

2009 HENDERSON TOURNAMENT RULES

ENTRY DEADLINE 11:59 PM, July 31st, 2009

32nd ANNUAL JOHN HENDERSON TOURNAMENT RULES

General

All tournament matches will be played in accordance with The Laws of the Game as issued by FIFA except as modified in these "Tournament Rules".

The Tournament Committee shall decide all matters pertaining to the tournament which are not specifically governed by these rules and may make any adjustments as circumstances require.

Participating teams must book hotels for the tournament through CSTT Sports Management International. Traveling teams will be contacted directly by CSTT to book accommodations.

The Tournament Committee, the coaches of the host club, or any sponsors of tournament activities shall not be responsible for expenses incurred by any team or club if the tournament is cancelled in whole or in part.

Participants in the tournament bear the risk of injuries sustained and neither London United Competitive Soccer Club nor the tournament committee may be liable for damages. All teams are required to provide proof of accident/injury/illness medical insurance to the Tournament Committee at least 7 days prior to the start of the Tournament.

Eligibility (as per OSA)

All participating teams and each individual player thereon shall be registered with their provincial, state or national associations. All teams traveling from outside the Elgin Middlesex Soccer Association District must present a duly authorized "Permission to Travel" form at least 7 days prior to the start of the tournament. Teams must be registered at the tournament registration facility. A Team Roster signed by the Team Coach is required for each participating team. Player cards are required at registration. In addition, player cards must be available at each game. Teams are officially registered when payment of fees are made in full.

The Team Roster shall be limited to eighteen (18) players, with the exception of the **Under 9 and 10** division teams. **Team rosters for the Under 9 and 10 age groups shall be limited to fourteen players and all games will be played 7 a side, on regulation mini fields as per tournament rules.** No player may be on more than one team registered for the tournament. No player may change teams during the Tournament. A team is permitted a maximum of three (3) guest players on it's roster. All guest players must be indicated as such in the appropriate space on the Team Roster. A guest player is any player not registered with the club of the registering team. The releasing Coach and the District Association must authorize the guest players by using a Temporary Registration Permit for each of the guest players. Any non-carded guest players must present a current photo and copy of their birth certificate at the time of registration. Non-carded players who are still playing in their regular soccer season must also provide Permission to Travel from their local governing body. In the event of a dispute as to the eligibility of a team or player, the Tournament Committee's decision shall be final.

Equipment

All players must wear shin pads satisfactory to the presiding referee. Each player of the team shall have a different number clearly displayed on the back of his/her jersey and this number shall correspond with that on the Team Roster.

Each team shall have 2 different and distinctive colored sets of shirts. The Keeper's shirts shall be distinct from the shirt of those players on his team, the opposing team and the referee.

Home and Away Teams

The home team is the team designated as such on the game schedules. The home team shall:

- Be required to change shirts in the event that the referee determines that the shirt colors are too similar.
 - Supply the game ball if not supplied by the tournament.
 - Supply a linesman in the event that one is not supplied by the tournament.
 - Select the end that they will defend at the start of the game.
- The visiting team shall:
- Supply a linesman in the event that one is not supplied by the tournament.
 - Start each game by kicking off.

Substitutions

Upon proper notification to the Referee substitution shall only be made:

- immediately after a goal has been scored;
- at a goal kick;
- at half time
- on your own throw ins
- at the beginning of the first and second halves of overtime;
- at the Referee's discretion in the event of injury.

Goal Differential

The maximum goal differential per game shall be 6 goals.

Point Distribution

In the preliminary round points shall be awarded as follows:

Win	-	3 points
Tie	-	1 point
Loss	-	0 points

Standings

In the event of a tie between two or more teams in a group at the end of the preliminary round it shall be broken using the following criteria in the order in which they are listed:

- winner of game between tied teams (applies to 2 way ties only)
- goal difference: goals scored minus goals against (goal differential to a maximum of 6 per game)
- least goals allowed
- most goals scored
- Penalty kicks in the presence of an official and tournament representative.

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In the event of a tie at the end of regulation time in play after the preliminary round, there shall be two overtime periods of ten minutes each (5 minutes each for Mini field games). The overtime shall be determined by a "golden goal". The team scoring first in the regulation overtime periods will be declared the winning team. Penalty kicks will be taken to determine the winner if teams are still tied at the end of overtime; only players on the field at the end of the overtime period shall be eligible to take penalty kicks; five players from each team shall be selected by the team's Coach to take penalty kicks; if a game is still tied after 5 penalty kicks have been taken by each team, alternating kicks will be taken by all other members of a team on the field of play before a player is allowed to kick again. The first team to be ahead after an equal number of kicks have been taken shall be the winner.

