

Registration Requirements Checklist

Attend registration during specified hours (sent with acceptance information). If you are not registered on time, you will not be permitted to play and will therefore forfeit your first game (and subsequent games until registration requirements are met). Please ensure you have all documents and have registration completed one hour prior to your first game. Line ups occur so please allow plenty of time.

EODSA (District) teams:

- Players cards (please match card info to roster—errors do occur)
- Team Roster – OSA issued (no personal information if possible is preferred)
- 7 completed copies of game sheet – include shirt numbers, names, birth date and OSA number for ALL players, also include Team OSA number and Team officials name(s); if you have a player playing on Sunday only, they must be on the roster at registration time.
- Guest players –You will need to provide their player cards and a copy of their OSA issued team roster – again check information.
- Temporary Transfer Permit – if required

Teams from Outside of EODSA (district)

- Player booklets (team roster not required)
- 7 completed copies of game sheet – include shirt numbers, names, birth date and OSA number for ALL players, also include Team OSA number and Team official's name(s); if you have a player playing on Sunday only, they must be on the roster at registration time.
- Guest players – You will need to provide their player booklets and a copy of their OSA issued team roster.
- Travel permits



2011 Mississippi Invitational Soccer Tournament



Game Sheet

****7 completed copies required at registration**

Game Number _____

Home Team Name: _____			Visitor Team Name: _____		
Regulation Time Results:	Home:		Visitors:		
Shoot Out Score:	Home:		Visitors:		
Coach Signature: _____			Referee Signature: _____		
Print Team Officials' Names: _____					

Team Name: _____ **Team OSA #:** _____ **Age Group:** _____

	Player Name (Please Print)	Shirt #	Age Info day/month/year	OSA Member #	Goal	Yellow	Red
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							
17							
18							



2011 Mississippi Invitational Soccer Tournament

Raffle Ballots for Player Raffle Prizes



Please complete all information and submit ballots at REGISTRATION for entry into a free raffle for all players.

1. Player Name: <input type="text"/>	2. Player Name: <input type="text"/>
Team Name: <input type="text"/>	Team Name: <input type="text"/>
Age Group: <input type="text"/>	Age Group: <input type="text"/>
3. Player Name: <input type="text"/>	4. Player Name: <input type="text"/>
Team Name: <input type="text"/>	Team Name: <input type="text"/>
Age Group: <input type="text"/>	Age Group: <input type="text"/>
5. Player Name: <input type="text"/>	6. Player Name: <input type="text"/>
Team Name: <input type="text"/>	Team Name: <input type="text"/>
Age Group: <input type="text"/>	Age Group: <input type="text"/>
7. Player Name: <input type="text"/>	8. Player Name: <input type="text"/>
Team Name: <input type="text"/>	Team Name: <input type="text"/>
Age Group: <input type="text"/>	Age Group: <input type="text"/>
9. Player Name: <input type="text"/>	10. Player Name: <input type="text"/>
Team Name: <input type="text"/>	Team Name: <input type="text"/>
Age Group: <input type="text"/>	Age Group: <input type="text"/>

11. Player Name:

Team Name:

Age Group:

12. Player Name:

Team Name:

Age Group:

13. Player Name:

Team Name:

Age Group:

14. Player Name:

Team Name:

Age Group:

15. Player Name:

Team Name:

Age Group:

16. Player Name:

Team Name:

Age Group:

17. Player Name:

Team Name:

Age Group:

18. Player Name:

Team Name:

Age Group:



Mississippi Invitational Soccer Tournament

Rules

Girls soccer weekend – July 15th to 17th, 2011

Boys soccer weekend – August 12th to 14th, 2011

Tournament Organization Rules

1. Age and Eligibility

This tournament is open to club teams composed of a maximum of 18 players (maximum of 15 players for U9, U10 and U11) in the following age categories:

Under 9 player	born January 1 st , 2002 or later
Under 10 player	born January 1 st , 2001 or later
Under 11 player	born January 1 st , 2000 or later
Under 12 player	born January 1 st , 1999 or later
Under 13 player	born January 1 st , 1998 or later
Under 14 player	born January 1 st , 1997 or later
Under 15 player	born January 1 st , 1996 or later
Under 16 player	born January 1 st , 1995 or later
Under 17 player	born January 1 st , 1994 or later
Under 18 player	born January 1 st , 1993 or later

2. Club Teams

The teams entered may not be ‘all star’ teams, but must be Level 5 teams that play together in the regular season. The tournament is intended for competitive teams, but recreational teams will be considered.

3. Guest Players

Up to six (6) guest players may be added to your regular team list provided the total number of players does not exceed the maximum number of players per team. You may play up to 3 registered players from another team in your Club and up to 3 registered players from another Club providing each player meets the age eligibility requirements. Each player from the other Clubs must have a Temporary Registration Permit obtainable from your District office.

A maximum of 2 **under-age** premier or regional level players may be included in the 6 guest players. In a combined age group, e.g. U16/17, “**under-age**” means younger than the youngest age in the group, e.g. U15.

