

THE TWENTY-SECOND ANNUAL "ICEBREAKER" OUTDOOR SOCCER TOURNAMENT

Girls: May 28 and 29, 2016

Boys: June 4 and 5, 2016

(DUAL SHOOT-OUT TOURNAMENT RULES AND PROCEDURES)

AGE AND ELIGIBILITY

The Icebreaker is open to teams composed of players all of whose birth dates fall within the age group calendar birth years listed below. Boys' teams will be permitted the use of female players but all of the players on Girls' teams must be female. Teams must provide a player passport or player card for each player, which book or card certifies that the player's age falls within the age group for which his or her applying team has submitted an entry form. In addition, each player must be authorized by his or her District, Provincial or State soccer association to play at or above the competitive level for which the player's team has applied for entry into this tournament. Under no circumstances will players who are older than the age group level in which the team on which they are playing has applied for entry, or players who are registered with their governing soccer association to play at a higher level of competition than for which the team has applied for entry, be allowed to play in that age group or competitive level. To explain or further clarify: "Playing down" age-wise or calibre-wise (within the player's birth year) will not be permitted. Teams violating this rule will be expelled from further Tournament play, their entry fee will be forfeited and this usage of all age-ineligible players and each violating players' identity will be reported to the Eastern Ontario District Soccer Association (EODSA), which may forward the relevant information to the players' and offending team's home soccer association to exercise their authority to enforce additional disciplinary sanctions against the offending team and players.

The age groups and their corresponding birth dates which are included in the 2016 Icebreaker are:

Under-13	Born on or after January 1, 2003
Under-14	Born on or after January 1, 2002
Under-15	Born on or after January 1, 2001
Under-16	Born on or after January 1, 2000
Under-17	Born on or after January 1, 1999
Under-18	Born on or after January 1, 1998

The Tournament Organizing Committee reserves the right to accept or to refuse the entry application of any team for participation in the Tournament. Depending upon the number of entries that are received for any particular age group or Tournament Division, the Organizing Committee may decide to combine age groups and/or categories to allow for the running of a competitive event. The Organizing Committee may also place individual teams in appropriate age groups or competitive Tournament Divisions in order to offer a fair and competitive event.

TRAVEL PERMITS, INSURANCE and PROOF OF PLAYER and TEAM REGISTRATION

All teams must prove that they are registered with their District / Provincial / State soccer association and must play in a 2016 outdoor League. In addition, all out-of-district teams (i.e. those teams whose players' cards or passbooks do not have the individual player registration approval "stamp" or signature from the Eastern Ontario District Soccer Association (EODSA)) must produce a Travel Permit from their home soccer association which authorizes that team to compete in the Icebreaker and certifies that all players on that team are registered to participate in this Tournament's "class"(which is restricted to "North American Competitive Club teams" (ONACC) only).

In accordance with the requirements of the Ontario Soccer Association (OSA), validly certified and current (i.e. for the 2016 outdoor season) player passports or cards will be the only proof of player registration that will be accepted. Improperly-registered or unregistered players or teams will not be permitted to participate. In addition, during the team registration process (i.e. the Thursday before the Tournament or on the Saturday morning one hour before the team's first game) each Ontario-based team whose players' proof of registration is a card (as opposed to a booklet) will be required to present to a Tournament Official an Official OSA-issued Team Roster that shows the names and birthdates of all players who are members of that team and also shows the team's summer league level-of-play (such as: Premier, Elite, Regional, Division 1, "AAA", "AA", "A" etc.) during the regular outdoor season. To clarify further, please note that an Official Team Roster for the regular outdoor team for each Guest Player, which roster lists the player's name and birthdate and his or her regular outdoor team's level-of-play will need to be shown to, and verified by, a Tournament Official. Following verification, these Rosters will be returned, uncopied, to the teams by the Tournament Official; but all teams are to keep these documents available should they be required again during the competition.

Finally, teams must carry and supply proof of injury and liability insurance while participating in this event. **Please note that each team's individual Travel Permit is proof of the players' insurance coverage.**

LAWS OF THE GAME

All games will be played in accordance with the Laws of the Game as published by FIFA except as modified herein:

NUMBER OF PLAYERS PER TEAM

All U-13 to U-18 teams may register up to 20 (twenty) players but may dress and play up to 18 (eighteen) players in any particular game. Naturally, all players cannot and do not have to play in the team's first game, in order to be included on the Official Icebreaker Tournament Roster.

A player may be registered on only one team in the tournament and, in order to comply with the Insurance Policy supplied by the Ontario Soccer Association (OSA), the team may not use any player whose name was not included on the competing team's Official Icebreaker Tournament Roster, and whose player card or passbook was not verified prior to the commencement of the competing team's or the player-in-question's first game in the Tournament. For purposes of clarity, a team's "Official Icebreaker Tournament Roster" is that copy of the "Icebreaker Game Sheet" that is retained by the Tournament Organizing Committee upon completion of a team's player registration process. Changes can be made to the team's Official Icebreaker Tournament Roster up to the start of that team's first game. All such changes must be verified and initialled by a Tournament Official.

