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# 2019 BOSTON PIZZA PLAYERS TOURNAMENT

## RULES & REGULATIONS

### Important Dates:

**Monday, May 13, 2019: Tournament Registration Deadline (may be sooner if capacity has been reached)**

**Monday, May 20, 2019: Team League Rosters and Travel Permission Forms (All NON-WYSA teams only) Due to the WYSA Office**

**Friday, May 24, 2019: Guest Player Forms Due to the WYSA Office**

### **RULES OF PLAY**

In addition to these rules and regulations below, the tournament will also be subject to the 2018/2019 FIFA Laws of the Game. This document can be found on the tournament website under the Rules and Regulations tab. The tournament rules are subject to change.

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### **TEAM ELIGIBILITY**

This tournament is open to all Provincial / State sanctioned teams, recreational and competitive, U9 – U18, male and female. **All players must be registered for the 2019 Outdoor Season.** All out of province teams are required to submit an approved provincial/state association team travel application prior to **May 20, 2019**. The approved travel application must include approval from the provincial/state association, team roster, volunteer screening certificate(s), and guest player forms (if applicable). All Manitoba teams who do not participate in the WYSA League must be affiliated with the Manitoba Soccer Association and provide an MSA approved roster no later than **May 20, 2019**. Failure to meet these requirements will deem the team ineligible and no refunds will be provided once registration is closed.

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### **TOURNAMENT DIVISIONS**

U9 – U12 Boys and Girls Developmental

U9 – U18 Boys and Girls Recreational

U13 – U17 Boys and Girls Premier 1 and/or Premier 2

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### **AGE ELIGIBILITY**

U18 Players born on or after January 01, 2001

U17 Players born on or after January 01, 2002

U16 Players born on or after January 01, 2003

U15 Players born on or after January 01, 2004

U14 Players born on or after January 01, 2005

U13 Players born on or after January 01, 2006

U12 Players born on or after January 01, 2007

U11 Players born on or after January 01, 2008

U10 Players born on or after January 01, 2009

U9 Players born on or after January 01, 2010

## ROSTER SIZES

DIVISION	# OF PLAYERS	# OF PLAYERS TO START	MATCH DURATION	BALL SIZE	OFFSIDE
U9-U10 Recreational & Developmental	6v6 12 Player Max Roster	4 – at no time can the # be under 4	2 x 25 Halves	Super Light 4 OR Regular 4	Retreat Line Enforced <b>(DL ONLY)</b>
U11-U12 Recreational	8v8 14 Player Max Roster	6 – at no time can the # be under 6	2 x 25 Halves	4	Attacking Line Enforced
U11-U12 Developmental	9v9 16 Player Max Roster	7 – at no time can the # be under 7	2 x 25 Halves	4	Attacking Line Enforced
U13-U18 Recreational & Premier	11v11 18 Player Max Roster	8 – at no time can the # be under 7	2 x 30 Halves	5	Enforced

**NOTE:** Teams who are WYSA league approved over-rostered will only be permitted to dress and play the tournament's roster maximum amount of players each match.

## TEAM ROSTERS

All WYSA teams registered for the 2019 Outdoor Season are not required to submit a team roster as they are accessible through Goalline.

All NON-WYSA teams are required to submit a league roster to the WYSA Office along with their Travel Permit no later than **Monday, May 20, 2019**.

## VOLUNTEER SCREENING (TEAM OFFICIALS)

All team officials, listed on an Official Team Roster, participating in the tournament must be Child Abuse Registry, cleared, and Criminal Record Search Certificate, cleared. It is the responsibility of any WYSA club/team to ensure these requirements are met. All non-WYSA teams must provide proof of said cleared documents when submitting their approved state/provincial application to travel.

## TEAM OFFICIALS

A maximum of four (4) team officials/coaches may be listed on a team's official roster. Only team officials with a valid ID card produced by their district club are allowed in the team's technical/bench area (except for the same gender team official). Valid team official ID cards must be submitted to the referee prior to the start of each match. Team officials failing to produce valid ID cards at the start of the match will not be permitted in the team's technical/bench area, until such time they produce them.

## SAME GENDER ADULT

All teams must have at least one adult of the same gender as the players. If none of the registered team officials fit this requirement, a parent may fulfill this role. If not a registered team official, this person does not require an ID card but must be present on the team bench and identified on the game sheet. This person cannot be a registered player on the team. Teams not having an adult of the same gender will result in the match being defaulted to their opponents.

