



Rules and Regulations

Application and Entry Process

Teams wishing to enter the festival must complete the application form via our website by [clicking here](#) and return it, with payment, to the address indicated. Applications will only be accepted with payment.

Entries will be received on a first come, first serve basis. Register early to avoid disappointment. Registration deadline is August 1st, or until age groups reach capacity.

Eligibility

1. All teams must be currently registered with their district association.
2. All teams from outside Hamilton & District Soccer Association must provide proof of Permission to Travel, duly authorized by their governing association, to the tournament host at the time of application.
3. Game day Rosters will align with Ontario Soccer
4. As per OS regulations, a female may play on a same aged or older male team.
5. The maximum number of coaches allowed on the sidelines with the players is (4) four per team.
6. Teams will be accepted to play in the tournament at the sole discretion of the Tournament Committee.
7. Any team who withdraws their application after August 1st, shall forfeit their entry fee.

Age and Divisions

This festival is open to teams in the age groups listed below:

Under 8 Boys or Girls - LTPD Festival Rules

Under 9 Boys or Girls - LTPD Festival Rules

Under 10 Boys or Girls - LTPD Festival Rules

Under 11 Boys or Girls - LTPD Festival Rules

Under 12 Boys or Girls - LTPD Festival Rules

Ontario Soccer Coach and Player Books

All coaches/Managers must carry their Ontario Soccer District Official Stamped Roster at all times. District Official Stamped Rosters will be presented to the festival registrar prior to the team's first game. Either by email to info@mhysc.or or 1 hour prior to the first game in person.

Section 1 – Ball

- 1.1 The home team is required to provide the game ball.
- 1.2 Ball is to be size 4 for the U8-U12 divisions. The ball must be in adequate condition to be determined by the referee.

Section 2 – Game Duration

- 2.1 Game durations vary depending on age division and the number of teams registered:
 1. **U8 5v5 Festival** – 2 halves x 20 minutes (two games per team). Guaranteed 80 minutes of gametime.
 2. **U9-U10 7v7 Festival / u11 – u12 9v9 Festival** – 2 halves x 25 minutes (Two games per team). Guaranteed 100 minutes of gametime.
- 2.2 A game is deemed to be completed if half of the game has been played.
- 2.3 In the situation of game abandonment determined by the referee, the tournament convenor will determine the outcome. Section 2.3 may or may not be taken into consideration.

Section 3 – Players and Coaches

- 3.1 For 5v5, a full team is 5 players (4+GK).
- 3.2 For 7v7, a full team is 7 players (6+GK).
- 3.3a For 9v9, a full team is 9 players (8+GK)
- 3.3b For 7v7, a team must field a minimum of 5 players. Failure to field 5 players at any point before or during the game will result in a game forfeit. Teams may be given a maximum of 5 minutes of grace time to field a minimum of 5 players prior to the game starting.
- 3.3c For 9v9, a team must field a minimum of 7 players. Failure to field 7 players at any point before or during the game will result in a game forfeit. Teams may be given a maximum of 5 minutes of grace time to field a minimum of 7 players prior to the game starting.
- 3.4 Only registered players, coaches, and managers are allowed on the bench.

Section 4 – Player Equipment

- 4.1 Shin pads are mandatory. Players not wearing shin pads must leave the field immediately.
- 4.2 Players must wear jerseys of the same colour with a unique number. This number must be written on the game sheet beside the player's name. No taping of jersey numbers.
- 4.3 All forms of jewelry are not permitted. The only exception is medical bracelets which may be worn if they are properly secured to the body (ie. Taping and wristbands).
- 4.4 Players may choose to wear sport specific (light-weight, smooth, soft exterior, plastic) braces. Braces must be covered appropriately which is to be determined by the referee.
- 4.5 All players who use corrective eyewear must use active sports eyewear with a head strap. Players will not be permitted to use glasses.
- 4.6 Players must use appropriate footwear. This includes running shoes, indoor soccer shoes, turf shoes, and outdoor cleats. No metal cleats will be permitted.
- 4.7 In the event that both teams have the same colour jersey, the home team will be required to change jerseys.

Section 5 – Ball Out of Play

The ball is considered out of play when:

- 5.1 The ball it has crossed the touchline or the goal line in its entirety.
- 5.2 When the referee stops play for a foul, misconduct, or player injury.

