



Soccer Tournament and Festival

Hosted by West Lincoln, Leisureplex.

June 21 & 22 2025.

ALL FESTIVAL TEAMS 3 GAMES GUARANTEED

Round-robin format for Tournament Teams!!

Fair Play Code for Spectators

1. I will remember that children play sports for their enjoyment and development, not for my entertainment.
2. I will not have unrealistic expectations. I will encourage participants to do the same.
3. I will respect the officials' decisions, and I will encourage the participants to do the same.
4. I will never ridicule an athlete or game official for making a mistake during a competition. I will give positive comments that motivate and encourage continued effort.
5. I will condemn the use of violence in any form and will express my disapproval in an appropriate manner to coaches and officials.
6. I will show respect for my team's opponents; without them there would be no game.
7. I will not use bad language, nor will I harass athletes, coaches, officials or other spectators

The Tournament will not tolerate ANY ABUSE of Game officials, Tournament staff, Coaches or Players. If a person is found to be verbally or physically abusing another, they will be asked to leave the park immediately and not permitted to return to the park for the duration of the Tournament.

The Sports Venture Challenge Soccer Tournament & Festival

Held at West Lincoln Leisureplex

Festival Game days:

Saturday 21st June:

- U9 Boys divisions' (tiered if possible)
- U10 Boys divisions' (tiered if possible)
- U11 Boys divisions' (tiered if possible)
- U12 Boys divisions' (tiered if possible)

Sunday 22nd June:

- U9 Girls divisions' (tiered if possible)
- U10 Girls divisions' (tiered if possible)
- U11 Girls divisions' (tiered if possible)
- U12 Girls divisions' (tiered if possible)

Tournament days / structure:

U13+ will be across both days, the semi-finals/finals will take place on the Sunday.

Divisions for 13+ will aim to be tiered:

U13+ Boys:

- Recreational Division
- Competitive Division

U13+ Girls:

- Recreational Division
- Competitive Division

**Please note for both festival divisions & tournament divisions, we are open to the possibility of merging age divisions and rec/comp divisions to ensure that your teams division runs, which is dependent on entries.*

ALL TEAMS PLEASE NOTE: THERE WILL BE NO CAPTAINS CALLED, AND NO COIN TOSS, THE HOME TEAM WILL KICK OFF FIRST. TEAMS WILL START ON THE HALF CLOSEST TO THEIR BENCH. THE REFEREE WILL START THE GAME TIME RUNNING AT THE PUBLISHED SCHEDULED START TIME. THERE WILL BE NO ADDED TIME PLAYED.

This is in the interest of speed and efficiency as it will minimize the games getting backed up and us running over schedule.

Tournament/Festival Rules & Structure:

1. Tournament Registration Is Located at the Leisureplex Headquarters:

West Lincoln Leisureplex, 2543 South Grimsby Rd. 6, Smithville, Ontario, L0R 2A0.

Each team must register with tournament officials at least one hour prior to your first game.

The following will be required at registration:

Within District:

- Team Roster Report (SportsEngine) (for team registration verification purposes only)
- Temporary registration permits for guest players (Maximum 3 players who are not part of your team)
- Proof of date of birth/player cards for U13+
- Printed game sheet, 2 required per game.

Another District:

- Complete Application to Travel Form (ATF) on CTMS
- Team Roster Report (SportsEngine) (for team registration verification purposes only)
- Temporary registration permits for guest players (Maximum 3 players who are not part of your team)
- Proof of date of birth/player cards for U13+
- Printed game sheet, 2 required per game.

2. Cost of the Festival & Tournament:

U9-U10: - \$400 per team

3 Games Minimum for U9-10 Boys & Girls

Each player will receive a participation, Medal.

U11-U12: - \$450 per team

3 Games Minimum for U11-12 Boys & Girls

Each player will receive a participation, Medal.

