



CSL LITTLE WORLD CUP – 2019 GENERAL RULES



Game Guarantee – All teams are guaranteed a minimum of three (3) games. The maximum number of games is determined by the number of teams in the age group.

Home Team Jersey – The first team listed in the schedule is the home team. The home team must have an alternate jersey and be prepared to change, if, in the opinion of the referee, there is a colour conflict. Team jerseys must all match in style and have a unique number for each player. Player jersey numbers must match the jersey numbers submitted on the Official Tournament roster. No sharing of jerseys permitted.

Duration of Games - Time limits follow the OS/CSA guidelines for each age group. U-14 are limited to 150 minutes each day; there will be a minimum of 1 hour between each game by any team

- a) Length of games will be as indicated on each schedule. No overtime will be played during group competition. Half time in all games will be approximately five (5) min. If a game is interrupted it is considered officially played if the first half of the scheduled time has been completed.
- b) Length of Quarter-final, Semi-final and Final games, as applicable, will be indicated on each schedule. If the game is tied after regulation play, Group Ranking Rule 5 will apply.
- c) In the event of inclement weather, poor field conditions, or unforeseen circumstances, the Tournament Committee shall have the authority to change the above format as follows:
 - i) relocate and/or reschedule any game
 - ii) to reduce the scheduled duration of any game
 - iii) cancel games in preliminary rounds which have no bearing in deciding playoff positions

Game Ball – All divisions use a size 5.

Placement to Teams/Spectators – Whenever possible, teams and rostered coaches only should position themselves on the same side of the field, while spectators for both teams should be positioned on the other side of the field. Coaching may only occur from within the team's 'Technical area'.

Referee System – The diagonal system of control will be used with certified referees. CSL Little World Cup will assign referees for all matches, but teams should be prepared to provide a club "linesperson", if necessary. A club "linesperson" may be used to determine balls out of play only.

Eligibility – Teams / Players

- a) All teams must be currently registered with their Region, State or Provincial or National Association as applicable.
- b) All teams from outside the jurisdiction of the Durham Region Soccer Association, must have the appropriate permission to travel forms authorized by their governing Association.
- c) Each team may dress up to 18 players in game uniforms for each game. All players must meet the age requirements and be listed on the team roster. Girls may be rostered on boy's teams. Each roster may have up to three (3) guest players from any FIFA affiliated Association/team. These players must provide their standard approved Association documentation for such eligibility.
- d) Approved player passes which are signed and laminated, Canadian booklets or CSL Little World Cup International Player Passes may be checked by CSL Little World Cup Officials prior to a game. Players must have player passes in order to play. There is a no pass – no play policy.
- e) All teams must be covered by the required medical and liability insurance.

FIFA Laws of the Game

All games shall be played in accordance with the F.I.F.A. Laws of the Game as observed by Ontario Soccer.

Pre-Game Warm-Ups – It is essential that games begin on time. Have your team warm up on the sideline; there will be no pre-game warm-up on the field. Please plan your pre-game practice warm-up in an adjoining area.

Game Card – At the end of each game, after verifying the score, both coaches must sign the game card. Any scores that are marked incorrectly on the game card will affect the standings.

Red Cards – Red cards will be administered as per FIFA Laws of the game. Any participant who is sent off for a second caution will not be allowed to participate for the remainder of that game and the next game. The referee will display both the yellow and red cards to indicate the dismissal for a second cautionable offense.

.If a player receives a red card, the player pass will be retained by the Convenor and forwarded to Headquarters. After the suspension is served, the coach may pick up the pass at Headquarters.

At the end of the tournament, unserved red cards of Ontario players will be forwarded to DRSA.

Unserved red cards from non-Ontario teams will be sent to the proper Association within 48 hours of the end of the team's last game.

UNSPORTSMANLIKE BEHAVIOUR

CSL Little World Cup will not tolerate any unsportsmanlike behaviour on or off the field. We ask that you please:

1. *Know and understand the Laws of the game. Educate the players on the technical, tactical and physical demands of the game.*
2. *Keep your players and spectators under control. The Tournament adheres to a zero tolerance for fighting or heckling. Any person conducting themselves in this manner will be asked to leave the premises.*
3. *Be a positive role model. Set the standard for sportsmanship with the opponents, referees, and spectators.*
4. *Encourage moral and social responsibility.*
5. *Encourage players to have fun and to keep a positive attitude about winning and losing.*
6. *Show pride and support for your Club, Province, State and Country, but be respectful of other nation's customs and traditions.*

PROTESTS

No Protests will be entertained

GROUPINGS

1. Teams will be divided into groups of 3, 4 or 5 for round robin play. Each team is assigned at least three games in the initial group play. Each team may play games against other teams within its group. Groups that have three teams may play two games within their own group and one game against a team from another group.

Exception: If there is an insufficient number of teams in a group, the Tournament reserves the right to play that group as an all team Group format. The top two teams from the Group will play in a championship game to determine a winner.

