as 1 point each red card will count as 2 points.
6. Regular Season Standings shall be used.
7. By a Coin Toss to be conducted by a Tournament Official.

THREE WAY TIE

At the conclusion of the Round-Robin, should three teams be tied in points, the following steps will be applied in the order specified until the tie is broken.

NOTE: If a THREE WAY TIE rule eliminates one team and there are two teams remaining, the tie between the remaining teams is resolved starting with the first step in the TWO WAY TIE rules. If two teams are removed at one step, then the remaining team advances and the tie has been resolved.

1. If one team lost any game by default then that team will be ranked lower, leaving two teams. If two teams lost any game by default then the third team will advance.
2. The teams shall be ranked according to the points earned for games played between the tied teams. If one team ranks ahead of the others it will advance. If two teams are tied for first, then the third team is eliminated.
3. The team with the best goal differential (Goals For minus Goals Against to a maximum of 5 goals per game) for all games played between the three teams in the Round-Robin will advance. If two teams are tied, the third team will be eliminated.
4. The team with the most Goals For, taking into account the maximum of 5 goals per game differential, in all games played between the three teams in the Round-Robin, will advance. If two teams are tied, the third team will be eliminated.
5. The team with the least discipline points will advance. If two teams are tied for least discipline then the third team will be eliminated. Each yellow card will count as 1 point; each red card will count as 2 points.
6. Regular Season Standings shall be used.
7. By a Coin Toss - each team tosses one coin, the team with the different result is eliminated.

15. **TIE BREAKER RULES for ELIMINATION GAMES**

QUARTER & SEMI-FINAL GAMES

If the game is tied, FIFA "Kicks from the Penalty Mark" will be used to decide a winner.

For FIFA "Kicks from the Penalty Mark", all players on the field and benches are eligible to shoot or play goalie. After 11 kicks (including the goalie), the same players must shoot again. The shooting order stays the same.

FINAL GAMES

If the game is tied, two 5 minute periods of extra time will be played. If a goal is scored during extra time, the game is over.

If the game is still tied after extra time, FIFA "Kicks from the Penalty Mark" will be used to decide a winner.

16. All other game rules, including the Short-Handed and High-Scoring Rules, will follow the WOSC Teen Rec Outdoor Rules.