## IDENTIFICATION CARDS (I.D. CARDS)

Only players participating in U9-U12 Developmental and U13-U17 Premier are required to have valid ID cards. Recreational players who wish to guest on Developmental or Premier teams will be required to have a valid ID card produced by their District Club. **All team officials in every division are required to have valid ID cards produced by their district club.**

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## REFEREE LIAISON

1. Referee Liaisons are required for every match. Each coach should acquire their Referee Liaison before the scheduled kick-off time and have them report to the referee before going to the spectator side.
2. Referee Liaison's must have their names and "RL" stated on the game sheet and be identifiable by wearing the yellow RL band on their upper arm.
3. Referee Liaison's will assist the referee when asked to do so. The Referee Liaison's job is to control the behavior of their spectators, warning them politely to stop any misbehavior. They should not confront the spectators from the opposition, but submit a report to the organizing committee if they witness any improper conduct from them.
4. Teams have up to five (5) minutes after the scheduled kick-off time to provide a Referee Liaison. Playing time will not be extended to acquire a Referee Liaison.
5. A referee may not start a match until both teams provide a Referee Liaison.
6. If only one team provides a Referee Liaison within the stipulated time allowed, the referee will abandon the match and submit a report to the organizing committee. Without very good reason the non-complying team will default the match.

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## GAMESHEETS

Prior to the start of the match, the referee must be provided the following:

1. I.D. cards for all team officials occupying a spot in the technical/bench area
2. I.D. cards for all players (when applicable) participating in the match.
3. A completed game sheet which lists the full names of the team officials present at the match. The game sheet shall also include the full names and jersey numbers of the players participating in the match.
4. Guest Players must clearly be identified on the game sheet with a 'GP' beside their name.
5. Any player arriving after the kick off, the referee is responsible to add the player's name and number to the game sheet prior to completing the game sheet at the end of the match.
6. Following the conclusion of the match, no person other than the referee is permitted to write the score or make comments concerning the match on the game sheet. The referee shall sign the game sheet and provide that copy to the organizing committee.

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## GUEST PLAYERS

Any player who participates with a team that they are not officially rostered with is considered a guest player. All players must be registered players for the 2019 outdoor season. **A player is only allowed to participate on one (1) team during the Boston Pizza Players Tournament. This means if you are already on a team playing in the tournament, you cannot be a guest player for another team in the tournament.** All guest players must complete the Boston Pizza Players Tournament Guest Player Form and be approved by the organizing committee for said player to be eligible to participate with the requesting team.

The following rules must be met for all guest players to be considered eligible:

1. All guest players must complete the Boston Pizza Players Tournament Guest Player Form and have it approved by the organizing committee for said player to be eligible to participate with the requesting team.
2. A maximum of three (3) guest players is allowed per team.
3. All guest players must be age eligible to compete with the requesting team.
4. Teams may have guest players that are the same age/caliber of the requesting team (lateral guesting), but never from an older or higher division, even if they are age eligible
5. All WYSA League teams may pull from any team within their WYSA District (withstanding 2 & 3).

6. All WYSA League players transferred to a recreational team in another district can only play as a guest player on their home district teams.
7. All WYSA League Premier 1 team players may only appear as a guest with their home district Premier 1 teams. All WYSA League Premier 2 team players may only appear as a guest with their home district Premier 1 or Premier 2 teams. All WYSA League Developmental team players may only guest with their home district Premier 1, Premier 2 or Developmental teams. All WYSA League Recreational team players may appear as a guest with Premier 1, Premier 2, Developmental, or Recreational teams.

Failure to abide by the guest player rules below may result in the player being deemed ineligible, which results in the team's matches being defaulted. If you have any questions regarding eligibility, please contact us immediately.

**All guest player forms must be submitted to the WYSA Office by Friday, May 24, 2019 and no guest players shall be added after this date without the consent of the organizing committee.**

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### TECHNICAL AREA / TEAM BENCH

Only players with valid ID cards (when applicable), team officials with a valid ID card, and the same gender adult shall be eligible to occupy a spot in the technical area.

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### SUBSTITUTIONS

Unlimited substitutions.

All substitutes must enter the field of play at center field and only with the referee's permission.

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### UNIFORMS/EQUIPMENT

1. All players must wear a number on the back of their jersey. Each player shall have a different number and that number must coincide with the player's name and number as indicated on the game sheet. If team colors clash, the home team must change colors or wear pinnies. The home team will be indicated as the first team on the schedule.
2. All jewelry (rings, necklaces, piercings, wrist bands, earrings, hair clips, etc.) must be removed.
3. Hard plaster casts are considered to pose a danger to both the wearer and other players and **are not permitted** to be worn. The practice of padding a hard plaster cast does not reduce the element of danger.
4. Players wearing a soft cast will be permitted to play if the cast does not present a danger to the individual or any other player. The referee or Supervisor of Officials (if one has been appointed to the match/tournament) will make the final decision as to the acceptability of any cast.
5. Medical bracelets must be taped but leaving the medical information clearly visible.

