
2020 GOLDEN BOY TOURNAMENT RULES & REGULATIONS

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, 2019-2020 Indoor Rules of Play for Quarter-Field, and 2019-2020 Indoor Rules of Play for Half-Field Competitions. These documents can be found on the tournament website under the Rules and Regulations tab.

TEAM ELIGIBILITY & NON WYSA LEAGUE TEAM PARTICIPATION

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 2019-2020 Indoor Season. All out of province teams are required to submit an approved provincial/state association team travel application prior to **February 1, 2020**. 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 non-WYSA teams sanctioned by the Manitoba Soccer Association will be required to submit an MSA approved roster **within 5 days of registering** in the Golden Boy Tournament for proof of player registration. Failure to meet these requirements will deem the team ineligible and no refunds will be provided once registration is closed.

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

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 & NUMBER OF PLAYERS ON THE FIELD

All roster sizes & number of players on the field are as follows:

U9 – U12 Recreational = 7v7 play on a quarter size pitch, with a maximum roster of 14
U13 – U18 Recreational = 6v6 play on a quarter size pitch, with a maximum roster of 18

U9 & U10 Developmental = 6v6 play on a quarter size pitch, with a maximum roster of 12
U11 & U12 Developmental = 9v9 play on a half size pitch, with a maximum roster of 16

U13 – U17 Premier 1 & Premier 2 = 9v9 play on a half size pitch, with a maximum roster of 18

Any team that is over-rostered for WYSA League play may only dress and play up to the maximum number of players for their respective division. Any additional players can be rotated from match to match (i.e. if a U10 Recreational team has 15 players, they can only dress and play 14 per match as that is the roster maximum for that division)

TEAM ROSTERS

All WYSA teams registered for the 2019-2020 Indoor Season are not required to submit a team roster as they are accessible through Goalline.

All NON-WYSA teams will be required to submit a state/provincial association approved team roster to the WYSA Office no later than **February 1, 2020**. Teams are not required to produce an official roster at their matches, although **all team officials and D-League / Premier division players are required to have valid ID cards at all of their matches**.

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 stamped identification card are allowed in the team's technical/bench area (except for the same gender adult). Valid team official identification cards must be submitted to the referee prior to the start of each match. Team officials failing to produce valid identification 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

REFEREE LIAISON

- i. 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.
- ii. 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.

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- iii. 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.
 - iv. 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.
 - v. A referee may not start a match until both teams provide a Referee Liaison.
 - vi. 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.

GAMESHEETS

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

- i. Valid I.D. cards for all team officials occupying a spot in the technical/bench area.
- ii. Valid I.D. cards for all players (when applicable) participating in the match.
- iii. 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.
- iv. Guest Players must clearly be identified on the game sheet with a 'GP' beside their name.
- v. 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.
- vi. 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.

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 2019-2020 indoor season. **A player is only allowed to participate on one (1) team during the Golden Boy 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 Golden Boy Tournament Guest Player Form and be approved by the organizing committee for said player to be eligible to participate with the requesting team. All non-WYSA players/teams must have proof of their governing association's permission to be a guest player of the requesting team.

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

- i. All guest players must complete the Golden Boy Tournament Guest Player Form and have it approved by the organizing committee for said player to be eligible to participate with the requesting team.
- ii. A maximum of three (3) guest players is allowed per team.
- iii. All guest players must be age eligible to compete with the requesting team.
- iv. Teams may have guest players that are the same age/caliber of the requesting team (lateral guesing), but never from an older or higher division.
- v. All WYSA League teams may pull from any team within their WYSA District (withstanding i, ii, iii & iv).
- vi. All WYSA League players transferred to a recreational team in another district can only play as a guest player on their home district teams.
- vii. 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, 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 February 6, 2020. No guest players shall be added after this date unless approved by the organizing committee.**

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.

OFFSIDE / ATTACKING LINE FOR HALF FIELD PLAY

Under the 9v9 format on a half field, the attacking line becomes the midfield line (aka halfway line) when judging an offside. As such, offside offences shall only be in effect in the attacking third of the field (beyond the attacking line). The attacking third of the field is defined as the area of the field, from touchline to touchline extending 15 meters from the goal line as indicated by flag posts placed 1 meter (1 yard) outside the touchlines. For quarter field play, no offside will be enforced.

RETREAT LINE FOR U9-U10 DEVELOPMENTAL

The Retreat Line is a tool that assists with the development of players, technically and as a team, tactically. The Retreat Line has been introduced around the country to allow younger players to learn and gain confidence in how to play the ball out from the back and forward to attack. The Retreat Line shall be marked a third (1/3) of the way from the goal line on each U9 & U10 developmental league field. When the ball goes out of play for a goal kick, the attacking players must back up to the Retreat Line. The players of the team taking the goal kick can position themselves anywhere on the pitch and any player may take the goal kick. The opposing team retreats to the middle third of the field and may not cross the Retreat Line until:

1. The ball is touched by a player receiving the goal kick; or
2. The ball leaves the field of play; or
3. The ball is played directly into the middle third of the field.

