

9th Annual King Classic Soccer Festival

Join us as the
Township of King hosts
the 9th Annual King
Classic Soccer Festival

When: Sun June 23, 2024

Where: King City

Ages: U9 and U10

**Both boys and girls
divisions available in
each age category**



This is an OSA / CSA classified “IDRC” sanctioned festival and is open to recreational boys and girl’s teams as specified on the application form. Teams must be registered with their District and Provincial Association. All teams that are traveling outside of their district to attend the festival will be required to provide proof of Permission to travel from their District Association.

There will be a limit on the number of teams in each age group. Please enter early so that you will not be disappointed. This one day event guarantees each team two games.

All cheques must be made payable to Township of King. If you have any questions, please do not hesitate to contact Anthony Turosky at 905-939-1216 or by email at aturosky@king.ca

Cost: \$195.00 per team

This festival is available to recreational club teams, recreational club league all-star teams and development club teams.

Enter your team now, space is limited!

Contact Anthony Turosky at 905-939-1216
or by email at aturosky@king.ca



The main objective of our festival is to promote the game of soccer through sportsmanship, fair play and quality competition. The festival rules are intended to support these objectives but all rules have their limitations. Every player, coach, parent or official is expected to behave in a manner that brings credit to his or her team and shows respect for the game. Doing so will add to the enjoyment of everyone.

Thank You – Your Festival Committee

1) Laws of the Game

- 1.1. Basic FIFA-issued “Laws of the Game” will not be repeated in this document. All games shall be played in accordance with the “Laws of the Game” as issued by FIFA - except as modified by these “Festival Rules” and subject to approval by the Ontario Soccer Association or the Canadian Soccer Association.

2) Team Eligibility

- 2.1. All participating teams must be currently registered with their provincial association. All teams traveling from outside the York Region Soccer Association must present “Permission to Travel” form duly authorized by their governing association to the festival host before the first match played.
- 2.2. Travel time to the festival for U9 and U10 teams can be a maximum of 45 minutes each way. Travel time to the festival for U11 and U12 teams can be a maximum of 60 minutes each way.
- 2.3. Travel Permits and official stamped team rosters must be submitted 1 week prior to festival.
- 2.4. No alterations to the registered team roster are permitted unless approved by the Festival Committee.
- 2.5. All coaches will be certified in Learning to Train + MED and RIS.
- 2.6. Teams that withdraw their applications after the closing date of applications shall forfeit their entry fee in full.
- 2.7. No individual with an injury that requires a cast or splint of any kind shall be allowed to play in the festival.
- 2.8. Teams that have not provided the entry fee payment in full (by cheque, credit card or money order) is not considered registered until payment is actually received. Teams registering late (after the closing date) may only be accepted upon specific approval of the festival committee.
- 2.9. Teams may also be placed on a waiting list if a division is full. Team registrations are accepted on a first-arrival basis only and the committee will inform any teams placed on the waiting list. Entry fee cheques will not be cashed until a team is accepted into a division.

3) Team Roster

- 3.1. All players must have a valid player registration book (or card) with photo ID. These documents must be presented to the festival committee at registration time.
- 3.2. Player ID documents must be available at each game. Coaches may request that the festival committee provide proof of age for certain players, assuming that a formal protest has been initiated (see section 2.1). In the event of a dispute concerning player eligibility, the decision of the festival committee shall be final. In special cases, Field Conveners may also ask for player cards prior to each game.
- 3.3. A team found guilty (by the festival committee) of playing, or attempting to play, an ineligible player may be subject to severe sanctions such as a loss of all match standings or ejection from the festival with no entry fee refund.
- 3.4. Team rosters shall be limited to a maximum of twelve (12) players for U9 and U10 and sixteen (16) players for U11 and U12 dressed per game. Players must be registered with the club to which the team is registered. A maximum of (4) team official may be present with the team. Players may

only play on **ONE TEAM** in this tournament unless they meet the criteria for subsection 3.5.

- 3.5. A player may play on a maximum of (2) teams in the scenario that a team is short-handed due to injury or other unforeseeable circumstances, as long as the player remains LTPD compliant. The tournament committee must approve this request. Players must be registered with the same club as the team they are playing on.
- 3.6. The playing format for U9 and U10 teams will be 7v7 including the goalkeeper and 9v9 including the goalkeeper for U11 and U12 teams.

4) Team and Player Registration

- 4.1. Teams and players must be registered with the festival committee at festival headquarters on the published date and time, unless otherwise approved by the festival committee.
- 4.2. In all cases teams must be registered at least 1 hour before their first game is played. We suggest 2-3 hours prior to the first game to avoid possible forfeits. Teams failing to register at least 1 hour before their first game may, at the discretion of the festival committee, be dismissed from the festival, forfeiting their entry fee in full.