"GUEST" PLAYERS

Each competing team will be permitted to register up to six (6) guest players but no more than three (3) of those players can be from a Club other than that of the registering/competing team. All guest players, unless playing in an older age category than for which he or she is duly registered, must play within the level of play for which the player is duly registered with his or her league or soccer association for outdoor league play. For example, a player duly registered on a "Regional or AA" team may not play on a "Premier or Division 1 or A" team playing in that player's age group. All guest players who are duly registered players from another Club must have a valid Temporary Registration Permit which can be obtained from your District Soccer Association's website. This document needs to be signed by the "loaning" team and by the loaned player's District Soccer Association. "Duly registered" means that the player is currently registered with his or her District, Provincial or State soccer association and has a valid player passbook or card.

SUBSTITUTIONS

Substitutions, with the consent of the Referee, **may** be made at the following times:

- On any goal kick
- On a team's own throw-in (however, if the throwing team chooses to make a substitution, then the other team can make a substitution as well)
- After a goal has been scored
- At half-time
- To replace an injured or bleeding player; and
- To replace a cautioned player
- On corner kicks (in Mini Soccer only)
- To replace a player who is bleeding (see below)

A player who is bleeding **must** leave the field for treatment and will not be allowed to resume playing until after the Referee has verified that the area of the body (other than the inside of the nose or mouth) from which the player was bleeding has been properly covered and that the bleeding has stopped. In the case of a nose-bleed or an internal mouth injury, it will be sufficient for the Referee to ascertain that the bleeding has stopped in order for the player to be allowed to re-enter the game. No player will be permitted to play with blood on his or her shirt.

Substitutions will be unlimited in number - with the consent of the Referee.
Substitutions will not be permitted for a player who has been ejected from that game.

GAME SHEETS

A Field Marshall will ensure that each team enters its line-up of participating players on the Tournament's Official Game Sheet and will hand it to the Referee prior to the commencement of the game. This Game Sheet is to be signed by the team's Coach or Manager prior to the start of the game.

Prior to the commencement of a game in which any and all players who have to that point in time received two (2) Yellow Cards in other games in this Tournament, are scheduled to play, the Field Marshall will identify those players to the Referee who is about to officiate that game.

The Game Sheet will remain with the Referee from the start of the game and will be returned to the Field Marshall at the end of the game. The Referee may choose to allow the Field Marshall to hold the team Game Sheets while play is under way.

The Referee will record goals scored and scorers in both regulation time and during any shoot-out, and indicate all cautions and ejections on the appropriate team's Game Sheet. The Referee will also describe, explain and sign all Cautions and Ejections on the appropriate OSA Caution and Dismissal Forms. The Referee will verify the correctness of

the Game Sheets and Final Score by signing the Game Sheets at the end of the match. The Referee will also fill in, sign and submit to the Field Marshall Special Incident Reports (SIR) as required.

CONDUCT

All Coaches, players, spectators and that team's supporters (parents, siblings etc.) are expected to conduct themselves within the spirit and the letter of the Laws of the Game. Each team's Coach (as named on the Official Game Sheet/Roster) will be held responsible for the behaviour of all spectators or supporters in their team's party.

Should a Coach or other Team Official be ordered to leave the game by the Referee, the Referee will fill in, sign and submit a SIR regarding this ordered departure to the Field Marshall at the conclusion of the game. All misconduct during the Tournament by players, Coaches and Team Officials will be dealt with and disciplined during the Tournament according to the OSA's discipline rules and regulations. The EODSA will be notified of any discipline that has not been fully served during the Tournament, for their further actions according to the OSA's discipline rules and regulations.

As per the OSA's Tournament Hosting Regulations, all Referee Reports for Yellow and Red cards, as well as all SIRs will be forwarded to the EODSA, irrespective of whether or not the prescribed discipline has been served in its entirety during the Tournament.

To the extent possible, both teams will have their "benches" on the same side of the field and all Coaches, players (including those not participating in the immediate game) and Team Officials are restricted to their respective sides of the centre line. A maximum of four (4) Team Officials (Coaches, Trainers, etc) will be permitted to be "on the bench". These persons will be designated by each team on the Icebreaker Official Bench Personnel Listing.

No spectators will be allowed behind the goal line, or on the side of the field that the teams occupy.

Alcoholic beverages, other intoxicants and artificial noise-making or amplifying devices are not permitted to be used at game sites or in the parking lots or streets at the game sites.

Although most teams have been very tidy and responsible, all teams are requested and urged to clean-up their "bench" site at the conclusion of each of their games. Sufficient garbage and recycling bins are available at each site for these purposes. Thank you.

DISCIPLINE

For the purpose of discipline, the Referee's authority commences once he or she is in the vicinity of the field and continues until he or she has left the vicinity of the field. This time span includes the teams' warm-up and warm-down periods and the souvenir exchange/hand-shaking and the vicinity-exiting period.

All players, Team Officials and Coaches will be subject to the disciplinary rules of the Ontario Soccer Association.

Any player who is shown a Red Card (other than as a result of having been shown two Yellow Cards in a single game) has the right to appeal - but such a request MUST be made within five minutes of the conclusion of the game during which the Red Card was shown. If the request for a hearing is not made or is not made before the expiration of the above-described five minute time period, the matter will be referred to and reviewed by the Tournament Discipline Committee (TDC) for the purpose of determining the offender's discipline as per the OSA's Published Rules regarding suspensions (see Appendix #1). The TDC's review and ruling will occur as soon as possible, but before the start of that player's team's next game in the Icebreaker.