Section 6 – Restart of Play

- 6.1 If the ball goes out of play by traveling over the touchline, play will be restarted by a kick-in/dribble in for the u8 – u10 divisions, or a throw-in for the u11-u12 divisions, taken by the team opposite of the one who played the ball last.
- 6.2 If the ball goes out of play by traveling over the goal line, play will be restarted by:
 - a) Goal kick to be taken anywhere in the goal area by the defending if the attacking team played the ball last before the ball went out of play.

- b) Corner kick to be taken by the attacking team if the defending team played the ball last before it went out of play. There will be no corner kicks in the u8 Division.
- c) Kick-off to be taken by the team which conceded the goal if the ball crosses the goal line into the goal.
- 6.3 If a foul or misconduct occurs, the ball will be restarted at the location of the offence by a free kick unless the offence occurs in the penalty area which would entail in a penalty kick being taken.
- 6.4 If a technical offence occurs (ex. Dangerous play, ball striking the ceiling, the goalkeeper handling a deliberate back pass, etc.) in the goal area the restarting of play will take place by an indirect free kick on the edge of goal area parallel to where the offence occurred.
- 6.5 For 7v7, all restarts are indirect except for penalty kicks. For 9v9, direct and indirect free kicks may be awarded depending on the nature of the offence.

Section 7 – Penalty Kick

- 7.1 For 7v7, penalty kicks are to be taken 8 metres from the goal line on the yellow penalty marker. For 9v9, penalty kicks are to be taken 11 metres from the goal line on the white penalty marker. There will be no penalties in the u8 Divisions.
- 7.2 For 7v7, all players must be a minimum of 5 metres behind the ball or outside the goal area. For 9v9, all players must be a minimum of 9 metres behind the ball or outside the goal area.
- 7.3 The goalkeeper must have a minimum of one foot on the goal line at the time the ball is struck.

Section 8 – Offside Rule

- 8.1 For u8-u10, there is no offside rule. For u11 – u12, the offside rule will be in effect.

Section 9 – Slide Tackling

- 9.1 For all age groups, slide tackling is permitted. A slide tackle is when a player slides, drops to a knee, and/or excessively lunges in the attempt to play the ball when there is an opposing player nearby. Simply sliding to stop a ball from leaving play or to block a shot from entering the goal does not qualify as a slide tackle if an opposing player is not in playing distance from the player who is sliding.
- 9.2 Goalkeepers are permitted to slide tackle in his/her goal area considering that the slide is clean and is not considered a foul by the referee.

Section 10 – Retreat Line

- 10.1 For u8 divisions, when the goalkeeper has possession of the ball during a goal kick or after making a save, the opposing team members must "retreat" to the predetermined area of the field. This is the halfway line of the field.
- 10.2 For u9-u12 divisions, when the goalkeeper has possession of the ball during a goal kick or after making a save, the opposing team members must "retreat" to the predetermined area of the field. This line is 1/3 of the field, between the penalty area and halfway line.

Section 11 – Substitutions

- 11.1 Unlimited substitutions will be permitted.
- 11.2 Substitutions can be made during any a stoppage in play at the referee's discretion.

Section 12 – Cautions

- 12.1 The referee may give a player a yellow card for any of the infringements below:
1. Unsporting behaviour
 2. Dissent by word or action
 3. Persistent infringement of the Laws of the Game
 4. Delaying the restart of play
 5. Failure to respect the required distance when play is restarted with a corner kick, kick-in or free kick
 6. Entering or re-entering the field of play without the referee's permission
 7. Deliberately leaving the field of play without the referee's permission
- 13.2 If a player has received a second caution in the same match, he/she will be ejected from the game.

Section 13 – Dismissals

- 13.1 The referee may give a player a red card for any of the infringements below:

1. Serious foul play
 2. Violent conduct
 3. Spitting at an opponent or any other person
 4. Denying the opposing team a goal or an obvious goalscoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
 5. Denying an obvious goalscoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
 6. Using offensive, insulting or abusive language and/or gestures
 7. Receiving a second caution in the same match
- 13.2 If a player has received a red card, he/she will be ejected from the game.
- 13.3 If a player has received a red card, he/she will be suspended from their next game.
- 13.4 If a player has received a second red card during the tournament, he/she will be suspended for the remainder of the tournament.

