

**24th ANNUAL
FITZROY HARBOUR INVITATIONAL
SOCCER TOURNAMENT**

(September 17th, 2016)

The Rules

1. Divisions

The following classifications will be accepted:

- Men's Oldtimers divisions 1, 2, 3, 4, 5, 6, and 7 (players of age 35+as of Jan 1, 2016),
- Masters Divisions (players age 50+ as of Jan 1, 2016)

*** Note: If there are not enough teams registered from a single division then we will build combined divisions. Every effort will be made to build evenly balanced divisions.**

2. Player Eligibility

Each player must provide proof of player registration in order to play in the tournament. All players must be registered with a club and with the applicable district or provincial association. Players will be asked to show proof of registration to the Field Marshall before the first game and again before the **final**. Players without a valid EODSA player card must provide proof of registration as well as a travel permit (TRP).

3. Guest Players

Teams can use up to three registered players from another team within the same Club as guest players and up to an additional three registered players from another team from any Club as guest players. **A team cannot use a guest player who is registered more than two divisions higher than the division they are competing in for the tournament.** For example, a team registered to play in OT4 in the tournament can use a player registered in OT2 or below only.

4. Team Rosters & Team Eligibility

An official Team Roster Report (TRR) must be provided to tournament organizers 48 hours prior to the tournament. Players cannot be added once the official roster has been submitted. A team may register a maximum of 22 players for the tournament.

Teams from outside the EODSA must produce a Travel Request Permission (TRP) form to the tournament registrar no later than 2 days before the tournament date. They must also present this permit to the Field Marshall prior to their first game.

5. Game Duration

Games consist of two 20-minute halves. Teams will not to exceed 180 minutes of playing time per day.

Game Sheets will be provided by the tournament host and are to be completed by each team prior to the start of the game.

6. Substitutions

Regular OSA/OCSL provisions, no special occasions.

7. Scoring

Win – 3 points; **Tie** - 1 point; **Loss** - 0 points

Depending on the size of the division, at the end of round robin play, teams will progress to a final based on the standings. The exact format may vary depending on the final number of teams

registered in a division.

In the event of a tie at the end of round robin play, the following “tie breaker” criteria will be used:

- a) Head-to-head result,
- b) Goal differential,
- c) Goals for,
- d) Penalty shootout. Five players from each team each take a penalty kick. If the score is still tied, new players will take “sudden death” kicks until there is a winner.

8. Finals

If tied after 40 minutes, the game shall be decided by one 10 minute “golden-goal” overtime half. If still tied, penalty shootout (Rule 7d) will be used to decide.

9. Discipline:

All FIFA rules will be applied unless otherwise stated by tournament rules. The Tournament will be run in accordance with OSA and EODSA Published Rules.

- (a) A player who accumulates 3 yellow cards throughout the tournament will be suspended one tournament game;
- (b) A player receiving a red card, or two yellow cards, in the same game will be ejected from that game. Further discipline will be at the discretion of the referee and the discipline committee;
- (c) A player who receives a red card for violent conduct, dissent or abuse of an official will receive an automatic ejection from the tournament;
- (d) All discipline will be assessed through “Discipline By Review” where permitted under OSA rules, penalties will be rendered in accordance with OSA Rules;
- (e) Referee misconduct reports will be forwarded to the appropriate governing organization within 48 hours of the tournament’s completion.

Abuse of officials will not be tolerated and will result in players or, where applicable, teams being expelled from the tournament immediately.

10. Game Protest

The Disciplinary/Organizing Committee will review game protests. At no time will protests be considered for discretionary decisions made by a referee.

11. “No Show” Teams

Teams that do not present the minimum number of players necessary to begin a game within 10 minutes of the scheduled start time forfeit the game and it will be entered as a 0-3 loss on the round robin score board.

12. Cancellation Policy

Teams can withdraw from the tournament with full refund up to 5 days before the tournament. Teams withdrawing after that are subject to the tournament coordinators discretion as to refund amount. Should the tournament be cancelled in whole, the full tournament entry fees will be refunded.