



## **Welland Wizards Rose Festival And Tournament 2026 Rules and Regulations**

### **Section 1 – Ball**

- 1.1 The home team is required to provide the game ball.
- 1.2 Ball is to be size 3 or 4 for the U8-U9 divisions. The ball is to be size 4 for the U10-U13 divisions. The ball is to be size 5 for the U14-U18 divisions. The ball must be in adequate condition to be determined by the referee.

### **Section 2 – Game Duration**

- 2.1.1 **U8-U9: 5v5 Festival**- 25 minute games (3 games per team)
- 2.1.2 **U10-U11: 7v7 Festival** – 2 halves x 20 Minutes (3 games per team)
- 2.1.3 **U12-U13: 9v9 Tournament** – 2 halves x 25 minutes (3 games per team, over two days).
- 2.1.4 **U14-U18: 11v11 Tournament** – 2 halves x 25 minutes (Minimum of three games per team, over two days).
- 2.2 A game is deemed to be completed if half of the game has been played.
- 2.3 In the situation of game abandonment determined by the referee, the tournament convenor will determine the outcome. Section 2.2 may or may not be taken into consideration.

### **Section 3 – Players and Coaches**

3.1 For 5v5, a full team is 5 players (4+GK). For 7v7, a full team is 7 players (6+GK). For 9v9, a full team is 9 players (8+GK). For 11v11, a full team is 11 players (10+GK).

3.2 For 7v7, a team must field a minimum of 5 players. Failure to field 5 players at any point before or during the game will result in a game forfeit. Teams may be given a maximum of 5 minutes of grace time to field a minimum of 5 players prior to the game starting. For 9v9, the minimum number of players is 6. For 11v11, a team must field a minimum of 7 players.

3.3 Only registered players, coaches, and managers are allowed on the bench. Injured players and players out of uniform will not be allowed on the bench.

#### **Section 4 – Player Equipment**

4.1 Shin pads are mandatory. Players not wearing shin pads must leave the field immediately.

4.2 Players must wear jerseys of the same colour with a unique number. This number must be written on the game sheet beside the player's name. No taping of jersey numbers.

4.3 All forms of jewelry are not permitted. The only exception is medical bracelets which may be worn if they are properly secured to the body (i.e. Taping and wristbands).

4.4 Players may choose to wear sport specific (lightweight, smooth, soft exterior, plastic) braces. Braces must be covered appropriately which is to be determined by the referee.

4.5 All players who use corrective eyewear must use active sports eyewear with a head strap. Players will not be permitted to use glasses.

4.6 Players must use appropriate footwear. This includes running shoes, indoor soccer shoes, turf shoes, and outdoor cleats. No metal cleats will be permitted.

4.7 In the event that both teams have the same colour jersey, the home team will be required to change jerseys.

#### **Section 5 – Ball Out of Play**

The ball is considered out of play when:

5.1 The ball has crossed the touchline or the goal line in its entirety.

5.2 When the referee stops play for a foul, misconduct, or player injury.

## **Section 6 – Restart of Play**

6.1 If the ball goes out of play by traveling over the touchline, play will be restarted by a kick-in for the 5v5 & 7v7 divisions, taken by the team opposite of the one who played the ball last, or throw in for 9v9 and 11v11.

6.2 If the ball goes out of play by traveling over the goal line, play will be restarted by:

a) Goal kick to be taken anywhere in the goal area by the defending if the attacking team played the ball last before the ball went out of play.

b) Corner kick to be taken by the attacking team if the defending team played the ball last before it went out of play.

c) Kick-off to be taken by the team which conceded the goal if the ball crosses the goal line into the goal.

6.3 If a foul or misconduct occurs, the ball will be restarted at the location of the offence by a free kick unless the offence occurs in the penalty area which would entail in a penalty kick being taken.

6.4 If a technical offence occurs (ex. Dangerous play, ball striking the ceiling, the goalkeeper handling a deliberate back pass, etc.) in the goal area the restarting of play will take place by an indirect free kick on the edge of goal area parallel to where the offence occurred.

