



**TORONTO
INTERNATIONAL
CUP**
AUGUST 29 - SEPTEMBER 2



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POLICIES, PROCEDURES & RULES, 2019

Festival U8, U9&10, U11&12

These policies, procedures and rules are intended to support those objectives, and every participant, whether player or official, is expected to act in a manner that brings credit to the game. Doing so will add to the enjoyment of everyone.

Note: Policies, Procedures & Rules posted at www.ticfootball.com shall take precedence over those provided below.

PART A: POLICIES AND PROCEDURES

1. Team Eligibility

Teams must be registered for the current season with their provincial or state association.

2. Application to Enter

Application to enter is made online only. Any team withdrawing after May 15 will forfeit its entry fee.

3. Team Acceptance

Team acceptance will be given at the sole discretion of The TIC and **only** when **all** of the following is completed:

- 1) Paid the entry fee.
- 2) Uploaded approved Permission to Travel to the team's GotSoccer account if applicable prior to the division reaching capacity. (Note: Travel permits not required for North York District clubs.)
- 3) Evidence of medical coverage for **non-Ontario** teams for all players and team officials.

4. Age Divisions

Division	Birth Year
U-8	Born January 1, 2011 and later
U-9	Born January 1, 2010 and later
U-10	Born January 1, 2009 and later
U-11	Born January 1, 2008 and later
U-12	Born January 1, 2007 and later

Note1: U7s born January 1, 2012 and later may **not** play on U8 squads.

5. Roster Size and Game Format

Division	Max. Roster	Format
U-8	10	5 v 5
U-9 & U-10	12	7 v 7
U-11 & U-12	16	9 v 9

Guest players are not permitted on Festival teams. Players from the same club/academy are not guest players.

6. Team Officials

Maximum four (4). All must have registrant books/passes issued by Ontario Soccer or their provincial or state association.



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7. Online Check-in

Teams must check-in online by completing the following steps:

- 1) Enter the festival roster. Mandatory player information required: Name, Date of Birth, Registration Number, and Jersey Number.
- 2) Enter Team Officials (maximum four). Mandatory information required: Name and Registration Number.

Failure to complete Online Check-in by the published deadline may result in dismissal from the Festival and forfeit of the entry fee.

Only players whose names appear on a validated roster are permitted to play in the Festival. No alterations or additions to the original validated roster will be permitted. Team rosters are fixed for the day as per Ontario Soccer policy. Players cannot be interchanged amongst multiple teams entered in the Festival.

8. Team Check-In at the Field

- 1) **All** team officials (maximum 4) must check in with the field convenor 45 minutes prior to their first game to receive a wristband and present a copy of their Ontario Soccer roster and Ontario Soccer valid team official ID. Only team officials included on the team's roster and game sheets and in possession of current registrant books/cards may receive wristbands to be on the team bench during games.
- 2) Players do not require registrant books/ cards.
- 3) Players are **not** required to attend the team check in.

9. Field Convenors

Field Convenors are responsible for

- 1) checking in each team.
- 2) verifying registrant information for team officials.

Field Convenors are not authorized to explain or interpret festival rules. Field convenors are authorized to enforce the conditions of the field permit, including the right to require participants including spectators to leave the field and environs.

10. Game Sheets

Pre-printed Game Sheets/Cards will be supplied to field referees and/or convenors.

Note: If a player or team official is not going to participate in a game, a team official must advise the field convenor at least 45 minutes prior to the scheduled kick-off time so they can be stroked off the game sheet. As per Ontario Soccer, all players and team officials whose names appear on a game sheet will be deemed to have participated. No other player or team official not on the approved roster can be added to replace anyone who is removed from the game sheet.

11. Extraordinary Weather

In the event of severe weather conditions (e.g., continuous heavy rain, lightning, excessive heat or poor field conditions), the TIC Committee may make decisions including but not limited to the following:

- a) Relocate and/or reschedule any game.
- b) Reduce the scheduled duration by up to 50 percent.
- c) Abandon all or part of the festival.

Please note that permit issuers (City, School Board, College, University, private facilities) retain the right to cancel fields at their sole discretion.

11.1 Lightning Policy and Procedure

The decision to start, halt, continue or resume play for weather conditions is at the referee's discretion.

Canada Soccer policy is to halt play as soon as thunder is heard. "More people are struck before and after a thunderstorm than during one...When considering resumption of any athletics activity wait at least thirty (30) minutes after the last flash of lightning or sound of thunder before returning to the field." (Canada Soccer,



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July 17, 2017)

Effectively, it is the position of The TIC that any delay/stoppage for lightning/thunder and/or very heavy rain means at least a 45-minute halt to play. Notwithstanding 8. above the following shall apply:

Under-8, Under-9 & Under-10

Any game halted or not started within the scheduled time window shall not be re-started or played at a later time. The schedule shall advance to the next possible start time window.