Appeals: The accused must appear in front of the tournament Discipline Committee, within 1 hour following the completion of the game in which the infraction occurred. Appeals must be in writing with a \$50 cash fee. The fee will be refunded if the appeal is upheld.

If the alleged offender does request a hearing, that person will be allowed five minutes to explain his or her conduct to the TDC which will then decide as to whether that person-in-question was or was not guilty of the offence described in the Referee's Game Report (Game Sheets and OSA Discipline Report sheets) and if a finding of guilt is rendered, that person will be disciplined as per the OSA's Published Rules regarding suspensions (see Appendix #1).

A player who is shown a third or fifth or subsequent Yellow Card during this Tournament, will have the incident that resulted in the showing of that Yellow Card referred to, reviewed and ruled upon by the Tournament Discipline Committee as to whether that player-in-question was or was not guilty of the offence described in the Referee's Game Report and if a finding of guilt is rendered, the player will be disciplined as per the OSA's Published Rules regarding suspensions (see Appendix #1). The Tournament Discipline Committee's review and ruling will occur as soon as possible after the game in which the disciplinary-action-in-question occurred but before the commencement of that player's team's next game in the Icebreaker.

All players', Coaches' and Team Officials' misconduct and the discipline meted out to him or to her at this Tournament will be reported back to the EODSA. All disciplined

individuals' suspension or other penalty which was not fully served during the Tournament will be reported back to that person's District or State soccer association.

Any discipline as stipulated by the OSA's Published Rules regarding suspensions for which the entire suspension was not served during the Icebreaker will be noted in the Tournament's Discipline Report to the EODSA and along with a history of the suspended player's conduct during the Icebreaker, will be referred to the EODSA which will follow the OSA's discipline rules and regulations.

Any player who was ejected for assault of a Referee or Referee's Assistant will not be allowed to continue to play in the Icebreaker and the player's actions will be reported to the EODSA.

PROTESTS

Protests will not be allowed on Referee judgment calls or on matters pertaining to Discipline.

However, protests on other matters must be filed in writing to the Field Marshall within one hour of the end of the game related to the protest (but before the start of the team's next scheduled or possible game), and a cash deposit of \$100.00 must accompany the protest. This deposit will be refunded only if the protest is upheld. All teams that are or may be affected by the protest will be contacted and allowed to make a representation of no longer than five minutes' duration to the Tournament Discipline Committee.

A decision will be made by the Tournament Discipline Committee before the commencement of any of the affected teams' next scheduled or possible game and the decision will be final and binding. There will be no appeals.

TOURNAMENT DISCIPLINE COMMITTEE

The Tournament Discipline Committee will rule on all matters of protest or dispute other than those matters that relate to a Referee's judgment call or those matters that will be forwarded to the EODSA by the Tournament Discipline Committee for their adjudication or forwarding to the OSA or to another soccer association for their action.

The Tournament Discipline Committee may consult or confer with any or all members of the Tournament Organizing Committee (including Field Marshals) for their assistance in collecting the facts regarding the issue-at-hand and/or in interpreting any raised issue that applies to discipline.

FAILURE TO SHOW or AN INSUFFICIENT NUMBER OF PLAYERS or THE WITHDRAWAL OF TEAM

1) Failure to Show

A) A team that fails to appear at the scheduled field without valid reason within ten (10) minutes after the game's scheduled kick-off time will be considered to be "late" and their lateness or absence will result in a 2-0 score being awarded to the opposing team. In such circumstances, the winning team will be awarded three (3) game points but no (0) bonus points will be awarded for that game. In addition, any bonus points which may have been awarded for any other game in which the forfeiting team may have played in this Tournament will be cancelled.

Should there be a valid reason for a team's late arrival **and** should there be a sufficient time and field availability in that day's schedule to play the game **and** should the team that otherwise would have received a forfeit win agree to play the game, the game may be re-scheduled by the Tournament Discipline Committee

B) Should both teams fail to appear at the scheduled field without valid reason within ten (10) minutes after the scheduled kick-off time, neither team will be awarded points (see below) and both teams will be recorded as having lost the game, and the score will be recorded as 0-0.

Failure to appear, without valid reason, may result in the expulsion of the team or teams from the remainder of the Tournament. No refund of the team's entry fee, either in total or in part, will be made.

Should there be a valid reason for both team's late arrival and should there be a sufficient time and field availability in that day's schedule to play the game, the game may be re-scheduled by the Tournament Discipline Committee.

In the sets of circumstances (described in 1A) and 1B) above) where a re-scheduling of the game does not occur, and when appropriate, the Tournament Discipline Committee will have to decide, in the interest of fairness to all competitors, whether bonus points should be re-instated or credited and/or game results and/or goals for and against (or differential) should be included in the tie-breaking calculations; and if consultation is sought by the Committee on this issue, each and all affected teams will be allowed to make a representation to the Committee of no longer than five minutes duration.