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### DURATION OF MATCHES / DETERMINING A WINNER

All round robin and playoff match lengths for the following age divisions:

U9 – U12 – 2 x 25 minutes halves

U13 – U18 – 2 x 30 minute halves

Matches tied at regulation time during the round robin shall remain tied for the purpose of the standings. Any match that must be played to a resolution and is tied at the end of regulation time, the winner shall be decided by taking of kicks from the penalty mark, in accordance with the FIFA Laws of the Game.

### DETERMINING A WINNER FOR ALL SEMI-FINAL PLAYOFF MATCHES:

If the score is tied upon completion of regulation time, teams advance directly to taking kicks from the penalty mark, in accordance with the FIFA Laws of the Game.

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#### DETERMINING A WINNER IN THE CHAMPIONSHIP FINAL:

##### U9 – U12

Extra time shall consist of 2 x 5 minute halves, played to their entirety (no golden goal). If still tied at the end of extra time, the winner shall be decided by taking of kicks from the penalty mark, in accordance with the FIFA Laws of the Game.

##### U13 – U18

Extra time shall consist of 2 x 10 minute halves, played to their entirety (no golden goal). If still tied at the end of extra time, the winner shall be decided by taking of kicks from the penalty mark, in accordance with the FIFA Laws of the Game.

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#### PROCEDURE FOR KICKS FROM THE PENALTY MARK

1. Best of five (5) alternating kicks from the penalty mark to decide the winner.
2. Only the 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.
3. 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. If still drawn after the five (5) kicks from the mark, teams will then take one kick each until the draw is resolved (each team will use the eligible players who did not participate in the first five kicks).

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#### **DETERMINATION OF GROUP WINNERS**

Each team will be awarded four (4) points for a win and one (1) point for a tie. At the end of Round Robin play, the group winner will be the team with the most points accumulated by wins/ties in their group. In the event of a tie, group winners shall be determined by applying, in order, the following procedures until the tie is broken:

1. Most points (Wins/Ties) in all group matches;
2. Most points in matches (Wins/Ties) among the tied teams;
3. Head to head result (not applicable if three (3) or more teams tied);
4. Greater total goal difference (goals for minus goals against with a maximum of five (5) goal difference per match);
5. Least goals against (maximum of five (5) goals against per match);
6. Most wins;
7. Most goals for (maximum of five (5) per match);
8. Kicks from the penalty mark in accordance with FIFA Laws of the Game. Time and date to be determined by the organizing committee and could be as soon as possible after the group's last round robin match.

*\*The procedure must be followed in the above-listed order. In the instance of three or more teams are tied on points, and one team has been appropriately placed, continue through the tie breaking procedure for the remaining teams at the point in which the appropriate number of team(s) have advanced through the process\**

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#### **MATCHES NOT PLAYED TO THEIR ENTIRETY**

In cases where a match is abandoned due to reasons other than discipline, the organizing committee shall determine an appropriate course of action. If a match is abandoned due to the conduct of a team, the offending team shall default the match and the organizing committee may take any further disciplinary action as deemed necessary, including expulsion from the tournament

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#### **USE OF AN INELIGIBLE PLAYER**

Any team found to have used an ineligible player during the tournament shall default the match. Such matches shall not be replayed.

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## MATCH DEFAULTS

In cases where a team defaults a match, the opposing team will receive a 5-0 win and the resulting 4 points.

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## HANDSHAKING

All teams will shake hands with their opponents before every match.

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## DISCIPLINE

The organizing committee is responsible for dealing with all misconduct that takes place prior to, during and after a match in the Boston Pizza Players Tournament involving players, team officials, and/or spectators. Misconduct by players, team officials, or spectators reported by the match officials shall be dealt with prior to the team's next match, when possible. All decisions of the organizing committee shall be final and binding as far as the tournament is concerned. A player/team official may be eligible to participate while under suspension from another competition. **It is extremely important that if a player/team official is serving a suspension that you check with both organizing bodies to see if the player/team official is eligible while under suspension.** A permission to play letter may be required.

The Winnipeg Youth Soccer Association, and for the purpose of this tournament, will refer to the Manitoba Disciplinary Mandatory Minimums (MDMM) as set out by the Manitoba Soccer Association. The MDMM dictate minimum suspensions for each red card and/or lifetime offenses. As members of the MSA, WYSA is bound to follow the minimums as set out by the MSA.

When a team member is ejected, the match official will submit their report, along with the applicable Player/Coach ID card to the organizing committee for review. The organizing committee will review the referee report and any additional information supplied by the team within 60 minutes upon conclusion of the match for consideration, regarding the incident, prior to determining any sanctioning.

In cases of team supporters interfering with a match or causing control problems for the match officials, the match official will abandon the match and will report to the organizing committee immediately. Bench control and supporter control is the responsibility of the team. Team officials who withdraw their team from the field will be subject to sanctioning. Any other actions bringing the game into disrepute not addressed by this document will be dealt with by the organizing committee as they arise.