U13+: \$650 per team

3 Games Minimum with a round-robin format

Awards for the finalists and Champions

Your team must be registered, and fees paid by **JUNE 1st, 2025**.

Fees are not payable on the day of the event. Teams withdrawing from the tournament after June 1st, 2025, forfeit their registration fee. A deposit of \$150 will be taken to hold your place before June 1st with each Team application until full amount is paid.

3. Player Registration

All players must be registered as travel competitive or recreational, select, or all-star players with the participating club. Each team is allowed three (3) guest players for which the team will provide a TRP form for the player. **Proof of status will be required from your local association.** (NO competitive players are allowed U9, U10, U11, and U12). Any violation of the above rules may result in dismissal from the tournament and the tournament fee will be forfeited. *TRP's are not needed for players you are calling up from within your own club, however, proof of registration with the OSA is required.*

4. Extraordinary weather:

- 4.1 In the event of severe weather, (i.e., continuous heavy rain, flooding, lightning, excessive heat or humidity), **ONLY THE GAME OFFICIAL MAY CANCEL THE GAME.** The festival committee has the authority to change the duration of the games or any other function of the festival, including such things as the following:
 - a. Relocate and / or reschedule any game(s)
 - b. Reduce, by up to 50% (percent), the duration of any scheduled game.
- 4.2. A game is considered complete if 65% (percent) or more of the playing time has elapsed in a game terminated by the referee for causes as noted above.
- 4.3. In cases where a game has been cancelled or altered in any way, it is the responsibility of the coach to determine the actual game status either at festival headquarters or through a field Convener.
- 5.1 The Tournament Committee, or the host Club West Lincoln Soccer will NOT be responsible for any *expenses* incurred by any team if the festival/tournament is cancelled or shortened.
- 5.2 The registration fees will be refunded, if the tournament is cancelled prior to its commencing on June 21, 2025.
6. West Lincoln Soccer Tournament Committees reserves the right to decide on all matters pertaining to this event.

Teams must be registered with their District and Provincial Association. All teams that are traveling outside of their district to attend the festival will be required to provide proof of Permission to travel from their District Association.

There will be a limit on the number of teams in each age group. Please enter early so that you will not be disappointed.

The main objective of our festival & tournament is to promote & improve the game of soccer through sportsmanship, fair play and quality competition. The festival rules are intended to support these objectives, but all rules have their limitations. Every player, coach, parent or official is expected to behave in a manner that brings credit to his or her team and shows respect for the game.

SPORTS VENTURES CHALLENGE CUP

TOURNAMENT RULES: U13+

1) **LAWS**

- All games will be played in accordance with the F.I.F.A. Laws of the Game as observed by Ontario Soccer.

2) **HOME TEAM RESPONSIBILITIES**

- The first team listed on the schedule is the home team. **The home team will supply the game ball.** Where both teams' playing colors are similar, the home team listed in the schedule / game sheet will change at the request of the referee.

3) **GAME SHEETS**

- Both teams will complete their game sheet and hand it to the referee prior to kick-off.
- Both coaches will receive a copy the official score on the referee's game sheet, to be taken to the headquarters tent after the game by the winning team, straight after the game, in order for scores to be recorded and standings to be posted.

4) **NUMBER OF PLAYERS**

- A team U13 to U16 may register up to 20 players for the tournament.
Only 20 may appear on a game sheet. The tournament will provide awards for up to 20 players and 2 coaches for the tournament.

5) **DURATION OF PLAY – ALL DIVISIONS U13+**

- Preliminary rounds 2 x **25-minute halves**, 5 minute half-time.
Tied games will NOT go to extra time.
- Quarter finals and Semi-finals: 2 x **25-minute halves**, 5 minute half-time. Tied games will go straight to penalty kicks in accordance with F.I.F.A. rules, if required.
- Finals: 2 x **30-minute halves**, 5 minute half-time. Tied games will go straight to penalty kicks in accordance with F.I.F.A. rules, if required.

