

# **THE TWENTY-SECOND ANNUAL "ICEBREAKER" OUTDOOR MINI SOCCER FESTIVAL**

**Girls: May 28 (U9 and U11) and May 29 (U10 and U12), 2016**

**Boys: June 4 (U9 and U11) and June 5 (U10 and U12), 2016**

## **(FESTIVAL RULES AND PROCEDURES)**

### **AGE AND ELIGIBILITY**

The Icebreaker Mini Soccer Festival is open to teams composed of players all of whose birth dates fall within the age following birth years:

Under 9	Born on or after January 1, 2007
Under 10	Born on or after January 1, 2006
Under 11	Born on or after January 1, 2005
Under 12	Born on or after January 1, 2004

Boys' teams will be permitted the use of female players but all of the players on a Girls' team must be female.

The Festival Organizing Committee reserves the right to accept or to refuse the entry application of any team for participation in the Festival.

Depending upon the number of entries that are received for any particular age group, level-of-play and/or Festival Division, the Organizing Committee may decide to combine age groups and/or Divisions to allow for the running of a fun and inclusive event. The Organizing Committee may also place individual teams in appropriate age groups or competitive Festival Divisions in order to offer a fair and enjoyable event.

### **PROOF OF PLAYER and TEAM REGISTRATION, TRAVEL PERMITS and PROOF OF INSURANCE**

At the time of Player Registration (i.e. the Thursday night before the start of the Festival or on the Saturday or Sunday morning when any particular team's Festival begins), each team must provide the information listed below by way of either a "Participant List" or an Official Team or Age Group Roster (which may be supplied by the team's governing soccer association). The required information is:

1. The team's Club's name,
2. The listed players' registered age category for the 2016 outdoor season,
3. The names of the players and their respective Ontario Soccer Association (OSA) (or other jurisdiction's) Player Registration Number,
4. The birthdate for each player,

5. A list of Team Staff Members (Coaches, Managers, Trainers etc.) and their OSA (or other soccer governing body's) Registration Number and
6. Five Icebreaker Game Sheets, which Game Sheets require that the team's Club's President, Vice-President or Registrar sign the Original of the Game Sheet sign it in order to confirm that the listed players and Coaching Staff are registered with their Club for the 2016 outdoor season) and the Team's Coach is also required to sign the Game Sheet in order to confirm that only the listed players will be allowed to participate in the 2016 Icebreaker Festival.

Under no circumstances will any unregistered player or a player who is older than the age group level in which the team on which he or she is playing has applied for entry into the Icebreaker Festival be allowed to play in that age group. To explain or further clarify: "Playing down" age-wise" will not be permitted. Teams violating this rule will be expelled from further Festival 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 team's home soccer association to exercise their authority to enforce additional disciplinary sanctions against the offending team and players.

In addition, all out-of-district teams (i.e. those teams whose team rosters do not indicate that they are registered within the Eastern Ontario District Soccer Association (**EODSA**)) must produce a Travel Permit from their home soccer association which authorizes that team to participate in the Icebreaker and certifies that all players on that team are registered to participate in this Festival's "class" (which is restricted to "Inter-District Competitive Club teams" (**IDCC**) only).

Finally, all teams from outside of the Province of Ontario must carry and supply proof of injury and liability insurance while participating in this event.

## **LAWS OF THE GAME**

All games will be played in accordance with the Ontario Soccer Association's (OSA) Laws for Mini-Soccer and the Long-Term Player Development (LTPD) Matrix, except as modified herein:

## **NUMBER OF PLAYERS PER TEAM**

Any U-9 and U-10 team may register, dress and play a maximum of 12 (twelve) players in any particular game in the Icebreaker.

Any U-11 and U-12 team may register up to 20 players to play in the Icebreaker Festival but it may dress and play a maximum of 16 (sixteen) players in any particular game in the Icebreaker Festival.

A player may be registered on more than one team in the Festival 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 Festival Roster. For purposes of clarity, a team's "Official Icebreaker Festival Roster" is that copy of the "Icebreaker Game Sheet" that is retained by the Festival Organizing Committee upon completion of a team's player registration process (on the Thursday night or Saturday or Sunday morning before the Festival kicks off). Changes can be made to the team's Official Icebreaker Festival Roster up to the start of that team's first game. Players do not have to play in the team's first game, to be included on the Official Icebreaker Festival Roster. All such

changes must be verified and initialled by a Festival Official. Teams violating this rule will be expelled from further Festival play, their entry fee will be forfeited and this usage of all unregistered or improperly identified players and the players' identity will be reported to the Eastern Ontario District Soccer Association (EODSA), which may forward the relevant information to the players' and team's home soccer association to exercise their authority to enforce additional disciplinary sanctions against the offending team and players.