When a team fails to appear or is late, the Tournament Discipline Committee will act as the sole judge as to the validity of the team's reason for being late or for having failed to appear and will also be the sole decision maker as to whether the team should be expelled from the remainder of the Tournament.

2) Insufficient Number of Players

The minimum number of players who are required in order to commence or to continue a game is seven (7).

A) Should a team become unable to commence or to continue a game due to the fact that a sufficiently great number of its players has received Red or accumulated Yellow Cards, that team will be declared to have lost the game **by violative misconduct** (even if that team was leading at the time of the showing of the latest disciplinary card) and will be suspended from further participation in the Tournament. If the game had not started, a score of 2-0 will be awarded to the winning team. However, should the game have started, the winning score will either be 2-0 or the existing score at the time when the game was halted (whichever score is most favourable to the team that is being awarded the win). All future scheduled opponents of the expelled team, will also be awarded 2-0 wins.

B) Should a team become unable to commence or to continue a game because it cannot "field" the minimum required number of players due to injuries or illness, that team will be declared to have lost the current game **by mishap default**. If the game had not started, a score of 2-0 will be awarded to the winning team. However, should the game have started, the winning score will either be 2-0 or the existing score at the time when the game was halted (whichever score is most favourable to the team that is being awarded the win), but the losing team will be allowed to continue in the Tournament (as long as this is not the losing team's second loss after the "Ice Jam" round of games) if it can "field" the minimum required number of players in its future scheduled or assigned games.

C) Should a team become unable to commence or to continue a game because it cannot "field" the minimum required number of players due to non-injury-related absences (excluding the showing of Yellow and/or Red cards), that team will be declared to have lost the current game **by avoidable default**. If the game had not started, a score of 2-0 will be awarded to the winning team. However, should the game have started, the winning score will either be 2-0 or the existing score at the time when the game was halted (whichever score is most favourable to the team that is being awarded the win); and the losing team will be expelled from the Tournament. All future scheduled opponents of the expelled team, will also be awarded 2-0 wins.

D) Should a team refuse to field a sufficient number of players to start or to continue a game, or should it withdraw its players from the field (even for a temporary period), that team will be declared to have lost the current game **by defiant misconduct** (even if the withdrawing or refusing team was leading at the time of the refusal or withdrawal). If the game had not started, a score of 2-0 will be awarded to the winning team. However, should the game have started, the winning score will either be 2-0 or the existing score at the time when the game was halted (whichever score is

most favourable to the team that is being awarded the win). The team that refused to field a sufficient number of players or that withdrew its players from the field will be expelled from further play in the Tournament. All future scheduled opponents of the expelled team, will also be awarded 2-0 wins.

E) Should a team's Bench Staff and/or supporters become so unruly or abusive of the Referee or Referee's Assistants or any Tournament Official, before, during or after a game (even if the Referee allowed the game to continue to its conclusion and/or even if the allegedly offending team was leading or had won the game), the Tournament Discipline Committee may declare that the allegedly offending team to have lost the game **by sideline misbehaviour**. If the game had not started, a score of 2-0 will be awarded to the opposing team. However, should the game have started, the winning score will either be 2-0 or the existing score at the time when the game was halted (whichever score is most favourable to the team that is being awarded the win). The team that was declared to have lost by sideline misbehaviour will be expelled from further play in the Tournament. All future scheduled opponents of the expelled team, will also be awarded 2-0 wins.

Should one or more expulsion under item A), C), D) or E) occur before, during or after a "Medal Game", the offending team will forfeit any and all awards, plaques and/or medals. Should a team be unable to start or to continue to play in a Medal Game due to circumstances that are described in item B), that team will be declared to have lost the game but will still receive whatever awards, plaques and/or medals that they would have received had they played or completed the game-in-question.

In the event that any team is expelled from the Tournament under this section's item A), C), D) or E), or withdraws or is declared incapable of continuing to compete in the tournament under item B), or withdraws from the Tournament for any other reason, the Tournament Organizing Committee will consult with the Tournament Discipline Committee and may do one, some, all or none of the following:

- (a) Re-align the "Pools" within the age group(s) affected; and/or
- (b) Revise the schedule; and/or
- (c) Invoke any other decision to maintain the fairness and competitiveness of the competition.

In addition, the Referee will complete, sign and submit a Special Incident Report (SIR) to the Field Marshall and the conduct of the offending team will be reported to the EODSA for their review and supplementary disciplinary action.

GAME DURATION, NUMBER OF GAMES and BALL SIZE

Each team is guaranteed a total of six (6) games – four (4) of which will be played on the Saturday of the Tournament and two (2) on the Sunday.

All "Ice Jam" (Round-robin) games will be thirty (30) minutes long, and although there will be no half-time break, teams will change ends when the Referee signals for half-time.

All "Ice Floe" (Play-off) games and the "Melt Down" (Championship) game in each Tournament Division or Section will consist of twenty (20) minute halves, and there will be a five (5) minute break at half-time.

As per the OSA's Tournament Rules:

- 1) U-13 and U-14 teams will not exceed 150 minutes of play per day;
- 2) U-15, U-16, U-17 and U-18 teams will not exceed 180 minutes of play per day; and
- 3) There will be a minimum of one hour between each game played by any team.