There will be a minimum of 1 hour between each game played by any team.

6) **POINT SYSTEM for U13+**

3 Points for a WIN

1 Point for a TIE

0 Points for a LOSS

1 Bonus point for each SHUTOUT

7) **DETERMINATION OF DIVISION LEADERS**

- Division leaders will be determined by the following criteria, in order:
 1. Most points
 2. Performance head-to-head (only in a two-way tie)
 3. Goal difference
 4. Goals against (fewer)
 5. Goals for (more)

8) **SUBSTITUTIONS**

- Unlimited substitution is permitted during a game, but may only be made at the following stoppages of play:
 1. When a goal is scored
 2. At a goal kick
 3. On own throw-in, piggybacking is allowed.
 4. At the beginning of the second half
 5. For an injured player at the referee's discretion

9) **COACHING**

- Coaches must stay within the technical area that extends one yard either side of the team bench and one yard for the sideline. Coaching outside of this area will not be permitted. Only team officials are allowed in this area. Team officials are reminded that they are not allowed on the field of play without the referee's permission.
- Parents and other fans are not allowed in this area and must remain on the opposite side of the field from the players' benches. This rule will be strictly enforced. No exceptions.

10) **FAILURE TO SHOW:**

- Any team failing to show, or not having enough players to play a scheduled game, or having forfeited a game in the tournament, could result in dismissal from the tournament and the tournament fee forfeited. A result of 3-0 will be recorded in favor of the opposing team.

11) **DISCIPLINARY ACTION**

- A player receiving two (3) yellow cards during the tournament will be suspended from the next game.
- A player receiving a red card will be suspended from the next game.
- A player receiving two (2) red cards during the tournament will be suspended from the tournament.
- The referee's jurisdiction regarding cautions and ejections shall be extended to cover all the officials who will be subject to the same disciplinary action as players. Coaches will be held responsible for the behavior of all spectators in their party.
- Any coach that is removed from the game by the game official will not be allowed back on the team's bench for the rest of the tournament.

12) **PROTEST PROCEDURES**

- (a) In the event that a team wishes to protest a decision, the official protest form must be filled out and a payment of \$250 will be submitted to tournament headquarters at West Lincoln. Protest forms can be found at tournament headquarters.
- (b) The form must be signed by both the party making the protest and a representative of West Lincoln Tournament committee to ensure that the protest is filed.
- (c) The protest must be filed within 1 hour of the end of the game being played. If it is not within this timeframe, the protest will not be heard.
- (d) A protest ruling will be given within 1 hour of the protest being filed. All decisions are final. Protests cannot be made on decisions that have been made regarding a ruling of a previous protest.
- (e) If the protest is successful, the \$250 fee will be returned to the team filing the protest. No Protest will be permitted regarding a referee decision.

Festival Rules: U9 - U12

RULES FOR Festival Soccer (U9, U10, U11, and U12)

1. SCORES AND STANDINGS FOR U9, U10, U11, AND U12

- (a) There will not be any scores recorded
- (b) There will be no standings kept.

2. BALL SIZE

The ball shall be a size 4.
The Tournament will provide the game ball.

3. NUMBER OF PLAYERS:

- U9 and U10 – 7 v 7 including a goalkeeper – maximum of 14 dressed players.
U11 and U12 – 9 v 9 including a goalkeeper – maximum of 18 dressed players.
- (a) Unlimited substitution shall be allowed.
 - (b) Substitution shall be allowed at stoppages, under the control of the referee.
 - (c) Both teams must have at least five (5) players to start the game.
 - (d) The game should not continue if a team has less than five (5) players.

4. DURATION OF PLAY:

- (a) **U9 through U10 will play 3 games**, 40 minutes long (20-minute halves).
- (b) **U11 and U12 will play 3 games**, 40 minutes long (20-minute halves).