The best record to determine a wild card team shall be determined using the following criteria in the order in which they are listed:

1. most points
2. goal difference: goals scored minus goals against (goal differential to a maximum of 6 per game)
3. least goals allowed
4. most goals scored
5. Penalty kicks in the presence of an official and tournament representative.

If a wild card team comes from the same group as the division winner, the semi-final pairing will be altered by the Tournament Committee.

Forfeits

If a team is unable to field seven players within 10 minutes after a Referee has called the game to begin, that team shall forfeit that game and the forfeited game will be recorded as a win for the opposing team and a loss for the forfeiting team and a 6-0 score will be recorded. No team that forfeits a game may advance in tournament play.

Duration of Game, Ball Size

All preliminary and semi final games for the U9 and U-10 age divisions shall consist of two halves of twenty-five (25) minutes each. All preliminary round and semi-final games for all other age groupings shall consist of two halves of thirty (30) minutes each. **The length of all final games shall be as follows:**

Age		Ball Size
U 9	2 Halves 30 minutes each	4
U10	2 Halves 30 minutes each (seven players a side on mini fields)	4
U11 - U12	2 Halves 35 minutes each	4
U13 - U14	2 Halves 40 minutes each	5
U15 - U18	2 Halves 45 minutes each	5

Play Beyond Preliminary Round

Where a division consists of only one group and only four or five teams, the first and the second place team in the group will advance to the final game. Where a division consists of two equal groups the first and the second place team in each group will advance to the semi-final games. Where a division consists of three equal groups the first place team in each group will advance to the semi-final games. The second place

team with the best record will advance to the semi-finals as the wild card team. Where a division consists of four equal groups the first place team in each group will advance to the semi-final games. The Tournament Committee may, at its sole discretion, make adjustments to schedules to play beyond the Preliminary Rounds.

Discipline

Any player receiving 2 yellow cards or 1 red card a game shall be suspended for the balance of that game and from the next game in the tournament in which his or her team is scheduled to play. Yellow cards are cumulative and will be carried over from each game played. 3 yellows cumulative will result in suspension from the next game in the tournament the team is scheduled to play including semi final and final games. 2 red cards in the tournament will result in suspension from the remainder of the tournament for that player. Coaches, assistants and managers may be warned verbally for their conduct. Conduct detrimental to the game may result in ejection. Team officials ejected are not eligible to participate in the next scheduled tournament game. 2 ejections will result in suspension from the remainder of the tournament.

Protests

There shall be no protest with respect to the decisions of the Referees. Any other protest shall be in writing, signed by the Coach of the protesting team and be delivered to the Tournament Headquarters, together with a protest fee of \$100.00 in cash, within one hour of the completion or termination of the game to which the protest relates. Tournament Headquarters are located at the LPH Soccer Fields, Oxford & Highbury, London. The decision of the Discipline Committee with respect to any protest shall be final. The protest fee shall be refunded if the protest is successful. The Discipline Committee shall consist of a minimum of 2 members of the Tournament Committee and be attended by the referee involved or a minimum of 3 members of the Tournament Committee at the chairperson's discretion. Team coaches or managers only may approach tournament representatives. Under no circumstances may a coach or manager approach the official's tent. Doing so will result in immediate ejection of that person from the tournament.

Weather/Unforeseen Circumstances

Only the Referee or the Tournament Committee shall postpone or cancel a game. If a game is terminated due to weather conditions after at least the first half has been played, then the game shall be recorded as completed and the score at the termination shall stand. In the event of inclement weather or unforeseen circumstances the Tournament Committee may at its sole discretion relocate and/or reschedule a game, reduce the scheduled duration of any game, and they may cancel games in the preliminary round which have no bearing on deciding which team or teams from the group will advance for play beyond the preliminary round.

Game Sheets

All Coaches are responsible to have completed a legible team roster with player jersey numbers and to submit this to the tournament committee before registration. Each team will be responsible for completing a game sheet for each game they play in the tournament - including player's name and number.

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Blank game sheets will be provided on the tournament website and will be completed and given to the referees before the start of each game.

Schedule Changes

Schedule changes can be made at the discretion of the Tournament Committee as required under appropriate circumstances. All efforts will be made to inform a coach of any changes relating to his team, however, it is the responsibility of the coach to check the board at the Main Tent of the John Henderson Tournament, located at the LPH fields, at the intersection of Highbury Ave and Oxford Streets, in London, daily for any changes that might affect his/her team.