2. All games do count in the group standings for determining play-off placement.

Group Ranking

1. Teams will be awarded 3 points for a win and 1 point for a tie.
2. A forfeit score will be recorded as a 3-0 victory.
3. At the end of the preliminary round, the following criteria will be used to determine placement for the play-off brackets, in order of importance.
 - a. greater number of points obtained – Each team receives 3 points for a win, 1 point for a tie, and 0 points for a loss.
 - b. goal differences – Total goals allowed minus total goals scored.
 - c. greater number of goals scored.
 - d. least number of goals allowed
 - e. a two-way tie shall be decided as in the preceding subsections; in case of a three-way tie or more, the teams will go straight to penalty kicks. A coin toss will determine the team with the bye
 - f. in the event that wild cards must be selected, such teams shall be those with the best non-qualifying record in the age division, determined by the number of points accumulated. In the event of a tie, criteria 3b, 3c, and 3d shall apply. If still tied, the team with the lower CSL Little World Cup team ID number will determine the wild card team.
4. A wild card team shall play against a team from its own group in the playoff round if such is the schedule.
5. In the event of tied games in Quarter-final, Semi-final or final rounds the following procedure will be used to determine game winners:
 - a. best of five penalty kicks by five players from each team
 - b. alternate penalty kicks by balance of team until a decision is reached. Any player listed on the roster form will be eligible to take penalty kicks.

FAILURE TO SHOW AND FORFEITED GAMES

1. A team shall be allowed a ten minute grace period from the scheduled kick-off time if there are less than seven players present before the game is awarded to their opponents
2. If a team forfeits a game, their opponents will be awarded a win and given 3 points and the game will stand at a 3-0 score. A team forfeiting a game may be subject to a \$100 fine and will be reported to their Regional, State or Provincial Association

SUBSTITUTION

All teams are allowed unlimited substitutions with their entire roster. Unlimited substitutions may be made with the consent of the referee, at the following times:

- *Prior to a goal kick, by either team;*
- *After a goal, by either team;*

- *After an injury, by either team, when the referee stops play;*
- *At half time;*
- *Prior to a throw in – only the team in possession of the ball for a throw-in may substitute (the opposing team may also substitute at the discretion and approval of the Referee)*

CONVENORS

CSL Little World cup Cup uses a system of field convenors to help keep the games on time, as a resource in case of a problem, and as a first line of communication. The Referees also use the field convenors tent as a meeting area.

COACHES' RESPONSIBILITY FOR INJURIES

It must be understood that coaches are considered guardians for underage participants, when the parents are unavailable, and for all players, regardless of age, when impairment of mental status renders the player incapable of making an informed decision. As such, they have a responsibility to make decisions in the best interest of the health and safety of the player. A coach's decision to allow a participant to play, may leave the coach open to legal liability.

EMERGENCY MEDICAL INFORMATION

Team coaches are responsible for having emergency medical/insurance information for all players in their possession at all games. Teams are also required to provide their own medical kits as might be needed.

EVALUATING REFEREES

Referees will be evaluated by certified assessors throughout the tournament. These evaluators will be used to help determine the referee assignments for the play-off rounds.

USE OF ALCOHOL

Consumption of alcohol is strictly prohibited at any field or facility used by CSL Little World Cup. Violation could result in suspension from the Tournament for players and team officials and banning from attendance at the Tournament for any other adult(s).

NON-ATTENDANCE

If a team fails to attend the tournament, it does not justify other teams receiving any refund. There will be no financial compensation to teams that miss games because of another team's non-attendance.

CANCELLATION

If the Tournament is cancelled due to events beyond the control of the Tournament Committee, the Tournament will not be required to make any financial compensation to teams in excess of a portion of the team registration fee paid to participate in the Tournament.

WAIVER

By entering this Tournament, every participant agrees to accept the jurisdiction of the Tournament Committee or its Members, Central Soccer League, the field sites and their respective employees, the Durham Region Soccer Association (DRSA), Ontario Soccer (OS) and, Canada Soccer (CS) in all matters of dispute.

Tournament Discipline Rules:

- The OS Published Rules on Discipline at Tournaments will apply with the following exception:
 - Discipline authority is delegated for player misconduct only. Any misconduct reports for coaches, other team officials or game officials shall be submitted to DRSA within 3 days of the tournament's completion.
- Standard OS penalties for player misconduct will apply in all Tournaments, (please refer to OS Published Rules, Section 9-Discipline). Tournament Discipline will comply with this requirement. (See Table below).
- The Tournament Discipline Committee will use Discipline by Review (and Discipline by Hearing where necessary or requested).

- Unserved games will be transferred to league play by DRSA for DRSA players. Any player wishing to request a hearing (DBH) for the unserved games must submit a request before the end of the following week for a Discipline Hearing at DRSA.

Discipline Carryover:

- All unserved discipline will be sent to DRSA for review.

Mandatory Suspensions for players for all games played in DRSA tournaments

INFRACTION	PENALTY
Dismissed for receiving a second caution in the same game (neither offence directed at a game official)	1 game suspension
Dismissed for receiving a second caution in the same game (either offence directed at a game official)	2 game suspension
Dismissed for offensive, insulting or abusive language (not directed at a game official)	1 game suspension
Dismissed for offensive, insulting or abusive language (directed at a game official)	3 game suspension
Dismissed for denying an opponent a goal or an obvious goal scoring opportunity by deliberately handing the ball	1 game suspension
Dismissed for denying an opponent a goal or an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or penalty kick	2 game suspension
Dismissed for serious foul play	2 game suspension
Dismissed for violent conduct	3 game suspension
Dismissed for spitting at an opponent or any other person, other than a game official	4 game suspension