

16th Annual King Classic Soccer Tournament

Join us again as the Township of King hosts the 16TH Annual King Classic Soccer Tournament

When: June 25-26, 2022

Where: King City

Ages: U14, U16, U18

Both boys and girls divisions available in each age category



This is an OSA / CSA classified "IDRC" sanctioned tournament and is open to recreational boys and girl's teams as specified on the application form. Teams must be registered with their District and/or Provincial association. All teams that are traveling outside of your district to attend the tournament 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. The two-day event guarantees each team a minimum of three games with most semi's and finals being played on the Sunday.

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 (ext. 3006) or by email at aturosky@king.ca

Cost: \$392.00 per team

This tournament is available to recreational club teams and recreational club league all-star teams.

Enter your team now, space is limited!

Contact Anthony Turosky at 905-939-1216 (ext. 3006)
or by email at aturosky@king.ca



The main objective of our tournament is to promote the game of soccer through sportsmanship, fair play and quality competition. The tournament 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 Tournament 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 "Tournament 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 District and 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 tournament host before the first match played.
- 2.2. Travel Permits and official stamped team rosters must be submitted 1 week prior to festival.
- 2.3. No alterations to the registered team roster are permitted unless approved by the Tournament Committee.
- 2.4. Teams that withdraw their applications after the closing date of applications shall forfeit their entry fee in full.
- 2.5. No individual with an injury that requires a cast or splint of any kind shall be allowed to play in the tournament.
- 2.6. 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 tournament committee.
- 2.7. 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 tournament committee at registration time.
- 3.2. Player ID documents must be available at each game. Coaches may request that the tournament 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 tournament 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 tournament 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 tournament with no entry fee refund.
- 3.4. Team rosters shall be limited to a maximum of eighteen (18) players 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. The tournament committee must approve this

request. Players must be registered with the same club as the team they are playing on.

3.6. A maximum of three (3) guest players is allowed per team. Guest players must be registered to a team of equal age or younger within the same club and must appear on the official team roster. Players may not be registered to a team playing at a higher level of play than their team. All guest players must be pre-approved by the Tournament Committee in advance of the actual registration. Participating teams are required to complete the team roster sheet provided with your application for our tournament. The rosters will also be used as game sheets for the preliminary rounds.

4) Team and Player Registration

4.1. Teams and players must be registered with the tournament committee at tournament headquarters on the published date and time, unless otherwise approved by the tournament 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 tournament committee, be dismissed from the tournament, forfeiting their entry fee in full.

4.3. The King Classic Tournament Headquarters is the St. Thomas of Villanova College located at 2480 15th Sideroad, in the town of King City. Satellite headquarters will be located at each main field area for all other logistics requirements.

5) Age Divisions:

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

Division	Birth Year
U14	2008
U16	2006
U18	2004

5.1. The Township of King is planning to conduct this tournament by gender and age for all divisions. Note that not all divisions may be utilized — depending on team registration results.

5.2. The Tournament 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) Extraordinary Weather:

6.1. 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 tournament committee has the authority to change the duration of the games or any other function of the tournament, 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;
- c. Cancel any game in the preliminary round, which has no bearing in deciding group winners

6.2. 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.

6.3. 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 tournament headquarters or through a field Convener.

7) Substitutions:

7.1. There is no limit to the number of player substitutions during a game but a substitution can only

be made on the referee's discretion at the following instances:

- a. When a goal is scored, or
- b. At a goal kick, or
- c. At the beginning of the first and second half of overtime, or
- d. For any injured player at the referee's discretion, or
- e. On own throw in where agreed upon by both coaches.

7.2. 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).

8) Position of Teams and Spectators:

8.1. 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.

8.2. 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.

8.3. 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.

9) Playing Equipment:

9.1. Each team shall have two sets of different colored jerseys. In the event of a conflict of jersey colors, the home team will be required to change. The home team will be the first team shown on the game schedule.

9.2. The goaltender'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.

10) Game Duration and Ball Size:

10.1. All game officials will allow a five-minute rest period between halves.

10.2. Game duration and ball sizes are listed below:

All preliminary round, Quarter and Semifinals games:

Division	Game Duration	Ball size
U14-U18	2x25minutes	5

All Final Games:

Division	Game Duration	Ball size
U14-U18	2x30minutes	5

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

10.4. Preliminary games may start early if acceptable by both teams and referee

10.5. The following competitions shall not exceed the permitted time limit per day

10.5.a.1. Under – 14 – Not to exceed 150 minutes per day

10.5.a.2. Under – 15 and older – Not to exceed 180 minutes per day

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

10.7. Each team will be guaranteed a minimum (3) three games

10.8. That all fields are 11v11 size/format

11)Arrival Time - Finals:

11.1. Kick-off times may be changed at the discretion of the tournament committee. Teams qualifying for the finals of a division shall be prepared to kick-off 15 minutes before the scheduled start time.

12)Scheduling:

12.1. Scheduling and refereeing are the responsibility of the Township of King and King United Soccer Association.

13)Lines persons:

13.1. If official lines person are not provided for the preliminary round or semi-final games, then each team will be required to provide one lines person who is acceptable to the referee.