### Yellow Card Offences (Cautions):

1. Unsporting behavior
2. Dissent by word or action
3. Persistent infringement of the laws of the game
4. Fails to respect required distance when play is restarted with a corner kick, free kick, or throw in
5. Delays the restart of play
6. Entering, re-entering or deliberately leaving the field without the referee's permission

Any player receiving an accumulation of four (4) cautions during the tournament shall receive a one (1) match suspension, which will be served in the next scheduled match. Any player dismissed for two (2) cautionable offenses in a match shall receive a one (1) match suspension, which will be served in the next scheduled match. The two (2) yellow cards in one match do not count towards the accumulation of four (4) cautions throughout the tournament.

### Red Card Dismissal Offences:

1. Serious Foul Play
2. Violent Conduct

3. Spitting at an opponent or any other person
4. Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball
5. Denies 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
6. Receives a second caution in the same match
7. Uses offensive, insulting or abusive language and/or gestures directed at a person  
Uses offensive, insulting or abusive language and/or gestures NOT directed at a person  
Uses offensive, insulting or abusive language and/or gestures directed at a match official
8. Team official: failing to conduct themselves in a responsible manner

All dismissals will be reported by the match official, in writing, to the organizing committee immediately upon conclusion of the match. When applicable, the Player/Coach ID Card will also be sent to the organizing committee until a resolution has been decided upon.

All dismissals carry an automatic one (1) match suspension, which must be served in the next scheduled match. Furthermore, any player or team official ordered from the field by the match official for misconduct shall not participate in the tournament until the organizing committee has ruled.

Any WYSA registered player/team official who is not able to serve their suspension in the Boston Pizza Players Tournament is required to serve the balance of the suspension in WYSA League play. Teams not participating in the WYSA League will be reported to their provincial/state association.

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## **MATCH OFFICIAL ABUSE**

The Winnipeg Youth Soccer Association does not tolerate abuse of its match officials. All match officials in the tournament are members by the MSRA and WYSA Districts. Please remember to treat them with RESPECT. WYSA will not tolerate any verbal or physical abuse or intimidation of match officials.

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## **PROTESTS**

Protests, which can be filed only by a team official listed on the team's official roster, must be in writing using the WYSA protest form, and must be accompanied by a fee of fifty dollars (\$50.00) payable by cash or cheque. Protests must be delivered to the venue headquarters within thirty (30) minutes of the completion of the match in question. Points of fact during a match (match official calls) cannot be protested.

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## **COACHES CODE OF CONDUCT**

The laws of soccer should be regarded as mutual agreements, the spirit or letter of which no one should try to evade or break.

1. Visiting teams and spectators are honored guests.
2. No advantages except those of superior skill should be taught.
3. Officials and opponents should be treated and regarded as honest in intention.
4. Winning is desirable, but winning at any cost defeats the purpose of the match.
5. Losing can be a triumph when the team has given its best.
6. The ideal is the greatest good to the greatest number.

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## **PLAYERS CODE OF CONDUCT**

1. Play the match for the match's sake.
2. Be generous when you win.
3. Be gracious when you lose.
4. Be fair always no matter what the cost.

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5. Obey the laws of the match.
  6. Work for the good of your team.
  7. Accept the decisions of the officials with good grace.
  8. Believe in the honesty of your opponents.
  9. Conduct yourself with honor and dignity.
  10. Applaud the efforts of your teammates and your opponents.
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## **PARENTS CODE OF CONDUCT**

Parental evaluation carries a great deal of weight with the pre-adolescent. The attitude shown by parents at matches towards their child, the opposing team, the officials and the coach, influences the child's values and behaviors in sports. Criticism, disrespect for officials and opponents by over anxious or over protective parents bent on immediate success, rather than the long-range benefits, undermines the purpose of sport and brings into the match stresses which adolescents cannot cope with effectively thus contributing to behavior not in keeping with the spirit of the match. Parents would do well to remember:

1. Children have more need for example than criticisms.
2. Make athletic participation for your child and others a positive experience.
3. Attempt to relieve the pressure of competition, not increase it. A child is easily affected by outside influences.
4. Be kind to your child's coach and to the match officials. The coach is a volunteer giving personal time and money to provide a recreational activity for your child. The coach is providing a valuable community service, often without reward other than the personal satisfaction of having served his/her community.
5. The opponents are necessary friends. Without them your child could not participate meaningfully.
6. Applaud good plays by your team and by members of the opposing team.
7. Do not openly question an official's judgment and never his/her honesty. He/she is a symbol of fair play, integrity and sportsmanship.
8. Accept the results of each match. Encourage the child to be gracious in victory and turn defeat to victory by helping the child work towards improvement.

**GOOD LUCK TO ALL & ENJOY THE 2019 BOSTON PIZZA PLAYERS TOURNAMENT!**