



## **RULES AND REGULATIONS**

### **FORMAT**

1. Tournament is Co-ed Recreational with a maximum of twelve (12) players per team.
- 2a. The Border Services tournament will consist of 2 groups of 6 and 5 teams in a round robin format. The top two teams from each group will advance to the knock out stages.
- 2b. The Community tournament will consist of 2 groups of 6 teams and 1 group of 5 teams in a round robin format. The top team from each group will advance to the knock out stages as will the single highest "CanadaHelps" Community fundraising team. In the event that the top fundraiser is also a group winner, the second team from that group shall also advance to the knock out stages.
3. Points for the round-robin will be awarded as follows:  
  
WIN = 3 points TIE = 1 point LOSS = 0 point
4. Round-robin tie breakers:
  - i. Head to head results, if tied then
  - ii. Overall goal differential (Goals for minus goals against from the round robin games), if tied then
  - iii. Three (3) shot penalty kicks
  - iv. Sudden death penalty kicks
5. Standings will be updated at the conclusion of each time slots. Posting will be at registration tent. There will be tournament officials present at all times to answer questions.
6. Teams are not required to report the score at the conclusion of each match played.

### **ROSTER AND WAIVER**

1. All players must be prepared to show legal government issued picture identification prior to the start of ALL matches. Identification must have a photo and the player's full legal name on the SAME identification.
2. Player's unable to show proof of identification WILL NOT be eligible to play. ABSOLUTELY NO EXCEPTIONS.



3. Each team must submit an Official Team Roster prior to the start of the first match of the Kick For A Cure 2011. Only those players listed on the Official Team Roster are eligible to play in any matches or the tie - breaker penalty kicks.
4. Roster has a maximum of twelve (12) players.
5. Teams found to be playing players not on the Official Team Roster will result in a 3 – 0 default loss in the round robin round and an immediate loss in the knockout stages.
6. Illegible players discovered during the match will result in an immediate red card issued by the referee and the team will be playing one (1) player down for the remainder of the match.
7. All registered players of the Kick For A Cure must sign the Waiver before the start of the tournament.
8. The names on Official Team Roster must match the names on the Waiver.
9. Teams play a minimum of three games.

#### **OVERVIEW**

1. Matches are twenty five (25) minutes within the 6 team pools and thirty (30) minutes within the 5 team pools with no halftime break.
2. No slide tackling.
3. Substitution is on the fly.
4. Kick-in from the sides, no throw-ins.
5. Goal kicks re-started by only the keeper, must leave the penalty box and can't go past center.

#### **Knock out Stages & FINALS**

1. Tie - breaker rules will be in effect for determination in result of a tie in the standings.
2. Matches will consist of two (2) twelve (12) minute halves.
3. If tied, there will be five (5) minutes of overtime. GOLDEN GOAL RULE in effect.
4. If the match is still tied, there will be a three (3) player penalty shootout and if still tied, sudden death shootout, one of the three (3) players must be a female player.



5. The number of players eligible for the shootout must equal to that of the opposing team. If one team has more players in the shootout than the opponent, the team with the greater number of players must reduce the roster to that of the opposing team.

7. All players (including keeper) on the team must shoot once before he/she can shoot a second time in the sudden death shootout.

8. FIFA LAW 14 and FIFA “Kicks From The Penalty Mark” procedures applies in the shootout.

#### **TEAM FORMAT**

1. Kick For A Cure is 6 on 6 co-ed soccer, of which one must be the goalkeeper.

2. There must be a minimum of two (2) females on the field at all times.

3. Substitutions are made on the fly. Players must exit the field before the subs can come on. Violations will result in a direct free kick to the opposing team from center.

4. There must be a minimum of four (4) players including the goalkeeper on the field at all times.

5. There are no offsides.

6. If the number of players is less than four, then it will result in a 3 - 0 default loss. This also includes players ejected for red card offences.

#### **BALL IN AND OUT OF PLAY**

1. At the start of the match, the referee(s) will conduct a coin toss with one captain from each team. The winner of the coin toss will pick the side of field to start on, the loser of the coin toss will get to start the match with the ball.

2. At the start of the second half, the winner of the coin toss will get to start with the ball.

3. Corner kick is awarded to the attacking team when the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air and a goal is not scored in accordance to FIFA Law 10.

4. Goal kick is awarded to the defending team when the whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance to FIFA Law 10.



5. Only the goal keeper may take the goal kicks and the ball must leave the penalty area.
6. Penalty kick during a match will be awarded to the attacking team for any infraction committed by the defending team inside the defending team's penalty area.
7. A kick-in from the side touch line will be awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touch line, either on the ground or in the air from the point where it crossed the touch line.
8. All kicks are direct free kicks.

#### **FOULS AND MISCONDUCTS**

1. All contents of FIFA Law 12 applies.
  2. All kicks are direct free kicks.
  3. Defending team must be a minimum of five (5) yards from the ball.
  4. **YELLOW CARDS** - Players (including goalkeeper) issued a yellow card must leave the field for 2 minutes and can be replaced with another registered player of the same team. The referee keeps track of this two (2) minutes and NOT the players or the team. Players sitting the two (2) minutes for a yellow card are NOT eligible for the 3 player shootout or the sudden death shootout.
  5. **RED CARDS** – Players (including goalkeeper) issued a red card must leave the proximity of the field completely. Teams must play one player down for every player red carded. Should the number of eligible players for one team on the field hits 3, then the match is immediate defaulted to the opposing team. In round robin play, it will be a 3 – 0 default loss and in the semi finals and finals, immediate elimination from the tournament.
- 6. ABSOLUTELY NO SWEARING, FOUL LANGUAGE, OR SMOKING AT FIELD LEVEL WILL BE PERMITTED.**
7. Any players found guilty of the above will be immediately red carded.
  8. Any players issued a red card for swearing or abusive language towards the referees or any tournament official will carry an immediate 5 games suspension.



## **APPEALS**

1. All appeals must be submitted in writing 30 minutes after the incident. Any appeals submitted thereafter will be deemed void.
2. Fees for any appeals must be accompanied with a \$100.00 non-refundable appeals fee in cash only. No other appeals fee payments method will be accepted.
3. Should you win the appeal, the \$100.00 appeals fee will not be refunded.
4. The \$100.00 appeals fee will be factored in the net proceeds to the beneficiaries.

## **REFEREE**

All referees are registered and certified with the British Columbia Soccer Association and the British Columbia Soccer Referees Association. Referees are donating their time and services to this great tournament and cause and will not receive any monetary compensation. Please respect the referees.