

## Lakewood Soccer Association – [www.lakewoodsoccer.com](http://www.lakewoodsoccer.com)

Welcome to all teams participating in the Lakewood Soccer JUST KICK IT CUP Outdoor Tournament!



# ***JUST KICK IT CUP 2019*** ***May 10-12, 2019***

Tournament email address: [lakewoodkickstart@gmail.com](mailto:lakewoodkickstart@gmail.com)

Tournament Headquarters will be located at the SaskTel Soccer Centre on 150 Nelson Road  
Headquarters will officially be open at 2:00pm on Friday May 10<sup>th</sup>

\*Headquarters will be located on the south side of the building by the artificial turf fields.

### **WELCOME TO KICKSTART 2019**

We have received and accepted your registration and are excited to have your team participate in our early-season soccer tournament.

The organization and volunteer time necessary to put on a successful tournament is immense. Please do your part by arriving at your game 30 minutes in advance of your game to confirm that your game sheet is correct and be able to prepare your team so that the games can kick off at the scheduled start time.

This is your pre-tournament information package. There is a lot of information enclosed so please take the time to read through it carefully.

Now that your team has been accepted, we must remind you that your Team Entry Fee is no longer refundable. We look forward to seeing you May 10-12, 2019. In the meantime, if you have any questions or concerns, please feel free to contact us.

We look forward to making this weekend as enjoyable as you expect it to be!

## **TOURNAMENT PROCEDURES**

### ***I. Groupings and Group Rankings***

1. Teams will be divided into Pools of 3, 4 or 5 teams.
2. Each team will play 1 game against each team within its pool or crossover with another pool.
3. Each team is guaranteed a minimum of three 3 games.
4. Each team will receive 3 points for a win and 1 point for a tie. In the event of a default, the game shall be awarded an official score of 1-0.
5. If 2 or more teams have an equal number of points then the following rules, in the following order, shall be used to determine final standings:
  - Previous match results.
  - Goal Difference – total goals scored less allowed in round robin games. (5 goal max)
  - Least Goals Against – The team with the least goals against awarded the higher position.
  - Kicks from the Penalty Mark – If 2 or more teams are still tied after the above then a team will be decided kicks from the penalty mark as per FIFA Laws of the Game.
  - If uneven pools, then the points against the lowest ranked team will not count towards final standings (ie. 7-teams)

### ***II. Overtime Periods and Playoff Procedures***

1. There will be no “overtime” in round robin or group played games.
2. Playoffs games will play 2 – 5 minute halves if the game ends in a tie, followed by penalty kicks if still tied. There will be no golden goal.
3. Only players on the field at the end of the 2<sup>nd</sup> half of the overtime are eligible to take the penalty kicks.
4. The top team or top 2 teams in each group (depending on the groupings and pool sizes) will advance to the playoffs. In Large enough pools the top 4 teams will advance to the semi-finals. (Note: If the 1st vs 4th or 2nd vs 3rd teams have already played against themselves in the tournament then the 3rd place team and the 4th place team will switch positions).
5. It is the responsibility of the team officials to determine the teams that will advance to the playoffs. Information will be available at Tournament Headquarters on a timely basis.

### ***III. Game Procedures***

1. Except as otherwise provided, the tournament rules shall be the latest FIFA Laws of the Game.
2. The first team listed in the schedule is the Home Team and must supply the game ball(s).
3. Kickstart will be supplying Field Marshalls for all fields and games.
4. Each team coach or manager must report to Field Marshall 20 minutes before game time to confirm that the game sheet is correct. Field Marshalls will be easily identifiable.
5. The Home Team must have an alternate jersey and be prepared to change if, in the opinion of the referee, there is a colour conflict.
6. Please leave the field, team benches and locker rooms promptly and clean, after every game.
7. A team without the required minimum players (U11 – 5 & U13 to U19 – 8) at 10 minutes past the scheduled game time will default.

### ***IV. Discipline and Protests***

1. Discipline matters will be dealt with at Tournament Headquarters. Any player involved in a discipline matter will be required to attend Tournament Headquarters within one hour of the completion of the game. The player will be required to bring the referee’s report to the discipline meeting. Failure to appear may result in suspension from the tournament.