If the defending team encroaches across the retreat line before a teammate receives a pass, the referee will stop the play and the goal kick will be retaken. If the opposing team repeatedly encroaches the retreat line, then an indirect free kick shall be awarded from the place where the offense occurred for not respecting the restart of play. However, if a team wants to play quickly, they can, and, if the goal kick is played before the opposing team players have moved behind the Retreat Line, the ball is considered live for all players. Clubs may mark the field with a dotted-line or place hash marks on the touch-line signifying the correct distance. If for whatever reason the field is not marked, teams must agree on the distance and place cones/markers down to signify the Retreat line. During the indoor season, we will use flags at the edge of the pitch as we do for the attacking line.

SUBSTITUTIONS

Quarter field play = unlimited on the fly. All substitutes must enter the field directly in front of the team bench. If the player being replaced does not exit the field of play directly in front of his team bench, the match shall be stopped and the match official will caution the player for infringing the substitution procedure and be shown a yellow card.

Half field play = an unlimited number of subs can be made at any stoppage in play, at mid-field with the discretion of the match official.

UNIFORMS/EQUIPMENT

- i. 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.
- ii. All jewelry (rings, necklaces, wrist bands, earrings, hair clips, etc.) must be removed.
- iii. Hard 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.
- iv. Players wearing a soft cast must receive permission to play from the referee at the time of the match.
- v. Medical bracelets must be taped but leaving the medical information clearly visible.

DURATION OF GAMES / DETERMINING A WINNER

All round robin and playoff matches during the tournament shall be two (2) x twenty-five (25) minute halves. Matches tied at full 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 regular time, the winner shall be decided by taking kicks from the penalty mark, in accordance with the FIFA Laws of the Game.

DETERMINING A WINNER FOR ALL SEMI-FINAL PLAYOFF MATCHES:

Teams advance directly to taking of kicks from the penalty mark, in accordance with the FIFA Laws of the Game.

DETERMINING A WINNER IN THE CHAMPIONSHIP FINAL

Two (2) x five (5) minute halves shall be played. If extra time is played, it shall be played to its entirety (**no golden goal**). If the score is still tied at the end of extra time, both teams shall take kicks from the penalty mark, in accordance with the FIFA Laws of the Game.

PROCEDURE FOR KICKS FROM THE PENALTY MARK

- i. Best of five (5) alternating kicks from the penalty mark to decide the winner.
- ii. 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.
- iii. 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.
- iv. If still tied 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 players who did not participate in the first five kicks).

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:

- i. Most points (Wins/Ties) in all group matches
- ii. Most points in matches (Wins/Ties) amongst the tied teams
- iii. Head to head result (not applicable if three (3) or more teams tied)
- iv. Greater total goal difference (goals for minus goals against with a maximum of five (5) goal difference per match)

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- v. Least goals against (maximum of five (5) goals against per match)
 - vi. Most wins
 - vii. Most goals for (maximum of five (5) per match)
 - viii. 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 being 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. **

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.

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.

MATCH DEFAULTS

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

HANDSHAKING

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

DISCIPLINE

The organizing committee is responsible for dealing with all misconduct that takes place prior to, during and after a match in the Golden Boy 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 to the organizing committee for review. The organizing committee will review the referee report and any additional correspondences 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
7. Indoor – illegal substitution

Any player receiving 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. Denying the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball
5. Denying 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. Using offensive, insulting or abusive language and/or gestures directed at a person
Using offensive, insulting or abusive language and/or gestures NOT directed at a person
Using 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.

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.

Red Card Dismissals:

Quarter field play = 5 minute penalty and man short until penalty expires

Half field play = team plays a player short for the duration of the match (mirrors outdoor format)

Any WYSA registered player/team official who is not able to serve their suspension in the Golden Boy 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.

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.

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). Protests must be delivered to the venue headquarters within thirty (30) minutes of the completion of the match, which led to the protest. Points of fact during a match (match official calls) cannot be protested.

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.

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

PLAYERS CODE OF CONDUCT

- i. Play the match for the match's sake.
- ii. Be generous when you win.
- iii. Be gracious when you lose.
- iv. Be fair always no matter what the cost.
- v. Obey the laws of the match.
- vi. Work for the good of your team.
- vii. Accept the decisions of the officials with good grace.
- viii. Believe in the honesty of your opponents.
- ix. Conduct yourself with honor and dignity.
- x. Applaud the efforts of your teammates and your opponents.

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:

- i. Children have more need for example than criticisms.
- ii. Make athletic participation for your child and others a positive experience.
- iii. Attempt to relieve the pressure of competition, not increase it. A child is easily affected by outside influences.
- iv. 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.
- v. The opponents are necessary friends. Without them your child could not participate meaningfully.
- vi. Applaud good plays by your team and by members of the opposing team.
- vii. Do not openly question an official's judgment and never his/her honesty. He/she is a symbol of fair play, integrity and sportsmanship.



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- viii. 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 AND ENJOY THE
2020 GOLDEN BOY TOURNAMENT!**