In a mixed division, a team may call up players from the highest age group in the division, i.e., in a U16/17 division, a U16 team is permitted to call up U17 players for the tournament.

4. Player identification

Approved Player Registration Books/Cards must be presented for each player (team player and/or guest player). This applies to all Level 5 teams and all Recreational teams. EODSA and OSA regulations will prohibit us from registering a team without these documents. EODSA teams must provide an official OSA team roster (with NO personal information please) for team and guest players at registration.

5. Travel Permits

For teams from outside the Eastern Ontario District Soccer Association, Travel Permits from the home District Association authorizing attendance in the tournament and proof of insurance (injury and liability) must be submitted with application and presented at registration. EODSA regulations will prohibit us from registering a team without these documents.

6. Team Groupings

In age categories with eight teams, two four-team divisions will be formed. After a divisional round-robin, the top two teams in each group advance to the playoff round to compete for the first, second, third and fourth place medals and the other two teams in each group enter the consolation round to compete for the consolation medals. In age categories with

fewer than 8 teams registered, each team will be guaranteed a minimum of four games and medals will be awarded for first, second, third and fourth places.
The Tournament Committee reserves the right to combine age groupings depending on registration. If this is necessary, the teams will be notified prior to the tournament weekend.

7. Tournament Schedules

The Tournament Schedules will be emailed to the team contacts identified on the application forms two weeks prior to tournament weekend. The tournament organizers will endeavour to contact all teams regarding any changes however, **it is the responsibility of the team management to check the MIST website (www.cpmist.ca) the night before the first game for any last minute changes.**

8. Withdrawing from Tournament

A full refund will be made if a team must withdraw prior to 3 weeks before Tournament Weekend, i.e. prior to June 24, 2011 for girls' weekend or prior to July 22, 2011 for the boys' weekend. No refund will be made for any team withdrawing after this date.

Tournament Weekend Rules

9. Laws of the Game

All games will be played in accordance with the Laws of the Game as published by F.I.F.A. except as modified herein.

10. Code of Conduct

The Tournament Committee relies upon the coaches to set an example of conduct in the spirit of fair play and good sportsmanship and to exercise all the necessary control over their players and associated supporters.

The Tournament Committee adheres to the OSA Harassment Policy and will not tolerate any harassment of or by tournament officials, game officials, players, team officials and/or spectators.

11. If a player receives a total of three (3) Cautions in multiple games during the tournament, s/he will be suspended for the following game.

12. Mini-field rules games

The rules of the Ontario Soccer Association for mini soccer will govern mini-field games except as modified herein.

13. Registration

Registration of players will be 60 minutes prior to the first game. The location of registration will be identified prior to Tournament Weekend. Only the players registered at this time will be allowed to play in the tournament. There will be no late registration throughout the tournament. Please ensure your team has sufficient substitute players.

14. Game Sheets

Each team must present seven completed game sheets for certification at Tournament Registration. A certified game sheet must be provided to the referee prior to the beginning of each game (OSA rule 7.0 Competitions, Policy 9.5). The referee is responsible for forwarding the game information to the field marshal.

15. Duration of Game, Ball Size

Age category	Length of game	Ball Size	Field Size	# Players fielded
Under 10	22 minute halves	4	Mini	7
Under 11	22 minute halves	4	Mini	7
Under 12	22 minute halves	4	Full	11
Under 13	22 minute halves	5	Full	11
Under 14	22 minute halves	5	Full	11
Under 15	22 minute halves	5	Full	11
Under 16	22 minute halves	5	Full	11
Under 17	22 minute halves	5	Full	11

- There will be a five-minute mid-game break in all games.
- The tournament committee reserves the right to shorten the duration of games subject to schedule changes.

16. Home Team

The home team is the first team listed on the game schedule. The home team is responsible for providing an acceptable game ball. In the case of a shirt colour conflict, the home team must use alternate colored, numbered shirts.

17. Position of Teams

Teams (players and coaches) will take up positions on the same side of the field on opposite sides of the centre field line. All players and coaches shall restrict their movement to an area no closer than 10 yards of the centre line and two yards back from the touchline. For safety reasons, no canopies are permitted between mini-fields.

18. Substitutions

Teams may dress up to 18 players for U12 through U17 and up to 15 players for U9, U10 and U11. Substitutions (unlimited in number) may be made at the following times, with the consent of the referee:

- a. On any goal kick
- b. On a team's own throw-in (if used, then the opposing team may also substitute)
- c. After a goal is scored
- d. At half time or any other period break (i.e. overtime)
- e. In replacement of an injured player

Substitutions will not be allowed for a player ejected from the game.