6.5 For 5v5 & 7v7, all restarts are indirect except for penalty kicks

6.6 For 5v5 & 7v7, 9v9 and 11v11 all opposing players must be a minimum of 5 metres away from the ball during a restart.

## **Section 7 – Penalty Kick**

7.1 Penalty kicks are to be taken 8 metres from the goal line on the yellow penalty marker.

7.2 All players must be a minimum of 5 metres behind the ball.

7.3 The goalkeeper must have a minimum of one foot on the goal line at the time the ball is struck.

## **Section 8 – Offside Rule**

8.1 For 5v5 & 7v7, there is no offside rule. For 9v9 and 11v11, the offside rule is in effect.

## **Section 9 – Slide Tackling**

9.1 For 5v5 & 7v7, slide tackling is not permitted. A slide tackle is when a player slides, drops to a knee, and/or excessively lunges in the attempt to play the ball when there is an opposing player nearby. Simply sliding to stop a ball from leaving play or to block a shot from entering the goal does not qualify as a slide tackle if an opposing player is not in playing distance from the player who is sliding.

9.2 Goalkeepers are permitted to slide tackle in his/her goal area considering that the slide is clean and is not considered a foul by the referee.

## **Section 10 – Retreat Line**

10.1 For 5v5 & 7v7 divisions, when the goalkeeper has possession of the ball during a goal kick or after making a save, the opposing team members must "retreat" to the predetermined area of the field. This line is 1/2 of the field. For U12, the retreat line will be 1/3 of the field, between the penalty area and halfway line.

## **Section 11 – Substitutions**

11.1 Unlimited substitutions will be permitted.

11.2 Substitutions can be made during any a stoppage in play at the referee's discretion.

## **Section 12 – Cautions**

12.1 The referee may give a player a yellow card for any of the infringements below:

1. Unsporting behaviour
2. Dissent by word or action

3. Persistent infringement of the Laws of the Game

4. Delaying the restart of play

5. Failure to respect the required distance when play is restarted with a corner kick, kick-in or free kick

6. Entering or re-entering the field of play without the referee's permission

7. Deliberately leaving the field of play without the referee's permission

13.2 If a player has received a second caution in the same match, he/she will be ejected from the game.

### **Section 13 – Dismissals**

13.1 The referee may give a player a red card for any of the infringements below:

1. Serious foul play

2. Violent conduct

3. Spitting at an opponent or any other person

4. Denying the opposing team a goal or an obvious goalscoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)

5. Denying an obvious goalscoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick

6. Using offensive, insulting or abusive language and/or gestures

7. Receiving a second caution in the same match

13.2 If a player has received a red card, he/she will be ejected from the game.

13.3 If a player has received a red card, he/she will be suspended from their next game.

13.4 If a player has received a second red card during the tournament, he/she will be suspended for the remainder of the tournament.

### **Section 14 – Team Responsibilities**

14.1 Each team is responsible for the conduct of all team players, officials, and supporters at all times, both on and off the field. Team players, officials, and spectators

shall conduct themselves in accordance with our tournament rules. Spectators must sit outside the field area in the areas designated for spectators.

14.2 A player, team official, or spectators impeding, harassing, or otherwise intimidating a game official, opposing coach, members of the league, or opposing players, may be subject to disciplinary action.

14.3 There is not a limit on the number of players that may be registered to a team's list.

14.4 For U8-U9 divisions, teams may have up to 12 players listed to their game sheet. For U10-U11 divisions, teams may have up to 14 players listed to their game sheet. For U12-U13 Divisions, teams may have up to 18 players listed on their game sheet. For 11v11, teams may have up to 20 players listed to their game sheet.

14.5 A maximum of four registered team officials are permitted on the bench during the game and they must be recorded on the game sheet.

14.6 In the event of inclement weather, games will only be cancelled if Youngs Sportsplex closes its facility, otherwise all games are to be played as scheduled, and it is the responsibility of the teams to attend.

