



Sports Leagues Canada
Golden Goal Tournament
Policies and Procedures

Golden Goal Tournament

Rules and Regulations

1. Applications

- 1.1 Applications to play in Sports Leagues Canada (the “Organization”) must be received on a form provided by the Organization, by the deadline date specified on the approved application form. Fees must be paid in accordance with the thereon-noted schedule for payments, with the registration fee paid in full by said date.
- 1.2 Teams will not receive refunds for pulling out of the tournament at any time. Once the team has paid the fee they are agreeing to participate for the entire tournament. Furthermore, a team that is removed from the tournament due to discipline will forfeit their registration fees.
- 1.3 The Organization reserves the right to approve or deny acceptance of a team’s or person’s application to participate in Sports Leagues Canada tournaments.

2. Playing Rules

2.1 The Ball

- 2.1.1 The ball shall be spherical; the outer casing shall be of leather or other suitable materials. No material shall be used in its construction which might prove dangerous to the players. The ball must be approved by the Referee (Size 5 Ball).

2.2. Number of Players

- 2.2.1 A match is played by two teams, each consisting of not more than six players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than four players.
- 2.2.2 Unlimited **substitutions** shall be permitted. Substitutions may occur continuously during play, and all players must enter and exit the field of play at the designated substitution zone indicated. Substitutes are allowed to enter the field when the player they are replacing is within 1 meter of the substitution zone. Substituting goalkeepers follows the same procedure as outfield players, provided that the incoming goalkeeper wears a unique shirt. Any infringements will result in an indirect free kick where the infringement occurred (if the ball is in play) and a yellow card.

2.3 Players Equipment

- 2.3.1 Teams must provide each player with identical jerseys with differing numbers on their back. The team representative is responsible for filling each game sheet with the correct jersey number of each player.
- 2.3.2 All players must wear stockings.
- 2.3.3 In the event that two teams are wearing the same or similar colours, the **AWAY** team will need to switch.

2.4 Duration of the Match – Target Score Time

- 2.4.1 The referee is the official time keeper. Each game shall consist of 20 minutes of regulation time. When this time elapses, the referee will blow the whistle to end of regulation. The game

enters target score, the game is restarted with a kick-off. 2.4.2 After the conclusion of the 20 minutes, matches go into "Target Score Time", with a target of one goal more than the leading team's (or tied teams') score. Every 2 minutes in Target Score Time, a player is removed from each side until each side is reduced to 2 players (1 player + 1 goalkeeper) or the winning goal is scored, whichever comes first.

2.4.3 Each team will be granted one 30-second timeout during the entirety of the match, including the target score phase. The timeout may only be requested when the ball is out of play and in possession of the team calling the timeout. Any player or team staff can call a time out. It is the team's responsibility to call the on-field referee to request the timeout. Once the ball is back in play, a timeout cannot be requested.

2.5 The Start and Restart of Play

2.5.1 A kick-off is a way of starting or restarting play:

- at the start of the match
- after a goal has been scored
- at the start of target score time
- a goal may not be scored directly in opponents goal from the kick-off.
- a goal may be scored in teams own goal from a kick-off

2.5.2 If, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the Laws of the Game, the match is restarted with a dropped ball for the team who had possession.

2.6 The Ball In and Out of Play

2.6.1 The ball is out of play when:

- when it has wholly crossed the goal line or touch line whether on the ground or in the air
- play has been stopped by the referee
- when it touches the ceiling netting above the playing area

2.6.2 The ball is in play at all other times, including when:

- it rebounds off a goalpost, crossbar or corner flag post and remains in the field of play
- it rebounds off either the referee or an assistant referee when they are on the field of play

2.7 Method of Scoring

2.7.1 A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringements have occurred previously by the team scoring the goal.

A goal cannot be scored if it is last touch by a hand by the scoring team even if it was accidental. A goal keeper cannot throw the ball in the net during open play. It must be kicked in.

2.8 Offside

2.8.1 There shall be no offside offence in indoor soccer.

2.9 Kick-In

2.9.1 When the whole of the ball passes over the touch-line, either on the ground or in the air, a free kick shall be awarded to the team opposing that of the player who last touched or played the ball. The free kick shall be taken from the point that the ball crossed the line and went out of play. Players of the team opposing that of the player taking the kick-in shall not approach within 5 m (5.5 yds) of the ball until it is in play, i.e., it has been kicked and

moves, nor shall the kicker play the ball a second time until it has been touched or played by another player. A goal may not be scored directly in opponents goal from a kick-in. A own goal may be scored directly in teams own goal from a kick-in.