All age groups will use the size #5 FIFA-approved ball that was provided to each team at registration by the Icebreaker Tournament. Both teams' will supply their Icebreaker-provided ball to the Referee for use as the game balls.

COMPETITION STRUCTURE

Age Groups

Generally speaking, there is a separate competition for each single-year Age Group for both Girls' and Boys' teams.

Due to an insufficient number of entrants in any particular age group or groups, we may combine two birth years into a single Age Group or we may combine the Ice Pile and Snow Bank Divisions into a single Division. This latter situation most frequently happens in the U-16/U-17 and the U-17/U-18 Age Groups.

Ice Pile Divisions and Snow Bank Divisions

Each Age Group has two levels-of-play or Divisions called the Ice Pile and the Snow Bank. As above and for various reasons, sometimes, these levels-of-play may be combined into a single grouping or Division.

Below is a breakdown of teams from various levels of outdoor league competition that are eligible to play the Ice Pile or Snow Bank Divisions in the Icebreaker:

A) Ice Pile

ERSL U-13 T1 and ERS� U-14 to U-18 Regional (L3) teams, Quebec "AA" Level teams and any team playing at the HIGHEST LEVEL within an Ontario Regional or a Multi-Jurisdictional League.

Note: OYSL, LSEQ (Quebec "AAA"), ODP teams will play in the Ice Pool but must play in the next highest age grouping.

B) Snow Bank

ERSL U-13 T2 teams and U-14 to U-18 Tier 1, Tier 2 and District teams, Quebec "A" Level teams,

Lower level teams within an Ontario Regional or a Multi-Jurisdictional League, Club Teams playing in an Ontario District League and Recreation level teams that are "carded" to play "competitively".

Note: ERS� U-13 T1 and U-14 to U-18 Regional (L3) teams, Quebec "AA" Level teams playing up in an older age group can participate in the Snow Bank for that older age group.

Ontario Tier 1 or Quebec "AA" Snow Bank entrants can play in either the Snow Bank or in the Ice Pile.

Ontario T2 and lower-ranked teams and Quebec "A" teams should remain in the Snow Bank.

An Ontario "L1" or "L2" or a Quebec "AAA" team MUST play in the Ice Pile and MUST play up a year and can only play in a Snow Bank if it plays up by two years.

Sub-Divisions

Sub-Divisions occur ONLY in Age Groups or Sections with 12 teams. Sub-Divisions have 6 teams each and their names are as follows: Muskeg and Tundra. If there are 24 teams, the next two Sub-Divisions are called: Scree and Permafrost.

Sections

Some Age Groups attract more than 12 teams which volume of registrations necessitates the establishment of a second (or sometimes even a third) "Section" within that Age Group. This can occur in either or both of the Snow Bank Division and/or the Ice Pile Division.

Once a second or subsequent Section is required, these Sections are named as follows: Nunavut Section, Yukon Section, Ungava Section and Beaufort Section. Although there

may be Cross-Over games between teams in these Sections, there is no Overall Champion as there is a separate Champion for each Section.

The largest-sized Division that declares an Overall Champion is a Division of 12 teams.

Pools

Each Ice Pile or Snow Bank Division (regardless of the Division's size) is divided into Pools of teams.

Six-team and Eight-team Divisions have two Pools which are named as follows: Penguin Pool and Narwhal Pool.

Sixteen-team Divisions have both Section names (as above) and four Pools which are named as follows: Yukon Section - Penguin Pool and Narwhal Pool; Nunavut Section - Polar Bear Pool and Muskox Pool.

Twelve-team Divisions use just the four Pool names: Penguin Pool, Narwhal Pool, Polar Bear Pool and Muskox Pool. If that Division's registration exceeds 12 teams, Sections are created and the Section and Pool naming follows the 16 team naming process.

During the "Ice Jam" portion of the Icebreaker, competitors in Pools of four-teams will play an "internal" round-robin against each of the other member teams in its Pool; whereas teams in three-team Pools will play a "cross-over" round-robin against each of the teams in the other Pool.

In the "Ice Floe" portion of the Tournament:

Teams in Divisions with 12 teams will play against teams from the other Pools in the Division.

Teams in Divisions with 16 teams may or may not get to play a Cross-Over game against teams from the other Section in the Division.

Teams in Divisions with 20, 24 or more teams will not play against teams from the other Section(s) in the Age Group.

Odd-Sized Divisional Configurations

From time to time, due to late withdrawals, or to a required combination of Age Groups and/or Divisions, or to a registration error, we end up with odd-sized groupings.

A separate schedule is drafted for these combinations of teams and although the shoot-out aspect of the Icebreaker will be maintained, the Dual-loss feature may be impossible to maintain.

POINTS SYSTEM

"Ice Jam" (Round-Robin) Games

The number of teams competing in any particular Age and Calibre-of-play Division (called the "Ice Pile" or "Snow Bank") may range from 6 to 16. These teams will be grouped into three-team or four-team "Pools", so as to allow for each team to play 4 (four) games on the first day of the Tournament. The first three games will be Ice Jam games, while the fourth will be the teams' first game of the Ice Floe Play-off round. Some age groups will play Round-Robins, whereas others will have cross-over games.