## **SUBSTITUTIONS**

Substitutions, with the consent of the Referee, **may** be made at any stoppage of play.

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 Festival'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 Festival, 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, describe and explain all Cautions and Ejections on the appropriate OSA Caution and Dismissal Forms and will sign the appropriate forms when completed. 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 Festival by players, Coaches and Team Officials will be dealt with and disciplined during the Festival 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 Festival, for their further actions according to the OSA's discipline rules and regulations.

As per the OSA's Festival 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 Festival.

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 (whether as a result of having been shown two Yellow Cards in a single game, or a direct showing of a Red Card) 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 Festival Discipline Committee (FDC) for the purpose of determining the offender's discipline as per the OSA's Published Rules regarding suspensions (see Appendix #1). The FDC'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 FDC 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 Festival, will have the incident that resulted in the showing of that Yellow Card referred to, reviewed and ruled upon by the Festival 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 Festival 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 Festival will be reported back to the EODSA. All disciplined individuals' suspension or other penalty which was not fully served during the Festival 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 Festival'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 Festival Discipline Committee.

A decision will be made by the Festival 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.

## **FESTIVAL DISCIPLINE COMMITTEE**

The Festival 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 Festival Discipline Committee for their adjudication or forwarding to the OSA or to another soccer association for their action.

The Festival Discipline Committee may consult or confer with any or all members of the Festival 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 will depending upon the availability of time, a Referee, a field and the willingness of that missed

game's scheduled opposing team, may or may not have the missed game re-scheduled for later that day. If the game is not re-scheduled, no refund will be given.

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 Festival Discipline Committee. If the game is not re-scheduled, no refund will be given.

B) Should both teams fail to appear at the scheduled field without valid reason, the missed game will not be re-scheduled and no refund will be given.

Failure to appear, without valid reason, may result in the expulsion of the team or teams from the remainder of the Festival. If expulsion occurs, 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 Festival Discipline Committee. If the game cannot be re-scheduled, no refund will be given.

When a team fails to appear or is late, the Festival 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 Festival.

## **2) Insufficient Number of Players**

For the U-9 and U-10 age categories, the minimum number of players who are required to commence or to continue a game is five (5). For the U-11 and U-12 age groups, the minimum number of players who are required in order to commence or to continue a game is six (6).

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, the game will be suspended immediately. No refunds will be granted.

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, the scheduled game will either not be played (if it had not already started) or will be suspended immediately. No refunds will be granted.

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), the scheduled game will either not be played (if it had not already started) or will be suspended immediately. No refunds will be granted.

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), the game will be immediately suspended and 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 Festival and its conduct will be reported to the EODSA for whatever action it deems suitable. No refunds will be granted.

E) Should a team's Bench Staff and/or supporters become so unruly or abusive of the Referee or Referee's Assistants or any Festival 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 Festival Discipline Committee may expel the allegedly offending due to **sideline misbehaviour**. No refunds will be granted.

In the event that any team is expelled from the Festival under this section's item A), C), D) or E), or withdraws or is declared incapable of continuing to compete in the festival under item B), or withdraws from the Festival for any other reason, the Festival Organizing Committee will consult with the Festival 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, NUMBER OF PLAYERS PER TEAM ON THE FIELD and BALL SIZE**

All U-9 and U-10 teams will play a total of no more than 100 minutes during the single-day Festival. It is anticipated that each team will play four games of twenty-five (25) minutes each, and although there will be no half-time break, teams will change ends when the Referee signals for half-time. Coaches are reminded that under the Long-Term Player Development (LTPD) matrix, all individual players in these age groups are allowed to play a maximum of 20 minutes per game in these age groups in a single Icebreaker game or a maximum of 80 minutes during the team's four games. Each team will have a minimum of thirty (30) minutes between their games.

All U-11 and U-12 teams will play a total of no more than 140 minutes during the single-day Festival. It is anticipated that each team will play four games of thirty-five (35) minutes each, and although there will be no half-time break, teams will change ends when the Referee signals for half-time. Coaches are reminded that under the Long-Term Player Development (LTPD) matrix, all individual players in these age groups are allowed to play a maximum of 25 minutes per game in these age groups in a single Icebreaker game or a maximum of 100 minutes during the team's four games. Each team will have a minimum of thirty (30) minutes between their games.

U-9 and U-10 Teams will play "7 v 7 Mini Soccer".