2.10 Goal Kick

2.10.1 A goal kick is a method of restarting play. A goal kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored in accordance with rule 2.7 above.

A goal may not be scored directly from a goal kick. A own goal may be scored directly in teams own goal from a goal kick.

2.11 Corner Kick

2.11.1 A corner kick is a method of restarting play. A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is not scored in accordance with rule 2.7.

A goal may not be scored directly in opponents goal from a corner kick. A own goal may be scored directly in teams own goal from corner kick. 2.11.2 all opponents must be at least 5 m (5.5 yds) from the ball until it is in play.

2.12 Fouls and Misconducts

2.12.1 Slide tackles are prohibited. If a player attempts a slide tackle while within playing distance of an opponent regardless if the players makes clear contact with the ball first and in a safe manner an indirect free kick is awarded to the opposing team. If a slide tackle occurs inside the defending team's penalty area regardless if the player made contact with the ball or not, a penalty kick is awarded to the opposing team.

2.12.2 Sliding is allowed, as long as the referee judges it's not dangerous and no players are within playing distance.

2.13 Free Kicks

2.13.1 All free kicks shall be classified as 'indirect'. A goal cannot be scored directly in opponents goal, it must clearly touch an active player on either team on the field of play first before it enters the goal to count. A own goal may be scored directly in teams own goal from a free kick. All opponents must be at least 5 m (5.5 yds) from the ball until it is in play, unless they are on their own goal line between the goalposts. The ball is in play when it is kicked and moves.

2.14 Penalty Kick

2.14.1 A penalty kick is awarded against a team that commits a foul (push, jumps, pull, kick, charge, spits, strikes, tackles, etc.) making contact with an opponent, inside their own penalty area and while the ball is in play. A goal may be scored directly from a penalty kick. An own goal can be scored directly from a penalty kick

2.14.2 The Ball must be placed on the penalty mark.

2.14.3 The goalkeeper must have at least one foot on the goal line, facing the kicker, between the goalposts until the ball has been kicked.

2.14.4 The player taking the kick must be properly identified.

2.14.5 The players other than the kicker must be located:

- inside the field of play

- outside the penalty area
- behind the penalty mark
- at least 5 m (5.5 yds) from the penalty mark

3. General Rules

- 3.1 Teams must provide each player with matching uniforms with differing numbers on their back.
- 3.2 The goalkeeper must wear a contrasting numbered jersey, which must also be different from the opposing team.
- 3.3 The first team named on the schedule shall be the home team. When uniform colors are similar, the **AWAY** (second team listed on schedule) team must change to a distinct color shirt or get pinnies from the Organization.
- 3.4 In the event a game is abandoned because of spectator interference, or the referee is concerned for the safety of any person(s) in the facility the Organization Committee shall decide the result of the game. If two thirds or more of the game has been played, the score shall stand and the offending team shall be subject to any disciplinary sanctions deemed appropriate by the Committee. In the event the offending team is winning at the two-third mark of the game, the team may be subject to, but not limited to, a 3 – 0 default loss.
- 3.5 All players must complete the online registration form which will be available to all a couple of days prior to the tournament.
- 3.6 The team officials are responsible for all players on the team, at all times, and shall conduct themselves in a reasonable manner in accordance with the rules and regulations of the Organization, and shall confine themselves to the team bench or technical area along with the players. The team official shall only enter the field of play when authorized by a game official.

The player's team bench shall be deemed to be an area designated as such by the Organization. Only the players and team officials entered on the game sheet are allowed on the team bench.

A player or team official impeding, harassing, or otherwise intimidating a game official, member of staff assigned to assist the game official, opposing team official or opposing player, will be subject to severe disciplinary action, including a possibility that the player and/or team gets removed from the tournament.
- 3.7 All games will be played as scheduled unless:

At the discretion of the Organization postponement is necessary due to unavoidable circumstances.
- 3.8 Postponed games must be played as rescheduled by the Organization. Failure to comply could result in no points being awarded.
- 3.9 A team shall be awarded three points for a win. In the event of a tie in the Tournament standings at the end of the season, the tie will be broken according to the following:
 - i. Most Wins in group stage
 - ii. The winner of the head to head competition between the two tied teams only. (When more than two teams are tied, rule iii applies)
 - iii. Goal Differential throughout the group stage.
 - iv. The team with the most goals for throughout the group stage.