(In Tournament Divisions of 12 teams, there will be two six-team Sub-Divisions (the "Yukon" and "Nunavut" Sub-Divisions) and each section will be comprised of two three-team Pools. Due to the existence of cross-overs, a team may switch back and forth between these Sub-Divisions and may in fact end up in the other Sub-Division at the conclusion of the tournament.)

Three (3) game points will be awarded in each Ice Jam game. Three (3) game points will be awarded for a win in regulation time, two (2) game points for a shoot-out win, one (1) game point for a shoot-out loss and zero (0) game points for a loss in regulation time.

There will be no ties. All games that are tied at the end of regulation time, will immediately proceed to a **three-player shoot-out** (penalty kicks) by using players who were on the field at the end of regulation time. If the teams are still tied after each team has taken three penalty kicks, FIFA sudden-death penalty kicks will be taken until a winner is declared. This feature is where the Tournament derives the "Shoot-Out" portion of its name

In addition, **the team winning a game in regulation time will be awarded bonus points based on the game's goal differential, up to a maximum of three (3) points per game.** These points will only be used in an effort to break ties in game point accumulations in order to "seed" teams for the "Ice Floe" Play-Off rounds. The losing team does not lose bonus points. Bonus points are not awarded for shoot-out wins.

Teams will be "seeded" from #1 to #4 in each Pool within an eight-team category (#1 to #3 in a six-team category). This ranking is based upon the **total number of game points (not bonus points)** that are earned by the team during the "Ice Jam" round.

Teams with identical game point accumulations will be ranked based upon the following criteria:

- 1) Winner of the game between the tied teams (including a shoot-out win),
- 2) Most wins in regulation time,
- 3) Most bonus points,
- 4) Most goals for in regulation time,
- 5) Fewest goals against in regulation time,
- 6) Fewest losses including shoot-out losses,
- 7) Most shut-outs for in regulation time,
- 8) Fewest shut-outs against in regulation time,
- 9) Fewest goals against in shoot-outs,
- 10) most goals for in shoot-outs,
- 11) a single coin-toss

(A Tournament Official will arbitrarily decide which team will predict the toss outcome.)

A) In all four-team Pools, when two teams are tied, that tie will be broken by way of the first tie-breaking criterion as a shoot-out win is included under this criterion.

B) In Pools of three teams, the tie-breaking criteria will always start with criterion #2 as these Pools play only cross-over games and do not play each other in the Ice Jam portion of the Icebreaker.

Should more than two teams be tied, this list will be used in sequence (starting at criterion #1) for each pair of tied teams and followed in order until the tie is broken and then the efforts at breaking the tie between the other tied teams will re-commence with criterion #1 again, until all ties are broken and the teams are assigned a ranking or placing.

"Ice Floe" (Play-Off) Games

Although, the pairings for the first round of "Ice Floe" games will vary depending upon the number of teams that are participating in a particular age category, in general, the each team's first game will be against a new opponent either from their own Pool or from another Pool in that Division or age category.

In a Division with eight (8) teams, the First Place team in Pool A will play the Fourth Place team in Pool B. The Second Place team in Pool A will compete against the Third Place team in Pool B, and so on.

In a Division with six (6) teams, the First Place Team in Pool A will play the Third Place team in Pool A. The same applies to Pool B; whereas the Second Place teams in each Pool will play each other.

Again, there will be no ties. All games in the "Ice Floe" rounds that are tied at the end of regulation time will immediately proceed to a **five-player shoot-out** (penalty kicks). If the teams are still tied after each team has taken five penalty kicks, FIFA sudden-death penalty kicks will be taken until a winner is declared.

Icebreaker "Melt Down" Game

The Divisional or Sectional Championship game, which is called the "Melt Down" will also be played on Sunday. Again, all ties at the end of regulation time will be settled via a **five-player shoot-out**. If the teams are still tied after each team has taken five penalty kicks, FIFA sudden-death penalty kicks will be taken until a winner is declared.

ELIMINATION

A team must lose two* games in the "Ice Floe" rounds or in the "Melt Down" Final to be eliminated.

This feature is where the Tournament derives the "Dual" portion of its name.
(*The only exception to this rule is that the team that made it to the "Melt Down" Final undefeated may lose only the Final game and yet be considered to have been "eliminated" because no re-match will be played.)

HOME TEAM

The team listed in the left hand column of the schedule will be considered to be the Home Team for that game and will be required to change its colour of shirt should a colour "clash" occur.

Once the pairing of teams in any particular game is determined by the "schematic" as opposed to a pre-determined schedule of named teams, **the team coming from the lower-numbered game, will be the Home Team for the game-in-question** and will be required to change its colour of jersey should a "clash" occur with its opponents' jersey colour.

UNFAVOURABLE WEATHER and UNUSABLE FIELD CONDITIONS

Under normal conditions, every game is to be played at its scheduled time and location. However, if inclement weather conditions or unsafe or unusable field conditions occur, the location and kick-off time may be changed. However, unless previously advised

otherwise by the Tournament Chairman, or his delegate, all scheduled teams must appear at the scheduled location at the stated start time regardless of these conditions.