U-11 and U-12 Teams will play "9 v 9 Intermediate Mini Soccer".

All U-9, U-10, U-11 and U-12 games will be played using the Icebreaker Size #4 ball that is given to each registering team at registration on Thursday night or Saturday or Sunday morning.

## **FESTIVAL 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, 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.

### **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 League Tier 1 Teams in the U-9, U-10, U-11 and U-12 Divisions and Ontario-based Academy "Tier 1 Equivalent" Teams.

Tier 1 Equivalent Teams from other provinces or from the United States.

**B) Snow Bank**

ERSL U-9, U-10, U-11 and U-12 Tier 2 and Tier 3 teams and Ontario-based Academy "Tier 2 or Tier 3 Equivalent" Teams.

Tier 2 and Tier 3 Equivalent Teams from other provinces or from the United States.

**Pools and Schedules**

The Ice Pile or Snow Bank Division (regardless of the Division's size) will be divided into Pools of teams for scheduling purposes. Every effort will be made so that teams from the same Club do not play against each other.

**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 which may require schedule or pool or even age group re-alignments, which will require some schedule modifications to be made or even an entirely new schedule to be created.

**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.

Both teams will provide their Icebreaker-provided ball to the Referee to be used as the game balls.

### **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 Festival 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 festival 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 Festival 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.
- 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; or if the Coaches on both teams deem it unworthy or unreasonable to complete the game. 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 on another field. The Festival President, in consultation with the convenor of the affected age group and any with other persons that they may choose, will make the final decision as to the possible 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.

## **CHECK-IN SCHEDULE**

All teams that completed the registration of their players with Festival 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 and host various levels-of-play within a particular age group.

Teams that have not started or completed their player's registration verified by Festival 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 complete this process. 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 Festival Organizing Committee).

## **FESTIVAL ORGANIZING COMMITTEE**

The Festival Organizing Committee will be responsible for all matters pertaining to the organizing and running of this Festival. 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 Festival Discipline Committee) or for any matter not specifically addressed by these Rules and Procedures, the Festival 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 Festival Organizing Committee, the Icebreaker Festival 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 Festival is cancelled in whole or in part.

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

Revised: December 14, 2015

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

<b>Type #</b>	<b>Description of Misconduct</b>	<b>First Seasonal Offence</b>	<b>Second Seasonal Offence</b>	<b>Third Seasonal Offence</b>
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 <i>"Serious Foul Play"</i> where in the opinion of the <i>Discipline Hearing Panel</i> there was an obvious "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.	4-8 game suspension	8-12 game suspension	See misconduct 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 <i>"Violent Conduct"</i> 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 Mini Field Tournament Rules (U9 - U12)

Mini Field Competition	U-9	U-10	U-11	U-12	Caution Discipline
Ball Size	4	4	4	4	*Any player who receives a yellow card must be substituted for a mandatory 5 minutes time period * No red cards should be <u>shown</u> at U9&10
Offside (U9&10, no players should stand in an obvious offside position)	No	No	Yes	Yes	
Kick-Ins	Yes	Yes	No	No	
* Goal-Kick Retreat Line	Yes	Yes	Yes	Yes	
Free kicks are all Indirect	Yes	Yes	Yes	Yes	
Pass-backs to Keeper	Yes	No	No	No	
Maximum Number of Players on Official Roster	20	20	20	20	Goal-Kick Retreat
Maximum Number of Players on Game Sheet	14	14	16	16	<i>* The Opposing Team will retreat to 1/3 of the field on goal kicks and its players may not play the ball until a player from the Kicking Team has played it or the ball crosses the line of retreat. The line of retreat also applies <b>after a save when the ball is in the Goalkeeper's hands.</b> In the event that the Goalkeeper chooses to drop the ball to his/her feet, the ball is live, whether or not the opposing team has fully retreated. Violations result in a <b>re-kick for the Kicking Team</b></i>
Minimum Number of Players on the Field	5	5	6	6	
Maximum Number of Players on the Field	7	7	9	9	
Distance from Ball on Restarts	6 yards	6 yards	6 yards	6 yards	
Penalty Spot Mark	10 yards	10 yards	10 yards	10 yards	
Berating Players – Coaches/Parents	No	No	No	No	
Substitutions ( <u>Note:</u> More than one player may be substituted at a time) with the match referees permission	<ul style="list-style-type: none"> <li>- On any throw-in</li> <li>- On any goal kick</li> <li>- On any corner kick</li> <li>- After a goal has been scored</li> <li>- At half time</li> <li>- To replace a cautioned player</li> <li>- To replace a player who is bleeding or injured</li> </ul>				