5) Age Divisions:

Players must be born on or after January 1st of the following years for the correct age division:

Division	Birth Year
U9	2015
U10	2014
U11	2013
U12	2012

- 5.1. The Township of King is planning to conduct this festival by gender and age for all divisions. Note that not all divisions may be utilized — depending on team registration results.
- 5.2. The Festival Committee reserves the right to cancel any division due to lack of entries. A minimum of four teams will be required to form a division. A combination of ages within this classification will only take place if the younger aged team is agreeable with such a request.

6) Festival Playing Rules:

- 6.1. A retreat line will be included in the Festival at 1/3, in which all players from the opposing team must be behind when the Goalie is in possession of the goal either after a goal kick or after making a save.
- 6.2. There will be no offside for U9 and U10 teams. Offside will be in place for U11 and U12 teams.
- 6.3. When the ball crosses the sideline U9 and U10 teams will place the ball on the sideline and pass it back into play. For U11 and U12 teams the ball can be throw-in back into play.
- 6.4. To restart play after a Goalkeeper save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet within six (6) seconds. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. The goalkeeper in possession does not have to wait for the opposition to retreat and has the option to restart the game before should they choose to. The ball is in play once it is touched by another attacking player or once it crosses the retreat line, whichever occurs first.

7) Field Size:

- 7.1. The field size for U9 and U10 teams will not exceed a width of 36 meters or a length of 55 meters. The goal size will be no larger than 6f / 1.83m X 16f / 4.88m.
- 7.2. The field size for U11 and U12 teams will not exceed a width of 55 meters or a length of 75 meters.

The goal size will be no larger than 6f / 1.83m X 18f/ 5.49m.

8) Extraordinary Weather:

- 8.1. In the event of severe weather, (i.e., continuous heavy rain, flooding, lightning, excessive heat or humidity), **ONLY THE GAME OFFICIAL MAY CANCEL THE GAME**. The festival committee has the authority to change the duration of the games or any other function of the festival, including such things as the following:
 - a. Relocate and / or reschedule any game(s)
 - b. Reduce, by up to 50% (percent), the duration of any scheduled game;
- 8.2. A game is considered complete if 75% (percent) or more of the playing time has elapsed in a game terminated by the referee for causes as noted above.
- 8.3. In cases where a game has been cancelled or altered in any way, it is the responsibility of the coach to determine the actual game status either at festival headquarters or through a field Convener.

9) Substitutions:

- 9.1. There is no limit to the number of player substitutions during a game. A substitution can be made during any stoppage of play.
- 9.2. No substitutions will be allowed for a player ordered from the field by the referee as a sending-off offence. (Red card or 2nd Yellow card in the same game.)

10) Position of Teams and Spectators:

- 10.1. Teams (players, coaches and spectators) will take up positions on opposite sides of the field wherever possible. All players and coaches shall restrict their movements to an area along each touchline and within ten (10) meters of either side of the Centre line.
- 10.2. All players, coaches and spectators will remain two (2) meters back from the touchline. Players, not sitting, who are dressed for the game, should wear pinnies on the sidelines while they are warming up to play.
- 10.3. Spectators will stay on the same side as their team where possible. Spectators must remain at least five (5) meters back from behind the goal line at each end of the field.

11) Playing Equipment:

- 11.1. Each team shall have two sets of different colored jerseys. In the event of a conflict of jersey colours, the home team will be required to change. The home team will be the first team shown on the game schedule.
- 11.2. The goalkeeper's jersey must be distinct from his/her team, the opposing team and the referee. All players must wear shin guards and socks must cover the shin guards completely. Players with injuries that require casts or hard splints may not dress for the game and must not enter the field of play. All players will enter the playing field with the jersey neatly tucked in and all jewelry must be removed (Except Medical Alert). The referee may make additional determinations to ensure the safety of all game officials and players on the field.

12) Game Duration and Ball Size:

- 12.1. All game officials will allow a five-minute rest period between halves.
- 12.2. Game duration and ball sizes are listed below:

All games:

Division	Game Duration	Ball size
U9, U10, U11, U12	2 x 20minutes	4

12.3. All games may be shortened for other specific reasons at the sole discretion of the Festival Committee.

12.4. Games may start early if acceptable by both teams and referee

12.5 *Duration of Games*

a) *The following competitions shall not exceed the permitted time limit per day:*

i) *Under-9 and Under-10 not to exceed 100 minutes per competition day*

ii) *Under-11 and Under-12 not to exceed 140 minutes per competition day*

b) *There must be a minimum of thirty minutes between each game played by any squad for Under-9 to Under-12 aged age groups.*

c) The maximum rest period for U9-U12 division is 120 minutes.

12.5. There must be a minimum of one hour between each game played by any team.

13) Arrival Time:

13.1. Kick-off times may be changed at the discretion of the festival committee. Teams shall be prepared to kick-off 15 minutes before the scheduled start time.

14) Scheduling:

14.1. Scheduling and refereeing are the responsibility of the Township of King.

15) Lines persons:

15.1. If official lines persons are not provided for games then each team will be required to provide one lines person who is acceptable to the referee.

16) Participation Lists and Referees' Reports:

16.1. All participation lists and referees' reports must be returned to festival headquarters, by the field Conveners or festival official, as soon as possible after the completion of a game.

