

SEABIRD ISLAND FESTIVAL SOCCER RULES



Laws of the Game

All games shall be played by the laws of the game observed by the Canadian Soccer Association and F.I.F.A

January 1 Rule

The eligible age for an athlete is determined by the January 1 Rule. The athlete must be the Bracket Age or under on January 1st to participate. *Example:* An athlete who is 16 years old on January 1, who turns 17 on January 2 or later is eligible to play in the 16 and under bracket.

Parents of Minors (15+) playing in adult brackets **must sign** an Amateur Athletic Minor Waiver and Release of Liability Form.

Player Eligibility

Players will be accepted to play if they have proof of aboriginal ancestry. Acceptable methods of showing Ancestry Proof:

- **With Membership-** If you are First Nations and have a membership card.
- **Without Membership-** If the parent/guardian has a membership card, provide a copy of their membership card and long form birth certificate to show your relationship to them.

Teams and Player Registration

Teams that wish to withdraw their application after May 10, 2026, will forfeit their entry fee.

The team roster is a maximum of 20 players for 11 a-side and 15 players for 7 a-side.

The team Roster must be submitted before the team's first game; any changes to the roster will be final before the start of the team's second game.

Players cannot be on more than one roster in the same age bracket; however, they can play in age brackets above.

Game Format

5U- Size 3 ball, 6-aside, 1 female on field at all times. *2x 15-minute halves.*

7U & 10U- Size 4 ball, 7-aside, 1 female on field at all times. *2x 20-minute halves*

13U & 16U- Size 5 ball, 11-aside, 2 females on field at all times. *2x 30-minute halves, final 35-minute halves*

Women's- *2x 20-minute halves, Consolation and Final Game 25-minute halves*

Men's- *2x 35-minute halves, Consolation and Final Game 45-minute halves*

Extra Time Rules

In the event of a tie, the following procedure will be followed to determine the winner:

1. For semi-final or final only, 2 x 5 minutes overtime. (Entire 10 minutes played)
2. Penalty kicks as per FIFA (five kicks per team; one must be female, if applicable)
3. If still tied, alternating penalty kicks by the balance of the team until an outcome is decided.

Substitutions

7-aside has no offside calls and unlimited substitutes on the fly.

11-aside must notify the ref and substitute during stoppage of game.

Extraordinary Weather

In the event of severe weather (e.g., continuous heavy rain, lightning, excessive heat, flood risk), the Festival Committee has the authority to change the duration of games or any other function of the tournament, including such things as the following:

- Relocate and/or reschedule any games.
- Reduce by up to 50 percent the scheduled duration of any game (including playoffs).
- Cancel any game in the preliminary round that has no bearing in deciding group winners.

A game is considered complete when 50 percent or less of the playing time remains when the game is terminated by the referee.

In the event of total cancellation of the tournament, the Festival Committee reserves the right to refund a portion of the registration fee.

Failure to Show

A team shall be allowed 15 minutes of grace after the scheduled kick-off time before it is considered that they have failed to show.

For 11-aside -A minimum of 7 players constitutes a team, and the game will be started if a team has at least this number of players. For 7-aside- A minimum of 4 players constitutes a team, and the game will start if a team has at least this number of players. The period of grace may be allowed only if there are fewer than the minimum players required. If a team is unable to field a female, they must play one player short.

In the event of a failure to show, the offending team shall forfeit the game. If both teams fail to show, the Festival Committee will make a ruling.

Abandoned/Forfeited Games

The Festival Committee will review the circumstances of any team that abandons (quits) a game before it is completed and decide whether the team will forfeit the game.

At the discretion of the Festival Committee, teams that abandoned a game, failed to show, or otherwise forfeit a game will be subject to a dismissal from the tournament and all entry fees and bonds forfeited without appeal. Furthermore, such action will be reported to the governing body of the team involved.

All opponents of a team who have forfeited a game will be awarded a win and three points in the preliminary standings (score recorded as 2-0).

Player Uniforms and Equipment

Players must wear a number on the back of their shirts. Each player on a team will have a different number, and this number must coincide with the player's name and number as shown on the game sheet and Roster.

If the colors clash, the home team will change colors. (Home team listed first)

At the Festival Committee's discretion, a team that does not observe the color change or shirt requirements of this rule may forfeit the game.

In the event of missing a Game ball for whatever reason, the Home Team shall supply the game ball until the tournament ball is replaced. The referee must approve the Game Ball.

Protests

Protests must be filed in writing by team officials (signed by Coach and Manager) at the Tournament tent within thirty (30) minutes after the conclusion of the game. The decision by the Festival Committee will be final and not appealable. It should be noted that referees are in charge and control of the game. As such, protests will not be accepted when a referee has exercised their judgment in officiating the game. Protests will only be considered if they concern the question of interpretation of the rules. All protests must be written and accompanied by the protest fee of \$100.00, payable by cash only.

General

Slide tackling is prohibited in all Youth matches. Players are permitted to slide to play a ball provided they are NOT in proximity to any other player. If, in the referee's opinion, the slide tackle is reckless and could injure a player, a Caution (Yellow Card) MUST be issued.

A goal cannot be scored directly from a throw-in (the ball must touch at least one other player), and the opposing team will be given a goal kick. If the ball enters the thrower's goal, a corner kick is awarded.

When a free kick is awarded, all opponents must be the measured distance from where the ball is placed. For 11-aside, it is 10 yards. For 7-aside, it is 7 yards. For 7U & 5U specifically, it is 5 yards.

Players who receive a yellow card will be cautioned of the offense and allowed to continue to play.

A second yellow card issued to a player or coach during any one game will count as a red card, and the player or coach will be sent off for the remainder of the game and be suspended from the next.

Any player or coach who receives a Red Card will be sent off for the remainder of that game and will not be eligible to participate in the team's next game.

Any player who receives a second Red Card will be sent off for the remainder of the game and suspended for the remainder of the tournament. Players will be recorded for future tournaments.

Any form of abuse towards a player, a referee, a tournament official, or a spectator *will not be tolerated*. Any such abuse may result in ejection from the game/field/tournament. The Tournament Committee reserves the right to review the conduct of any player, team official, and/spectator and decide. Coaches should speak to their players and their parents/supporters, notifying them that any form of abuse will not be tolerated. Any abuse from a parent/supporter may result in their team forfeiting the game.

Players under the influence of alcohol or drugs or engaging in physical violence will be ejected from the tournament.

By signing below, I acknowledge that I have fully read and understood this document.

Team Name: _____ Date: _____

Coach/Manager: _____ Signature: _____