5. EQUIPMENT:

- (a) Players shall not wear anything that endangers themselves or other players.
- (b) Basic compulsory equipment shall consist of shorts, socks, shin guards, footwear, and a numbered shirt.
- (c) Goalkeepers must wear colors that are distinguishable from all out field players and the referee.
- (d) A player who is asked to leave the field because of defective or dangerous equipment may not re-enter the field of play until the referee is satisfied that the equipment is permissible.

6. METHOD OF SCORING:

- (a) A goal is scored when the whole of the ball has crossed the goal-line, between the goal posts and under the crossbar, provided it has not been thrown, carried, or intentionally propelled by hand or arm, by a player of the attacking team, except by a goalkeeper from within his own penalty area.
- (b) The referee shall be the sole judge as to, whether or not a goal has been scored.
- (c) During the course of play, should any outside agent prevent the ball from passing into the goal or assist the ball into the goal, play shall be stopped. The referee shall restart the game by dropping the ball.

7. OFFSIDE RULES

- As per the current OS rules, the No-offsides rule will be in effect for U9 and U10.
- Offsides are in effect for U11 and U12.

8. FOULS AND MISCONDUCTS:

A player who, in the opinion of the referee, intentionally commits any of the following offences shall be penalized by the awarding of a free-kick to the opposing team.

- Spits at an opponent
- Kicks or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Holds an opponent
- Pushes an opponent
- Handles the ball deliberately, (except a goalkeeper from within his own penalty area)
- Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball

Should a player commit one of the above offences within his or her own penalty-area, a Penalty kick shall be awarded.

9. FREE KICKS:

(a) For any infringement of the mini-soccer rules when the ball is in play, the referee may award a free-kick to the non-offending team. The free-kick shall be taken from the place where the infringement occurred, unless the free-kick is awarded to the attacking team within its opponents' penalty area. In this case, the penalty kick shall be taken from the penalty area.

(b) At the taking of a free kick, the ball shall be stationary, and all opponents shall be not less than six (6) yards from the ball until it has been kicked. The ball shall be in play when it is kicked and moved.

(c) A player taking a free kick within his own penalty area shall kick the ball into play beyond the penalty area. The ball shall be in play when it has been kicked and moved and has passed outside the penalty area. All opponents shall be outside the penalty area and not less than six (6) yards from the ball until it has been kicked. For any infringement of this rule, the free kick shall be re-taken.

(d) A player taking a free kick shall not play or touch the ball a second time until it has been played or touched by another player. For any infringement of this rule, a free kick shall be awarded to the opposing team.

(e) All free kicks are indirect unless they are a penalty kick, then they may be put on goal.

10. PENALTY KICKS:

(a) A penalty-kick shall be taken from the penalty-mark. All players, except for the defending goalkeeper and the player taking the kick, shall be outside the penalty area but within the field of play, not less than six (6) yards from the ball until it has been kicked.

(b) The goalkeeper shall remain on his own goal-line facing the kicker, and between the goal-posts, until the ball has been kicked.

(c) The player taking the penalty-kick must kick the ball forward. The ball shall be in play when the ball is kicked and moved forward. The player shall not play or touch the ball a second time until it has been played or touched by another player.

(d) If necessary, the time of play shall be extended to allow a penalty kick to be taken.

For any infringement of this rule:

(a) By a member of the defending team: the kick shall be retaken if a goal has not been scored.

(b) By a member of the attacking team: if a goal is scored it shall be disallowed and a free-kick awarded to the defending team, to be taken from the place where the infringement occurred.

(c) By a member of both teams: the kick shall be re-taken whether a goal has been scored or not.

(d) If, after the kick has been taken, the ball or the goalkeeper is interfered with by an outside agent, the kick shall be re-taken.

11. KICK-IN (U9-10 ONLY, U11-12 ARE THROW-INS AS PER LTPD).

(a) Play shall be restarted by a dribble-in or by a kick-in.

