

## WYSA 2012 GOLDEN BOY INTERNATIONAL INDOOR SOCCER TOURNAMENT RULES

### Laws of the Game

- All games shall be played in accordance with the WYSA Rules governing Indoor Soccer, unless otherwise detailed within this document.

### Roster Sizes

- All teams may have a maximum roster of 18 players.

### Team Eligibility

- All participating teams must be registered with their Provincial, State, or National Association.
- All teams from outside of Manitoba must have proof of their governing Association's permission to travel.
- Guest players may be obtained as per WYSA Rules.
- All team rosters must be submitted to the WYSA office by no later than **February 08/2012**. No changes may be made to the tournament roster after it has been submitted. Use of an unregistered player will result in the automatic forfeiture of the game. A second such offense will result in the team's disqualification from the tournament.
- No player can play on more than one team in the tournament.

### ID Cards

- All u13 and older Recreation, Developmental U10-U12 and ALL Premier and Premier Developmental division teams will require that each player possess a properly validated Identification Card.
- All u12 and younger Recreation teams will not require ID Cards for their players.
- All team officials will require properly validated ID Cards.

### Discipline

- Any player or official ordered from the field by the referee for misconduct shall not participate further in the tournament until his or the disciplinarian has disposed of their case.

### Discipline Guidelines:

#### (a) Cautions:

- Any player receiving three (3) cautions in three separate games shall receive a one (1) game suspension, which will be served in the next scheduled game.
- Any player dismissed for two (2) cautionable offenses in a game shall receive a one (1) game suspension, which will be served in the next scheduled game.

#### (b) Dismissals:

- All ejections of players will be reported by the referee in writing to the tournament disciplinarian within ONE (1) hour following the end of the game.
- All ejections carry a mandatory one (1) game suspension, which must be served in the next scheduled game.
- Team coaches must attend the field headquarters thirty (30) minutes prior to the start of their next game, following the ejection, at which time they will be informed of any additional suspension.

#### (c) Dismissal Offenses:

- Players guilty of committing acts of violent conduct or serious foul play will be suspended for a minimum of two (2) games. The disciplinarian may hand out further suspension, if the circumstances of the offense warrant further suspension.
- Players found guilty of using foul language shall be suspended for a minimum of one (1) game. The suspension may be extended if the circumstances warrant such action.
- Any of the above acts directed towards game officials will result in the mandatory suspensions plus additional suspensions as determined by the tournament disciplinarian.
- Any team official ejected from the game by the referee shall be suspended until such time as he or she appears before the tournament disciplinarian. This applies to ejections before, during, or following a game.
- In cases of team supporters interfering with a game or causing control problems for the game officials, the referee will terminate the game and will report to the Tournament Committee immediately.
- Bench control and supporter control is the responsibility of the team management.
- Coaches who withdraw their team from the field will be subject to severe disciplinary action.

viii. The tournament disciplinarian will deal all disciplinary matters.

### Protests

- Protests, which can be filed only by a team official listed on the teams' roster, must be in writing and must be accompanied by a fee of fifty dollars (\$50.00).
- Protests must be delivered to the field headquarters within one-half hour of the completion of the game, which led to the protest.
- The fee of fifty dollars (\$50.00) will be refunded if the protest is successful.

### Duration of Games

- The duration of round robin, quarter final, semi final, Bronze Medal, and Consolation Final games in each division will be as follows: **2 x 25 minute halves**
- The duration of the Championship Final game in each division will be as follows: **2 x 25 minute halves**

### Determination of Group Winners

- Each team will be awarded three (3) points for a win, one (1) point for a draw, and zero (0) points for a loss. At the end of the preliminary rounds, the group winners will be those teams that have accumulated the most win/draw points in their group.
- In the event of a tie in the group standings, the following list of priorities will be used to break the tie:

(A) The result of game(s) between the tied teams (head to head). This criterion will not be used if more than two teams are tied.

(B) The total goal differentials of the tied teams (total goals for, minus total goals against...with a maximum five goal per game difference in effect). The tiebreaker will go to the team with the higher goal differential.

(C) The least total goals against. The tiebreaker will go to the team with the fewest goals against.

(D) KICKS from the penalty mark will be taken thirty (30) minutes prior to the start of the scheduled quarter- final or semi final game.

In the event of a three-way tie the same tie breaking system will be used [starting with the tie breaker priority (B)]. The same tiebreaker priority may determine the placement of all three tied teams. If a particular tiebreaker priority only separates out one team, proceeding to the next tiebreaker priority will break the tie between the remaining two teams (we will not revert back to the first or an earlier tie breaker priority).

In the event that a wild card team must be selected from the division containing more than one group, and potential wild card teams have the same number of win/draw points, the tiebreaker priorities will be applied across the entire division.

### Overtime Rules

- In the event of a draw in a **quarter final, semi final, bronze, and/or consolation final game**, the following procedure will be used to determine a game winner:
  - (a) Best of five (5) kicks from the mark will decide the winner (each team will select five players to take the penalty kicks).
  - (b) Only PLAYERS who are on the field of play at the end of the match, which included extra time where appropriate, are eligible to take kicks from the penalty mark.
  - (c) A goal keeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a substitute.
  - (d) If still drawn after the five kicks from the mark, teams will then take one kick each until the draw is resolved (each team will use the players who did not participate in the first five kicks).
  - (e)
- In the event of a draw in a **championship final game**, the following procedure will be used to determine the game winner:
  - (a) 2 (5) minute **"GOLDEN GOAL"** overtime periods will be played.
  - (b) If still drawn after overtime, the best of five (5) FIFA kicks from the penalty mark will determine the winner (Each team will select five players to take the penalty kicks).
  - (c) If still drawn after the five kicks from the mark, teams will take one kick each until the draw is resolved (each team will use the players who did not participate in the first five kicks). Only players on the field at the end of overtime play are eligible to participate in penalty kicks.

### Scheduling and Refereeing

Scheduling and refereeing will be the responsibility of the tournament committee.