- v. The team with the least goals against throughout the group stage.
 - vi. 2v2 Golden Goal Rules – next goal wins (if time is not a constraint)
 - vii. A coin toss in the presence of both team representatives and the Organization.
- 3.10 No game official, player or official of any team shall bet on any soccer match under the jurisdiction of Sports Leagues Canada.
- 3.11 Use of foul or abusive language, spitting and fighting at the league facility or in the Sports Leagues Canada Soccer Tournament is strictly prohibited. All such incidences will be treated in accordance with the Hangar facility and the Sports Leagues Canada rules and policies.
- 3.12 The Organization Committee's decision is final.

4. Registration of Players

All players shall be registered to the Sports Leagues Canada Indoor Soccer Tournament by filling out there information on their respective team registration form. The maximum amount of players per team is 18 and must be completed before the start of your first game.

- 4.1 **Government Issued Photo Identification:** Players are required to present to the Organization, upon application to play and as an addition to their roster, one piece of government issued photo identification (driver's license, health card, etc.).
- 4.2 When asked by the Organization, players must present their Photo ID. Player ID is to be brought to every game. If a player does not have ID or refuses to produce ID the player will be found to be ineligible and the team will default the match and be subject fines, and/or suspension.
- 4.3 Teams may register a maximum of 18 players and minimum of 6 players. Teams can also have up to 3 coach's/manager's per roster.
- 4.4 A team found guilty of using an ineligible player shall forfeit the game to their opponent, with a 3-0 score being recorded, and will be removed from the tournament.
- 4.5 The Committee shall rule on all disputes with regards to player registration, and the Committee's decision will be final.
- 4.6 A player may only be registered with one team in the tournament.

5. Tournament Format

Each team will play a minimum of 3 round robin games. There will then be 4 knockout rounds; Round of 16, Quarterfinals, Semifinals, and Final.

6. Discipline

- 6.1 If a player is given a red card, they shall leave the playing area immediately. The guilty team shall play a player short for a full five minutes, no matter how many goals are scored against them. After the five minute period, the team shall return to full strength, excluding the player that received the red card. All players receiving a yellow card will **NOT** need to serve a penalty and

will remain on the field of play. Red card decisions made by the disciplinary committee will be final and no further appeal will be considered.

- 6.2 Any Player or team official reported for violent conduct during a match, who is found guilty of such conduct, may be suspended for the entire tournament.
- 6.3 Every team is responsible to the League for the actions of its players, team officials and team spectators and is required to take all precautions necessary to prevent its players and spectators from abusing, threatening, poaching or assaulting officials, staff members, and/or players. Failure to control team players and spectators may result in expulsion from the tournament subject to the discretion of the Disciplinary Committee.
- 6.4 Players and team officials suspended shall not take part in any soccer activities in respect to the tournament, until the completion of the suspension.

The Sports Leagues Canada League Committee reserves the right to suspend and expel teams and/or players that who have acted in a manner that may be deemed dangerous to the facility and/or facility staff. Teams and players on teams instigating and/or participating in fights/brawls may be immediately suspended and/or expelled from further play with NO refund of fees.

7. Protests

- 7.1 Each protest arising from a game in the competition shall be submitted in writing to the Sports Leagues Canada Organization bearing the submission date, within 2 hours of the completion of the game to which it relates.
- 7.2 In all protests, the Organization shall determine whether there is any merit to the protest before convening an investigation. If it is determined that there is no merit to the protest the protest fee shall be returned with the committee's explanation.
- 7.3 A game can only be protested by the teams directly involved in the protested game. Protest of a decision by a Referee will not be tolerated. The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final. The decisions of the referee, and all other match officials, must always be respected.

MANDATORY MINIMUM SUSPENSIONS

DISMISSED FOR	FOUL OR ABUSIVE LANGUAGE DIRECTED AT ANYONE OTHER THAN A GAME OFFICIAL	ONE (1) GAME SUSPENSION
DISMISSED FOR	SERIOUS FOUL PLAY	ONE (1) GAME SUSPENSION
DISMISSED FOR	VIOLENT CONDUCT	ONE (1) GAME SUSPENSION
DISMISSED FOR	FOUL OR ABUSIVE LANGUAGE DIRECTED AT A GAME OFFICIAL	ONE (1) GAME SUSPENSION

The player who receives the Red card must leave the field of play including the team bench and viewing area immediately.

All players receiving a Red card will automatically miss their next game and will receive further disciplinary action in line with and according to the severity of their offence and actions. This can range from the minimum to the maximum suspension.