The Referee assigned to officiate any particular game, has the authority to delay, not to start, to stop or to suspend that game due to weather and/or field conditions. Field Convenors have the authority to re-locate or re-schedule it due to weather conditions and/or field conditions and/or availability.

NO GAME WILL BE PLAYED DURING AN ELECTRICAL STORM. When an electrical storm occurs during a game, play will be immediately suspended (delayed) until the storm passes. If in such weather conditions, the Referee does not suspend or stop the game, the Field Marshal or any other tournament Official may order the game to be suspended or may halt the game by seizing the game ball. Under no circumstances may teams withdraw from the playing field or venue area, (the parking lots etc.) until the Referee or his delegate has advised them that they may do so.

A) If a game is abandoned (i.e. cannot be completed due to insufficient daylight time or unplayable field conditions and cannot be re-located or re-scheduled) the Tournament Discipline Committee will rule on that game's status, **but every reasonable attempt must be made to complete all games in their entirety.** When 75% or more of a game has been played, AND the Referee determines that play cannot safely continue due to weather and/or field and/or light conditions, and cannot be re-located or re-scheduled, that game will be abandoned (ended) and will be considered to have been completed and the score at that time will become the final regulation time score.

B) **If a game is suspended and then re-started, the game will not be deemed to have been completed simply because 75% of the game time has been played.** Instead, play must continue as long as is safely possible - regardless of any single or multiple weather- caused or field-conditions-caused game suspensions, unless that game is declared by the Referee to be "unfinishable" due to inclement weather or light-loss or unsafe field conditions. In the event that a game is suspended due to unsafe field conditions, the remainder of the game may be played later that same day or the following morning (if appropriate) on another field. The Tournament President, in consultation with the convener of the affected age group and any with other persons that they may choose, will make the final decision as to the possible re-scheduling and re-location of the remainder of the suspended game.

C) If when a game is suspended it is less than 75% completed and it is later decided that it cannot be re-started, re-scheduled or re-located (and therefore is declared as "abandoned"), the game will be declared as complete and the score

existing at the time of the game's suspension will become the final regulation time score.

If the situations described in A), B) and C) above, occur, and should the final regulation time score be tied, all efforts will be made to conduct the shoot-out portion of the competition. If necessary, the shoot-out will be re-scheduled and/or re-located. If a shoot-out is impossible to hold, a single coin toss will be used to determine the winner of the game. A Tournament Official will arbitrarily decide which team predicts the toss outcome.

In the event that inclement weather and/or diminished light and/or poor and/or dangerous field conditions make it impossible or unwise (for player harm or field damage reasons) to continue playing the scheduled games and all other efforts (such as switching fields, shortening game lengths, etc.) will not enable the competition to continue in any Section or Division within the tournament (or within the tournament in its entirety), all efforts will be made to complete the Ice Jam games of the competition. After that portion of the tournament is completed and if the bad weather/light/field conditions persist, all planned games will then employ the FIFA Shoot-Out procedures in order to declare a game's winner.

If conditions prevent even the Ice Jam portion from being completed, then shoot-outs will be employed for all games remaining to be played in that Section or Division as well.

In those Sections which do employ a complete round-robin competition between all teams (such as in a five-team or seven-team grouping) in the Ice Jam portion of the tournament, once the round-robin portion has been completed (and the competition cannot proceed for the above-mentioned reasons), the Gold and Silver Medalists will be determined from the results of that Section's round-robin game results.

CHECK-IN SCHEDULE

All teams that have had their player cards or passbooks, their Official Icebreaker Tournament Roster and Game Sheets verified by Tournament Officials on Team Registration Verification Night are required to check-in with the Field Marshall, or his or her delegate at the scheduled playing field, thirty (30) minutes before the kick-off of the team's first game. This check-in is simply to verify the team's arrival and to ascertain that they are at the correct field as some venues have several fields.

Teams that did not have their player cards or passbooks, their Official Icebreaker Tournament Roster and Game Sheets verified and stamped by Tournament Officials on

Team Registration Verification Night, are required to check-in with the Registration Official, or his or her delegate, at their team's first game's scheduled playing field, sixty (60) minutes before the kick-off of the team's first game in order to have each player's passbook or card verified as being current and for the correct age group. At that time, these teams are also to present the Registration Official with the Travel Permission Form and Proof of Insurance Coverage documentation (if these documents are required and had not previously been sent in by mail, fax or e-mail to the Tournament Organizing Committee).

TOURNAMENT ORGANIZING COMMITTEE

The Tournament Organizing Committee will be responsible for all matters pertaining to the organizing and running of this Tournament. With respect to any question relating to the interpretation of these Rules and Procedures (other than matters that fall exclusively within the coverage of the Tournament Discipline Committee) or for any matter not specifically addressed by these Rules and Procedures, the Tournament Organizing Committee will, upon hearing a representation of no longer than five minutes duration from each of the teams that is or may be affected by any issue under discussion, make a final and binding decision. There will be no appeals from this decision.

GENERAL

The Ottawa Internationals Soccer Club, the Icebreaker Tournament Organizing Committee, the Icebreaker Tournament Discipline Committee and the Eastern Ontario District Soccer Association will not be responsible for any expenses that are incurred by any team or any person, if the Tournament is cancelled in whole or in part.