2. Discipline matters are as follows:
  - Ejection from a game (a red or 2 yellow cards) results in an automatic 1 game suspension and a hearing. A second yellow card during the tournament is subject to review and may be subject to a hearing. 3 yellow cards in the tournament will result in an automatic 1 game suspension and a hearing.
3. NO FOUL LANGUAGE OF ANY KIND WILL BE TOLERATED!
4. A record of all discipline matters will be forwarded to the appropriate Provincial or District Association involved for review.
5. No protests will be heard on any judgment calls by the referee. Protests will be allowed on eligibility or other technical matters. All decisions by the referee will be final concerning outcome of game.
6. Protests will be dealt with provided they are in writing and submitted to the Tournament Committee within 1 hour of completion of the game.

#### ***V. Important Game Play Information***

1. Size of Pitch
  - U11 will play games on a pitch size that is a little larger than  $\frac{1}{4}$  size of the regular pitch outdoors or on a  $\frac{1}{4}$  pitch indoors.
  - U13 will play games on a pitch size that is a little smaller than a full size pitch outdoors or on a half field indoors.
  - U15 to U19 will play games on regular size pitches throughout the city, outdoors.
2. Length of Games
  - All teams must be ready to start play at their scheduled time. Any delay will reduce the total game playing time. Any team without the required minimum players on the pitch at 10 minutes past the scheduled game time will default.
  - U11 games will be 50 minutes in length (2 equal halves of 25 minutes or less)
  - U13 to U19 games will be 60 minutes in length (2 equal halves of 30 minutes)
3. Players and Reserves
  - U11 max roster size is 16 players
  - U13 to U19 max roster size is 20 players
  - All players must meet the age requirements and be registered (unless approved).
  - Each player is only allowed to play for only one team during the Tournament.
  - All U11 games shall be 7v7 (this includes the goalkeeper).
  - All U13 to U19 games shall be 11v11 (this includes the goalkeeper).
  - All players must be registered with SSA or equivalent Provincial Association.
  - Playing unregistered players will result in game defaults and notification to your Association.
  - All Teams should be prepared to provide Proof of Age and Eligibility upon request.
4. Player Substitution
  - Substitutions are on the fly (limit 2 players at a time at the half way line).
5. Offsides
  - U11: NO Offside rules.
  - U13 to U19: As governed by the Laws of the Game, approved by FIFA.
6. Ball
  - U11 will use approved Size 4 outdoor soccer balls for games.
  - U13 to U19 will use approved Size 5 outdoor soccer balls for games.
7. U9 Rules
  - U9 will play 5v5 and use approved Size 4 outdoor soccer balls for games.

- U9 will play 40 minute games (2 x 20 minute halves).
- U9 will play on a marked field (slightly smaller than a ¼ pitch).

#### ***VI. Saskatchewan Laws***

1. All players eligible to play in the tournament are “minors” in the Province of Saskatchewan. Possession or use of alcohol by “minors” is illegal. Any report of use or possession of alcoholic beverages or illegal drugs will result in expulsion from the tournament and notification sent to the applicable Provincial Soccer Association.
2. Any person who defaces, destroys steals or otherwise abuses the facilities of the tournament or tournament property will be expelled from the tournament.

#### ***VII. Player of the Game***

At the end of each game, the coach of each team shall choose a player from within their own team for the Player of the Game. Field Marshall shall provide coaches with a Player of the Game medal at the beginning of the game. Coaches please make sure that a player may only receive this award once during the tournament.

#### ***VIII. CANCELLATION POLICY***

If for any reason your team cannot attend the tournament, PLEASE INFORM THE TOURNAMENT COMMITTEE IMMEDIATELY. Email the Tournament Committee even if your participation is questionable or if you are considering cancellation. It is very important that you inform the Tournament Committee immediately of your intention to cancel because we have limited entry spaces and teams on waiting lists. Remember that you are responsible for cancellation of any hotel reservations you may have made.

If you do not inform the tournament committee of your cancellation, we will expect your team at your first scheduled game. Failure to notify the Tournament Committee of your team’s cancellation will result in your Provincial Association being notified of your actions.

Now that your team has been accepted, we must remind you that your Team Registration Fee is no longer refundable.

**Finally, Have Fun!**

See you on the Pitch!

Tournament Committee