14.7 Teams are responsible for having an OSCAR generated team roster with an approval stamp from their respective district association. Teams are required to be registered to the 2026 outdoor season.

14.8 Teams from outside of Niagara Soccer are responsible for having a stamped copy of a playing out permission form from their respective district.

14.9 All rules and regulations as set out in the OS Policies and Procedures regarding the signing and transfer of players shall apply.

14.10 Teams found to have used an ineligible player(s), shall forfeit the game to its opponent. If both teams are found guilty of using ineligible player(s), they will both be subject to disciplinary action.

14.11 Ineligible Player – Although the list below is not exhaustive, an ineligible player is the following:

1. Is not registered under OS Policies and Procedures
2. Is registered under a false name (Using another person's player registration book)
3. Is under a disciplinary suspension

4. Played under a different name
5. Played as a guest player without the appropriate approvals

### **Section 15 – Trials Players, Call Ups, Temporary Players**

- 15.1 OS rules shall apply with respect to trial, call up, and temporary players.
- 15.2 Call-ups from within the same club registered in a lower age division or lower-level team may be used at any time except for Grassroots players.

### **Section 16 – Referees**

- 16.1 All games shall have an OS registered referee assigned.
- 16.2 The decision of the referee to cancel or abandon the game is final.

### **Section 17 – Standings**

- 17.1 For U12-U18 divisions, the competitive-style format will be implemented with tournament standings being kept. For U8-U11 divisions, the festival-style format will be implemented.
- 17.2 For tournament standing purposes, 3 points shall be awarded for a win, 1 point for a tie, and 0 points for a loss.
- 17.3 In the event of a tie in points the winner shall be determined as follows:
  1. Head-to-Head, (Only applicable in a two-way tie)
  2. Goal Difference
  3. If still tied, Goals For
  4. If still tied, Most Wins
  5. If still tied, Penalty Kicks
- 17.4 If a playoff game is tied at the end of regulation time the following procedure is used:
  1. Teams will take 5 penalty kicks alternately.

2. If still tied after 5 penalty kicks, sudden death rounds will ensue.
3. Only players on the field at the end of the game may take a penalty kick.
4. Teams must go through their entire team including goalkeepers before a player can take a penalty kick a second time.

## **Section 18 – Discipline**

- 18.1 All discipline shall be conducted by the tournament convenor, except for game official assaults in which case discipline shall be conducted by Niagara Soccer.
- 18.2 The Discipline by Review (DBR) process will be used for all cases as outlined in the OS Published Rules.
- 18.3 In cases where Discipline by Hearing (DBH) is mandatory, the appropriate parties will be notified by the tournament convenor and/or Niagara Soccer, as the case may be.
- 18.4 Alleged referee assault will be handled by the district association in which the player or team officials is registered. The accused is automatically suspended from all soccer related activity, as per OS Rules, until the case has been disposed of.

## **Section 19 – Discipline Procedures**

- 19.1 Discipline action shall be taken in accordance with OS and League Discipline Policy and Procedures, and the following guidelines will apply:
- 19.2 Discipline by Review (DBR) – All player dismissals and suspensions for:
1. Receiving a second caution in the same game
  2. Serious Foul Play
  3. Violent Conduct
  4. Foul or Abusive Language directed at game officials
  5. Foul or Abusive Language directed at anyone other than game officials
  6. Denying an opponent a goal or obvious goal scoring opportunity by deliberately handling the ball
  7. Denying an opponent a goal or obvious goal scoring opportunity by committing an offence punishable by a free kick or penalty kick

### 19.3 Protests and Appeals

1. Game protests must be made in writing within thirty minutes of the game being played. Protests may only be made by a team official. Team officials submitting a protest must appear on the game sheet of the game in dispute.
2. Game protests will be heard by the tournament convenor in accordance with the OS published rules.
3. No protest pertaining to the decision of a game official will be heard.