Under-11 & Under-12

Any game halted during the first half that can be re-started shall play only whatever time is remaining within the original time window.

Any game not started by the mid-point of its time window shall not be played.

Games started late shall be reduced to 50 minutes (2x25-minute halves) until caught up in the schedule.

*Note: in the application and interpretation of this TIC policy, common sense and reasonableness should prevail, but in any event the decision of The TIC is final.

12. Games Abandoned by Referee

The TIC shall review the circumstances of any game abandoned by the referee. The finding of The TIC and subsequent decision in respect of the festival shall be final and not subject to any appeal.

The matter may also be referred to discipline in the home district of the team(s) involved.

13. Discipline

The TIC uses the Ontario Soccer Discipline by Review System. DBR offences have automatic penalties and cannot be appealed. Any player ordered from the field of play by the referee for misconduct shall receive an automatic one game suspension and shall sit out his/her next scheduled game. This includes players who receive two cautions in a single game. Note: Yellow Cards are not cumulative.

In cases of violent conduct or misconduct against a game official, the offending player or team official shall be dismissed from the festival, and the incident shall be reported to the team's home district / association for discipline.

All team officials are entirely responsible for the behaviour of spectators associated with their team.

14. Concussion Protocol

If a player/team official/parent suspects that a player has been concussed/received a head injury, The TIC recommends that they seek immediate medical attention for proper assessment and treatment.

15. General

The TIC will not be responsible for:

- a) refunds of entry fees if the tournament is cancelled or abandoned in whole or in part.
 - b) refunds for any games not played due to the withdrawal or dismissal of a team.
 - c) expenses including accommodations costs, local travel and parking tickets incurred by teams and families.
- The TIC, a Committee of the North York Soccer Association, reserves the right to resolve all matters pertaining to The TIC Soccer Festival. The TIC's interpretation of the policies, procedures and rules and all other aspects of the Festival is final.



PART B: RULES OF PLAY

16. Maximum Playing Time

OS Outdoor Development Matrix, Feb. 6, 2018, limits maximum playing time per player per day.

Division	Maximum Playing Time
	per Player
U-8	60 minutes
U-9 & U-10	80 minutes
U-11 & U-12	80 minutes

The TIC expects coaches will give players fair playing time in all positions, and self-monitor in order to respect the OS policy.

17. Scheduling

There shall be a minimum of one hour between each game played by any team.

18. Player Uniforms and Equipment

The equipment of all players must conform to the Laws of the Game as set out by FIFA. All players must wear a number on the back of their shirt. This number must coincide with the player's name and number as shown on the game sheet. Each player on a team shall have a different number.

If team colours clash, the home team shall be responsible to change colours; the home team being the first team listed in the schedule. Use of pinnies is acceptable

Shin guards are mandatory.

19. Laws of the Game

All games shall be played in accordance with the 17 Laws of the Game as observed by FIFA, CS (Canada Soccer) and OS (Ontario Soccer) as well as competition rules set by The TIC.

- **U8:** Ontario Soccer, *Development Matrix*, February. 6, 2018.
- **U9 & U10:** Ontario Soccer, *Small Sided Laws of the Game*, January 2018.
- **U11 & U12:** Ontario Soccer, *Differences Between 9v9 and 11v11 Games*, May 28, 2014

Law 1: The Field of Play

Field Markings:

The field and goal dimensions are desirable guidelines and are not subject to protest.

U-8 Field Dimensions:

Length	30 m - 36 m
Width	25 m – 30 m
Goal Area	6 m arc
Goals	8 ft (2.44 m) x 5 ft (1.52 m)

U-9 & U-10 Field Dimensions:

Length	40 m – 55 m
Width	30 m – 36 m
Goal/Penalty Area	5m along goal line from inside of goal post (approx. 15m) x 12 m into field of play
Penalty Mark	9m
Goals	4.8m (16ft) x 1.8m (6ft)

U11 & U12 Field Dimensions:

Length	60 m – 75 m
Width	42 m – 55 m



**TORONTO
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AUGUST 29 - SEPTEMBER 2



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Goal Area	4.5m along goal line from inside of goal post x 4m into field of play
Penalty Area	13m along goal line from inside of goal post x 13m into field of play
Penalty Mark	9m
Goals	5.48m (18ft) x 1.82m (6ft)

Law 2: The Ball

	Ball Size
U8	4
U9&10	4
U11&12	4 (or 5 Light ONLY if both teams agree)

Law 3: Number of Players

	Max. Roster	Game Format	Min. Players
U8	10	5 v 5	4
U9&10	12	7 v 7	5
U11&12	19	9 v 9	6

Substitutions:

Unlimited substitutions are allowed at any stoppage in play at the discretion of the referee.