13.2. Game officials will provide lines persons for all final games.

14)Extra Time Rules:

14.1. In the event of a tied quarter-final, semi-final or final game, the following procedure will determine the winner:

a. Best of five penalty kicks by five players of each team.

b. If still tied, additional penalty kicks by the balance of the team until an outcome is decided.

Note: Only players on the field at the end of regulation time are eligible to take the first five penalty kicks. These players are NOT to leave the field and must await instructions from the referee.

15)Game Sheets and Referees' Reports:

15.1. All game sheets and referees' reports must be returned to tournament headquarters, by the field Conveners or tournament official, as soon as possible after the completion of a game.

15.2. The referee and one official from each team must sign the game sheet. Note that the tournament team roster is used as a game sheet. Additional game sheets are available from the field Convener or from the tournament headquarters.

15.3. The maximum goal differential should be 4. The results will be entered as final but the "goals for" will be adjusted to follow this rule. For example a final score of 7 to 1 will be displayed as is, but for the purposes of "goals for" and "goals against" it will be treated as a 5 to 1 final score.

16)Determination of Group Winners:

16.1. Each team will be awarded:

Win 3 points

Tie 1 point

Loss 0 points

At the end of a preliminary round, the group winner shall be the team with the most points. If teams are tied on points, the following additional criteria shall be used to determine the winner.

These rules shall be applied in the following order:

a. Winner of the game between the two teams tied (applies to two-way ties only)

b. Best goal spread (goal difference = total goals for minus total goals against in preliminary round play)

c. Most goals for in preliminary rounds

d. Fewest goals against in preliminary rounds

e. Coin toss with the coaches

16.2. If it is necessary to provide additional teams for quarterfinal or semi-final games, wild card teams may be selected. Such teams will be those with the best non-qualifying record in the age division, determined by the number of points earned. In the event of a tie, criteria 16(a) through 16(e) shall apply.

17) Failure to Show:

- 17.1. A team shall be allowed a ten (10) minute period of grace after the scheduled kick-off time before it is considered to have failed to show. In the event of a failure to show, the offending team shall forfeit the game.
- 17.2. A minimum of seven (7) players constitutes a team. The game will be started if a team has the minimum number of players, even if it must play short-handed against its opponent.
- 17.3. At the discretion of the field Convener, the grace period (maximum of 10 minutes) may be allowed only if there are less than the minimum number of players and the coach assures the Convener that the other players will be arriving shortly. If both teams fail to show, the tournament committee will make a determination with regard to the standings.

18) Abandoned Games:

- 18.1. The tournament committee will review the circumstances of any team that abandons (quits) a game before it is completed and decide if the team shall forfeit the game or be subject to additional sanctions.

19) Forfeited Games:

- 19.1. At the discretion of the tournament committee, teams that abandon (quit) a game, fail to show or otherwise forfeit a game may be subject to dismissal from the tournament and all entry fees shall be forfeited without appeal. Such incidents may also be reported to the governing body of that team.
- 19.2. All opponents of a team, which has forfeited a game, will be awarded a win and three points in the preliminary standings. The game shall be recorded as a 2-0 win. A team that forfeits a game will NOT be allowed to advance in tournament play.

20) Discipline:

- 20.1. All discipline shall be subject to review by the Tournament Committee.
- 20.2. A player receiving their 2nd caution (Yellow card) during the tournament 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.
- 20.3. The Tournament Committee may, where justified, suspend any person dismissed during, or after a game, from all further participation in the tournament.
- 20.4. In the case of a referee assault, the player, team and/or team official will be suspended for the remainder of the tournament. The District Association or League to which the team or team official is registered may impose additional sanctions for serious offences.
- 20.5. All discipline reports will be forwarded to the District Association to which the player or team official is registered.
- 20.6. Use of an illegal player will result in an automatic forfeiture of the game and potential further sanctions at the discretion of the tournament committee.

21) Protests and Appeals:

- 21.1. Protests (Appeals) relating to Rule 20 (above) or to any other matter must be processed by the Tournament Committee located at tournament 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.
- 21.2. 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 tournament headquarters.
- 21.3. 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.

22)Field Supervision & Game Equipment:

- 22.1. 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.
- 22.2. The tournament 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.

23)HOME vs. AWAY:

- 23.1. 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
- 23.2. The AWAY team shall be required to:
- Supply a lines-person (age 12 or older) if not supplied by the game officials

24)General:

- 24.1. 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.
- 24.2. The team losing the coin-toss shall then take the game kick-off.
- 24.3. Neither the Township of King nor the host Clubs will be responsible for any expenses incurred by any team if the tournament is cancelled or shortened.
- 24.4. The tournament committee reserves the right to decide on all matters pertaining to the tournament/festival
- 24.5. 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 tournament play.

25)Referee Decisions

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

King Classic Soccer Tournament - June 25-26, 2022

Team Application Form

U14 (2008) U16 (2006) U18 (2004)

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 tournament 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 3rd, 2022
- Official Stamped Team Rosters from your district and Travel Permits (if applicable) must be submitted no later than Friday, June 10th, 2022

<u>Cheques</u>	<u>Credit Card</u>
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*****