Section 14 – Team Responsibilities

- 14.1 Each team is responsible for the conduct of all team players, officials, and supporters at all times, both on and off the field. Team players, officials, and spectators shall conduct themselves in accordance with our Festival rules. Spectators must sit outside the field area in the areas designated for spectators, opposite to the coaches bench.
- 14.2 A player, team official, or spectators impeding, harassing, or otherwise intimidating a game official, opposing coach, members of the league, or opposing players, may be subject to disciplinary action.
- 14.3 For 7v7, there is not a limit on the number of players that may be registered to a team's list.
- 14.4 For U8 Divisions teams may have up to 10 players listed on their game sheet. For U9-U10 divisions, teams may have up to 12 players listed to their game sheet. For U11-U12 divisions, teams may have up to 16 players listed to their game sheet.
- 14.5 A maximum of four registered team officials are permitted on the bench during the game and they must be recorded on the game sheet.
- 14.6 In the event of inclement weather all games are to be played as scheduled and it is the responsibility of the teams to attend. Unless the festival organizers deem the weather to be dangerous (Thunder and lightning)
- 14.7 Teams are responsible for having an OSCAR generated team roster with an approval stamp from their respective district association. Teams are required to be registered to for 2023 outdoor season.
- 14.8 Teams from outside of Hamilton Soccer are responsible for having a stamped copy of a playing out permission form from their respective district.
- 14.9 All rules and regulations as set out in the OS Policies and Procedures regarding the signing and transfer of players shall apply.
- 14.10 Teams found to have used an ineligible player(s), shall forfeit the game to its opponent. If both teams are found guilty of using ineligible player(s), they will both be subject to disciplinary action.
- 14.11 Ineligible Player – Although the list below is not exhaustive, an ineligible player is the following:
1. Is not registered under OS Policies and Procedures
 2. Is registered under a false name (Using another person's player registration book)
 3. Is under a disciplinary suspension
 4. Played under a different name
 5. Played as a guest player without the appropriate approvals

Section 15 – Trials Players, Call Ups, Temporary Players

- 15.1 OS rules shall apply with respect to trial, call up, and temporary players.
- 15.2 Call-ups from within the same club registered in a lower age division may not be used at any.

Section 16 – Referees

- 16.1 All games shall have an OS registered referee assigned.
- 16.2 The decision of the referee to cancel or abandon the game is final.

Section 17 – Standings

- 17.1 For u8 - u12 divisions, the festival-style format will be implemented without league standings.

Section 18 – Discipline

- 18.1 All discipline shall be conducted by the tournament convenor, except for game official assaults in which case discipline shall be conducted by Hamilton Soccer
- 18.2 The Discipline by Review (DBR) process will be used for all cases as outlined in the OS Published Rules.
- 18.3 In cases where Discipline by Hearing (DBH) is mandatory, the appropriate parties will be notified by the tournament convenor and/or Hamilton Soccer, as the case may be.
- 18.4 Alleged referee assault, will be handled by the district association in which the player or team officials is registered. The accused is automatically suspended from all soccer related activity, as per OS Rules, until the case has been disposed of.

Section 19 – Discipline Procedures

- 19.1 Discipline action shall be taken in accordance with OS and League Discipline Policy and Procedures and the following guidelines will apply:
- 19.2 Discipline By Review (DBR) – All player dismissals and suspensions for:
 - 1. Receiving a second caution in the same game
 - 2. Serious Foul Play
 - 3. Violent Conduct
 - 4. Foul or Abusive Language directed at game officials
 - 5. Foul or Abusive Language directed at anyone other than game officials
 - 6. Denying an opponent a goal or obvious goal scoring opportunity by deliberately handling the ball
 - 7. Denying an opponent a goal or obvious goal scoring opportunity by committing an offence punishable by a free kick or penalty kick
- 19.3 Protests and Appeals
 - 1. Game protests must be made in writing within thirty minutes of the game being played. Protests may only be made by a team official. Team officials submitting a protest must appear on the game sheet of the game in dispute.
 - 2. Game protests will be heard by the tournament convenor in accordance with the OS published rules.
 - 3. No protest pertaining to the decision of a game official will be heard.