Law 4: Players' Equipment

- Shin guards must be completely covered by socks and must provide a reasonable degree of protection.
- Jewelry is not permitted and cannot be taped except that Medic alert bracelets and necklaces are permitted provided they are fastened securely, and the referee should be made aware.
- No plastic or metal hair items.
- Final decisions on equipment are for the match official.

Law 7: Duration of the Match

	Game Length	Half Time
U8	2 x 20 minutes	5 minutes
U9&10	2 x 25 minutes	5 minutes
U11&12	2 x 35 minutes	5 minutes

Law 11 Offside

	Offside
U8	No
U9&10	No
U11&12	Yes

Law 12 Fouls

Offences: include:

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent
- strikes or attempts to strike an opponent
- pushes an opponent
- tackles an opponent from behind to gain possession of the ball
- makes contact with an opponent before touching the ball
- holds an opponent



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- j) spits at an opponent
- k) handles the ball deliberately
- l) plays in a dangerous manner
- m) impedes the progress of a player
- n) prevents the goalkeeper from releasing the ball from their hands
- o) commits any other offence, not previously mentioned in Law 12.

If any of offences above (except n) occurs inside the penalty area, a **penalty kick** is awarded (not U-8).

An indirect free kick is awarded to the attacking team if a goalkeeper, **inside their own penalty area**, commits any of the following offences:

- p) handles the ball for more than 6 seconds before releasing it from their possession
- q) handles the ball after it has been deliberately kicked to them by a teammate
- r) handles the ball after receiving it directly from a pass-in taken by a teammate.

A re-take is awarded if the goalkeeper:

- s) handles the ball again, from inside their penalty area, after releasing it from their possession.

Law 13: Free Kicks

U8	All Indirect
U9&10	All Indirect + Penalty Kicks
U11&12	Indirect, Direct & Penalty Kicks

Free kick inside the penalty area

Indirect free kick for the **defending** team:

- all opponents must be at least five (5) metres (U8, U9&U10) and at least eight (8) metres (U11 & U12) from the ball
- all opponents must remain outside the penalty area until the ball is in play
- the ball is in play when it is kicked directly out of the penalty area
- a free kick awarded in the penalty area may be taken from any point inside that area

Indirect Free kick for the **attacking** team:

- all opponents must be at least five (5) metres from the ball, unless they are on their own goal line between the goalposts
- for offences a) to o) except n) from Law 12, a Penalty kick shall be taken
- for offences p) to r), an indirect free kick awarded shall be taken from the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.

Free kick outside the penalty area

- all opponents must be at least five (5) metres from the ball
- the ball is in play when it is kicked and moves
- the free kick is taken from the place the infringement occurred or from the position of the ball when the infringement occurred

Law 14: Penalty Kicks

Penalty kicks are a part of the game for U9&U10 and U11&U12 but not U8.

Law 15

Pass-In U8, U9 & U10

A pass-in is a method of restarting play when the whole of the ball crosses the touch line.

A goal cannot be scored directly from a pass-in.

Procedure

- At the moment of delivering the ball, the kicker faces the field of play and has part of the ball on or behind the touch line
- All opponents must stand no less than two (2) meters from the point at which the pass-in is taken.



**TORONTO
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CUP**
AUGUST 29 - SEPTEMBER 2



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Throw-in U11 & U12

A throw-in is a method of restarting play when the whole of the ball crosses the touch line. A goal cannot be scored directly from a throw-in.

Law 16 Goal Kick

A goal kick is a method of restarting play when the whole of the ball passes over the goal line, and a goal has not been scored.

Procedure

- The ball is kicked from any point within the Goal Area.
- A goal cannot be scored directly from a goal kick.

Retreat Line: The retreat line will come into play when the ball has gone out for a goal kick or when the goalkeeper has the ball in his/her arms.

The Retreat Line may be imaginary or marked by cones/disks.

- U8 Retreat Line is mid-field.
- U9 & U10 Retreat Line is 1/3 point.
- U11 & U12 Retreat Line is 1/3 point.

Opponents must be in their own part of the field of play when the goal kick is taken and cannot touch the ball 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 from the goalkeeper's kick.

Once the player receiving the ball from the goalkeeper touches the ball, the ball is in play and 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 goal keeper's team to touch the ball first.