19. Scoring

- 1) A win will be awarded three points.
- 2) If a game is tied at the end of regulation time, a shootout with five players per team as per F.I.F.A. laws will take place. The team winning the shootout will be awarded two points and the losing team will receive one point. (Shootout goals are not included in the score. They are only used to determine the game winner.) In the event that a winner has not been determined after five penalty kicks per team, then the game is declared a tie and each team is awarded one and a half points.
- 3) If a team wins by default, that team will be awarded two points for the win.
- 4) Total points will determine standings in each group.

20. Tie Breaking: In Standings

- 1) If two teams are tied in points, then the winner of the game between these two teams earns the higher standing.
- 2) If two teams are tied in points and the game between them was a tie after the shootout or if the two teams have not played each other, then the following priority will be used to determine the team with higher standing:
 - a) Most wins
 - b) Greatest goal differential ('goals for' subtract 'goals against', where shootout goals are not included)
 - c) Fewest goals against (shootout goals are not included)
 - d) A penalty kick shootout between the teams.
- 3) If three or more teams are tied in points, then the following priority will be used to determine the team with higher standing:
 - a) Most wins
 - b) Greatest goal differential ('goals for' subtract 'goals against', where shootout goals are not included)
 - c) Fewest goals against (shootout goals are not included)
 - d) A penalty kick shootout between the teams. If 3 teams are tied, a coin toss will determine the team with the bye to the final shootout. If 4 teams are tied, a coin toss will determine semi-final shootout matches.
- 4) After rule 3 is used to determine the single team with the highest standing, then rules 1 through 3 are applied again in sequence until all ties are broken.
- 5) Tie Breaking: In Playoffs

Semi-finals: If the score is tied at the end of regulation time, then a penalty kick shootout as per F.I.F.A. laws will determine the winner.

Finals:

For the Gold – Silver medal game: If the score is tied at the end of regulation time, then there will be two golden goal (sudden-death) 10-minute overtime periods and, if still tied, a penalty kick shootout as per F.I.F.A. laws will determine the winner.

For other final games: If the score is tied at the end of regulation time, then only a penalty kick shootout as per F.I.F.A. laws will determine the winner.

If each team in the Consolation Round Robin wins one game, the ranking will be determined by the “in-standings” tie-breaking procedure given above.

21. Failure to Show

All games are to commence at the scheduled start time. The minimum number of players is 7 (or 5 for Under 9, 10 and 11).

If insufficient players are present 10 minutes after start time, the following applies:

- a) if one team has insufficient players, a 1-0 score will be awarded to the opposition team.
- b) if both teams have insufficient players, both will be shown to have a loss, scored 0-0.
- c) if the referee scheduled to officiate the game is not present within 10 minutes of the scheduled start time, the game should commence with a mutually acceptable substitute. In addition, the field marshal should be notified as soon as possible so an alternative referee can be dispatched.
- d) if a team forfeits a game, the game will be awarded to the opposition team with a score of 1 - 0. In addition, all points accumulated by the forfeiting team prior to the defaulted game will be erased.
- e) If a team wins by default, that team will be awarded two points for the win.

22. Discipline

During the Tournament, all cautions and dismissals will be reviewed by the Discipline Panel. Upon being found guilty of the charge, suspensions will be rendered in accordance with the Standard Fees, Fines, Bonds and Penalties as established in Table 10 of the Ontario Soccer Association Policies & Procedures regarding Discipline.

The carded player has the right to request to be heard under the Discipline By Hearing System. The request for hearing must be filed in writing to the field marshal within 30 minutes of the finish of the related game and must be accompanied by a fifty-dollar cash deposit. The deposit will be refunded only if the player is found not guilty. The Discipline Panel will make a decision on the same day that the request is filed. An appeal of the Discipline Panel may be made to the Eastern Ontario District Soccer Association, however, the penalty would remain in effect until such time as it was overturned by EODSA.

All misconduct directed at a referee will be forwarded to the Eastern Ontario District Soccer Association within 24 hours of the completion of the tournament. All other discipline reports (including dismissals, cautions and special incident report forms) will be forwarded to the EODSA within 48 hours of the tournament. Where necessary, discipline reports will be forwarded to the home District Association of visiting tournament participants for further action.

23. Protests

Protests, submitted by the coach only, must be filed in writing to the field marshal within one hour of the finish of the related game and fifty-dollar cash deposit must accompany the protest. The deposit will be refunded only if the protest is upheld. The tournament committee will make a decision on the same day the protest is filed and the decision will be final and binding. There will be no appeals. A copy of the protest must be given to the coach of each other team likely to be affected by the result of the protest ruling before a protest will be considered. No protests will be allowed on referee judgements.

24. Unfavorable Weather Conditions

If weather or other conditions dictate, it may be necessary to abbreviate, postpone or cancel the tournament. The tournament official will notify team representatives as quickly as possible.

25. Cancellation of the Tournament

Should the tournament be cancelled in whole, the tournament entry fee will be returned to those participants who have made this payment. The tournament organizing committee is not responsible for any other expenses that may be incurred.

26. Conduct of Tournament

The decisions of the Tournament Committee regarding the conduct of the tournament shall be final.