16.2. One official from each team must sign the participation list. Additional participation lists are available from the field Convener or from the festival headquarters.

17) Discipline:

17.1. All discipline shall be subject to review by the Festival Committee.

17.2. A player receiving their 2nd caution (Yellow card) during the festival or an ejection (Red card), or a team official ordered from the field, shall be subject to discipline. The player or team official may receive a suspension from the game immediately subsequent to the game in which the offence occurred.

17.3. The Festival Committee may, where justified, suspend any person dismissed during, or after a game, from all further participation in the festival.

17.4. In the case of a referee assault, the player, team and/or team official will be suspended for the remainder of the festival. The District Association or League to which the team or team official is registered may impose additional sanctions for serious offences.

17.5. All discipline reports will be forwarded to the District Association to which the player or team official is registered.

17.6. Use of an illegal player will result in an automatic forfeiture of the game and potential further sanctions at the discretion of the festival committee.

18) Protests and Appeals:

18.1. Protests (Appeals) relating to Rule 20 (above) or to any other matter must be processed by the Festival Committee located at festival headquarters. Field Conveners and Game officials WILL NOT process appeals and appeals will not be processed on the playing field. Problem Resolution

Report (PRR) forms will be made available at the headquarters building for this express purpose.

18.2. Protests must be registered, in writing, within ONE HOUR of the end of the game within which the incident occurred and must follow the procedure as outlined below:

- Brief written (legible) description of problem on the PRR form stating pertinent facts only.
- Payment of \$100.00 CDN bond fee in cash, money order or travelers cheque.
- Acceptance of completed PRR form and bond fee at festival headquarters.

18.3. Protests will be processed within 2 hours of the original request. If the protest is upheld, the bond payment will be refunded in full. If the protest is not upheld, the entire bond shall be forfeited to the Township of King.

19) Field Supervision & Game Equipment:

19.1. Players, team officials and spectators will be on the opposite side of the field as their opponents wherever possible. The coach is responsible for the conduct of their team officials, players and spectators.

19.2. The festival committee shall assign persons acting in the capacity of a field Convener. The designated home team will supply a suitable ball for approval by the referee.

20) HOME vs. AWAY:

20.1. The HOME team shall be required to:

- Change shirts (if a request is made by the game officials)
- Provide a suitable game ball
- Supply a lines-person (age 12 or older) if not supplied by the game officials

20.2. The AWAY team shall be required to:

- Supply a lines-person (age 12 or older) if not supplied by the game officials

21) General:

21.1. The field end (to defend) shall be determined by a coin toss, as supplied and supervised by the game official just prior to the start of the game.

21.2. The team losing the coin-toss shall then take the game kick-off.

21.3. The Township of King nor the host Clubs will be responsible for any expenses incurred by any team if the festival is cancelled or shortened.

21.4. The King Classic Festival Committee reserves the right to decide on all matters pertaining to this event.

21.5. There will be no score or standings for the U9 to U12 age divisions and no medals or trophies shall be awarded.

21.6. The Township of King's tournament committee reserves the right to decide on all matters pertaining to the tournament/festival

21.7. Harassment or intimidation of the referees or tournament staff will not be tolerated. Failure to comply with this could result in team officials and/or the team being suspended from further festival / tournament play

22) Referee Decisions

22.1. All referee discussions are final. No protest will be allowed based on referee decisions

King Classic Soccer Festival

Sunday, June 23rd, 2024

Team Application Form

U9 (2015)

U10 (2014)

Gender: Male

Female

Team Name and SEOS # _____

Team Colour: _____ Alternate Colour: _____

League Association: _____ Provincial/State Affiliation: _____

Team Level: _____ Team Registration Number: _____

All teams that are travelling outside of your district to attend the festival will be required to provide proof of Permission to Travel from their District Association. Non-residents of Ontario must show proof of all players' liability and health insurance coverage.

Club Name: _____

Contact Name: _____ Contact Number: _____

Contact E-mail: _____ Contact Fax: _____

Contact Address: _____

Coach Name: _____ Manager Name: _____

Address: _____ Address: _____

City: _____ City: _____

Pro./State: _____ Pro./State: _____

Postal Code/Zip: _____ Postal Code/Zip: _____

Phone Number: _____ Phone Number: _____

Email Address: _____ Email Address: _____

- All Team Application Forms must be submitted no later than Friday, June 7th, 2024
- Official Stamped Team Rosters from your district and Travel Permits (if applicable) must be submitted no later than Monday, June 14th, 2024

Cheques	Credit Card
Make all cheques payable to the <i>Township of King</i> and send them to 25 Dillane Drive, Schomberg, ON L0G 1T0	King Township is now a PCI Compliant Municipality and we cannot take payment on a form. For an easy step-by-step on how to pay the fee using a credit card, please visit the following link: http://www.kingclassictournament.com/payment-details.html

*****NO APPLICATION WILL BE ACCEPTED WITHOUT PAYMENT*****