(b) When the whole of the ball has crossed the touch-line, either on the ground or in the air, the ball shall be kicked in from the point where it left the field of play, by a member of the team opposing that of the player who last played or touched it. The kick is an indirect kick, and a goal cannot be scored from a kick in.

(c) The player taking the kick-in shall face the field of play and kick the ball from on the touchline. The ball will be in play immediately after it enters the field of play.

(d) If the player taking the kick-in plays or touches the ball a second time before it has been played or touched by another player, a kick-in shall be awarded to the opposing team.

(e) At the taking of a kick-in all opponents must be at least two (2) yards from the ball.

(f) A GOAL MAY NOT BE SCORED DIRECTLY FROM A KICK-IN AS IT IS AN INDIRECT KICK.

12. GOAL-KICK:

(a) When the whole of the ball has crossed the goal-line, either on the ground or in the air, excluding that portion between the goal posts, having been played or touched by a member of the attacking team, a goal kick shall be awarded to the defending team. The ball shall be kicked into play from any point within the goal area by a player of the defending team.

(b) At the taking of a goal-kick, all opponents shall be outside the penalty area until it has been kicked into play. The ball shall be in play when it has travelled directly beyond the penalty area.

(c) If the player taking the goal-kick plays or touches the ball a second time before it has been played or touched by another player, a free-kick shall be awarded to the opposing team.

(d) A GOAL MAY NOT BE SCORED DIRECTLY FROM A GOAL KICK.

13. CORNER KICKS:

(a) When the whole of the ball has crossed the goal-line, whether on the ground or in the air, excluding that portion between the goal posts, having last been played or touched by a member of the defending team, a corner kick shall be awarded to the attacking team.

(b) The corner kick shall be taken from within the corner-arc nearest to where the ball crossed the goal-line. All opponents shall not be less than six (6) yards from the ball until it has been kicked. The ball is in play when it is kicked and moves.

(c) A GOAL MAY BE SCORED DIRECTLY FROM A CORNER KICK.

14. RETREAT LINE/FALL-BACK RULE

When the goalkeeper has the ball at a goal kick or after making a save the opposing team members would "retreat" to the predetermined area of the field. The predetermined areas are as follows:

• **7v7 – 1/3rds line.**

• **9v9 - 1/3rds line.**

With the opposition retreating to the correct part of the field the goalkeeper can now successfully throw or pass the ball to a teammate. Once the player receiving the ball from the goalkeeper receives the ball, the ball is in play and the opposition players can pressure and attempt to win the ball. If the goalkeeper chooses not to wait for the opposing players to "retreat" and throws or passes the ball down the field, the ball is instantly in play and does not require a player from the goalkeeper's team to touch the ball first. The ball is in play once it leaves the penalty area (7v7/9v9) All opponents must be behind the retreat line and cannot cross the retreat line until the ball:

- Is touched by a player of the team taking the goal kick OR,
- Leaves the field of play OR,
- Goes over the retreat line. (If the goalkeeper chooses to play the ball across the retreat line prior to the opposition crossing the retreat line)"

15. DISCIPLINARY ACTION

- Coaches will be held responsible for the behavior of all spectators in their party.
- Any coach that is removed from the game by the game official will not be allowed back on the team's bench for the rest of the tournament.

16. PROTEST PROCEDURES

(a) In the event that a team wishes to protest a decision, the official protest form must be filled out and a payment of \$250 will be submitted to the tournament headquarters at the Leisureplex. Protest forms can be found at tournament headquarters.

(b) The form must be signed by both the party making the protest and a representative of West Lincoln tournament committee to ensure that the protest is filed. The protest must be filed within 1 hour of the end of the game being played. If it is not within this timeframe, the protest will not be heard.

(c) A protest ruling will be given within 1 hour of the protest being filed. All decisions are final. Protests cannot be made on decisions that have been made regarding a ruling of a previous protest. If the protest is successful, the \$250 fee will be returned to the team filing the protest.

No Protest will be permitted regarding referee decisions during a game.