In the event that the tournament is cancelled in its entirety, the Icebreaker Soccer Tournament will refund as much as is possible of each team's paid entry fee.

Revised: November 20, 2015

Appendix #1
Ontario Soccer Association
Standard Penalties for Misconduct by a Player

Type #	Description of Misconduct	First Seasonal Offence	Second Seasonal Offence	Third Seasonal Offence
1.1	First Caution.	no action		
1.2	Second Caution	no action		
1.3	Third Caution.	1-game suspension		
1.4	Fourth Caution.	no action		
1.5	Fifth Caution.	2-game suspension		
1.6	Sixth Caution & any subsequent caution.	3-game suspension		
1.13	Dismissed for <i>"Receiving a second caution in the same game"</i> for which neither of the cautions was directed at the <i>game official(s)</i> .	1-game suspension	3-game suspension	See misconduct 1.22
1.14	Dismissed for <i>"Receiving a second caution in the same game"</i> for which at least one of the cautions was directed at the <i>game official(s)</i> .	2-game suspension	4-game suspension	See misconduct 1.22
1.15	Dismissed or reported by game official for <i>"Using offensive, insulting or abusive language and/or gestures"</i> directed at anyone other than the <i>game official(s)</i> . If racist or sexual comments – See 1.73.	1-game suspension	3-game suspension	See misconduct 1.22
1.16	Dismissed or reported by game official for <i>"Using offensive, insulting or abusive language and/or gestures"</i> directed at the <i>game official(s)</i> . If racist or sexual comments – See 1.73.	3 game suspension	8 game suspension	See misconduct 1.22
1.16 A	Dismissed or reported for <i>"using offensive, insulting or abusive language and/or gestures"</i> directed at a <i>game official(s)</i> after having been previously dismissed or reported.	6 to 8 games	8-12 games	See misconduct 1.22
1.17	Dismissed for <i>"Denying an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball"</i> .	1-game suspension	2-game suspension	See misconduct 1.22
1.18	Dismissed for <i>"Denying an opponent a goal or an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or penalty kick"</i> .	2-game suspension	4-game suspension	See misconduct 1.22
1.19	Dismissed for <i>"Serious Foul Play"</i> . (Must occur on the field of play, against an opponent while the ball is in play). Otherwise, see 1.21A.	2-game suspension	4-game suspension	See misconduct 1.22
1.19A	Dismissed for "Serious Foul Play" where in the opinion of the <i>Discipline Hearing Panel</i> there was an obvious	4-8 game suspension	8-12 game suspension	See misconduct

	"attempt to injure" or "a complete disregard for the safety of an opponent". (Must occur on the field of play, against an opponent while the ball is in play) otherwise, see 1.21A.			1.22
1.20	Dismissed or reported for <i>"Spitting at an opponent or any other person"</i> , other than a <i>game official</i> . <i>NOTE: Spitting at a game official is Misconduct Type 1.52.</i>	4-game suspension	8-game suspension	See misconduct 1.22
1.21	Dismissed or reported for <i>"Violent Conduct"</i> .	3-game suspension	6-game suspension	See misconduct 1.22
1.21 A	Dismissed for "Violent Conduct" where in the opinion of the <i>Discipline Hearing Panel</i> there was an obvious attempt to seriously injure an opponent	6-10 game suspension	10-15 game suspension	See misconduct 1.22
1.22	Received and found guilty of a third dismissal in a playing season within that league or competition.	1-11 month suspension		
1.25	Re-enters the field of play or player bench area after having been dismissed from the game by the game official.	2-game suspension	5-game suspension	See misconduct 1.22
1.51	Game Official Assault for "deliberate physical contact (i.e. pushing, pulling, charging, etc.) or attempted physical contact or threatening".	6-12 month suspension + \$200.00 fine	1-3 year suspension + \$200.00 fine	Minimum 5 year suspension
1.52	Game Official Assault for "striking, spitting, kicking, or any form of violent conduct, or attempted violent conduct".	2-5 year suspension + \$400.00 fine	5-10 year suspension + \$400.00 fine	Minimum 10 year suspension



Internationals Icebreaker 2016 Full Field Tournament Rules (U13 - U18)

Full Field Competition	U-13	U-14	U-15	U-16	U-17	U-18
Ball Size	5	5	5	5	5	5
Offside	Yes	Yes	Yes	Yes	Yes	Yes
Maximum Number of Players on Official Roster	20	20	20	20	20	20
Maximum Number of Players on Game Sheet	18	18	18	18	18	18
Minimum Number of Players on the Field	7	7	7	7	7	7
Maximum Number of Players on the Field	11	11	11	11	11	11
Distance from Ball on Restarts	10 yards	10 yards	10 yards	10 yards	10 yards	10 yards
Penalty Spot Mark	12 yards	12 yards	12 yards	12 yards	12 yards	12 yards
Berating Players – Coaches/Parents	No	No	No	No	No	No
Substitutions (<u>Note:</u> More than one player may be substituted at a time)	<ul style="list-style-type: none"> - On a team's own throw-in - On any goal kick - If the opposition has made a substitution (except where an opponent was cautioned or injured) - After a goal has been scored - At half time - To replace a cautioned player - To replace a player who is bleeding or injured 					