



Scenic City Cup  
Owen Sound Minor Soccer  
[www.owensoundminorsoccer.ca](http://www.owensoundminorsoccer.ca)

## Tournament Rules

July 3-5, 2026

All games shall be played in accordance with The Laws of the Game observed by FIFA, The Canadian Soccer Association, and The Ontario Soccer Association. Unless otherwise stated, all published OSA Mini Soccer Playing Rules apply.

### ELIGIBILITY

All participating teams must be currently registered with their provincial, state or national association.

- All teams from outside South-West Regional Soccer Association must have proof of Permission to Travel, duly authorized by their governing association to the Tournament Host seven (7) days prior to the event.
- All teams from outside of Ontario must supply proof of Accident/Injury/Illness Medical Insurance to the Tournament Host no later than seven (7) days prior to the event.
- Teams will be accepted to play in the tournament at the sole discretion of the Tournament Committee.

### PLAYER ELIGIBILITY

Players must be born on or after January 1 of the following years:

- U15 (2011)
- U16 (2010)

### REGISTRATION

- Teams and all players must be registered with the Tournament Committee at Tournament Headquarters on the prescribed date and time, unless otherwise approved.
- Teams which withdraw their application after **June 19th, 2026** shall forfeit their entry fee.
- Teams must be registered before their first game is played. Teams failing to register by the time required may, at the discretion of the Tournament Committee, be dismissed from the tournament, forfeiting their entry fee.
- Teams may register and dress 18 players for any one game.
- A player card with photograph, duly authorized by the District Registrar, State or National Registrar, shall be presented at Registration. In those soccer jurisdictions where such cards are not available, a team card displaying the photograph, name and birth date of every player will be accepted, provided it is approved by the governing body of the applicant team.

- A maximum of 3 guest players are permitted with the above specifications. Guest players must be identified at registration and must conform to OSA Pyramid of Play rules.

### **EQUIPMENT**

The first team listed on the schedule is considered the “home team” and will be responsible for providing an alternate colour of shirt if the colours of the shirts are similar.

- Home teams are to supply a game ball.
- All players must wear proper shin guards and soccer shoes.
- Ball size: 5

### **FAILURE TO SHOW**

- A team shall be allowed a 15-minute period of grace after the scheduled kick-off time before it is considered that they have failed to show.
- A minimum of seven players constitutes a team and the game will be started if a team has at least this number of players. The period of grace may be allowed only if there are less than the minimum players required.
- In the event of a failure to show, the offending team shall forfeit the game. If both teams fail to show, the Tournament Committee will make a ruling.

### **ABANDONED/FORFEITED GAMES**

- The Tournament Committee will review the circumstances of any team that abandons (quits) a game before it is completed and decides whether or not the team shall forfeit the game.
- At the discretion of the Tournament Committee, teams that abandoned a game, fail to show, or otherwise forfeit a game will be subject to a dismissal from the tournament and all entry fees and bonds forfeited without appeal. Furthermore, such action will be reported to the governing body of the team involved.
- All opponents of a team who have forfeited a game will be awarded a win and three points in preliminary standings (score recorded as 2-0).

### **GAME DURATION**

<b>PLAYING TIME</b>	<b>QUALIFYING</b>	<b>SEMI &amp; FINALS</b>
U15	40 min. halves	40 min. halves
U16	40 min. halves	40 min. halves

The half-time interval in all games shall be 5 minutes.

### **POINTS DISTRIBUTION**

**Points:**            **win = 3 points**                    **tie = 1 point**                    **loss = 0 points**

Any team that forfeits any game, opposing team receives **3 points**.

## **TIE BREAKER AND STANDINGS**

### **No ties will be broken in the preliminary rounds.**

If teams are tied at the end of the preliminary round, group winners will be determined by the following:

1. Head-to-Head record of the tied teams
2. Fewest goals against - All games
3. Goal Differential - Head-To-Head
4. Goal Differential - All games (Goals For Minus Goals Against)
5. Most Wins
6. F.I.F.A. penalty kicks

**In semi final and final games,** if the scores are tied at the end of regulation time:

There will be two, **NON sudden-death 5 minute overtime periods**

- a) **If** still tied, each team will select 5 players on the field at the end of the overtime (including the goalie), to take penalty kicks. The team scoring the most penalty goals in its first five attempts will be the winner.
- b) **If** still tied, the other players on the field at the end of the overtime will take additional penalty kicks, one at a time, until a result is obtained.

### **In the event that there are quarter final games in any division, tied games will go directly to penalty kicks.**

If it is necessary to provide additional teams for playoff games, wild card teams may be selected. Such teams will be those with the best non-qualifying record in the division, determined by the number of points earned. In the event of a tie, criteria **1 through 4** above will apply. If still tied, a coin will be tossed to determine the wild card team. If the wild card

team comes from the same group as the division winner, pairings may be altered at the discretion of the Tournament Committee.

### **Overtime: semi-finals and finals only:**

If a game is tied after regular time, then overtime shall be two (2) five (5) minute non-sudden death halves for all divisions.

Penalty shots will decide the winner if the game is still tied after extra time (FIFA rules).

If tied, five (5) penalty kicks will be taken alternately by five (5) players from each team who were on the field at the end of the overtime period.

If still tied, alternating penalty kicks (sudden death) will be taken one at a time by the balance of the players on each team who were on the field at the end of the overtime period. The first team to go ahead after an equal number of shots will be the winner.

## **NUMBER AND DURATION OF GAMES**

- The Following Competitions shall not exceed the permitted time limit per day:
  - i. Under-15 and older may not exceed 180 minutes
- There must be a minimum of 60 minutes between each game played by any team.

## **SUBSTITUTIONS**

- There is no limit to the number of substitutions during a game, substitution can only be made during stoppage in play, and only at the referee's discretion.
  - When a goal is scored
  - At a goal kick
  - At the beginning of the first, or second half, or the beginning of overtime or halftime in overtime
  - For an injured player at the referee's discretion
  - Piggy-backing of substitutions will be allowed
- No substitution will be allowed for a player ordered from the field by the referee because of misconduct.

## **COACHES**

- Coaches must choose their designated technical area (coaches box) prior to the start of the game and must remain in the area.
- Spectators' areas are on the opposite side of the field from the technical areas.

## **GAME SHEETS**

- All game sheets and referee reports must be returned to Tournament Headquarters, by the Field Conveners, as soon as possible after the completion of a game.
- Game sheets must be signed by the referee and one official from each team.
- If a player or team official is ordered from the field by the referee for misconduct, or any player or team official is cautioned by the referee during the course of a game, it is essential the referee's report and game sheet be delivered to the Tournament Headquarters within 1 hour after the end of the game.

## **PLAYER UNIFORMS AND EQUIPMENT**

- Players must wear a number on the back of their shirts. Each player on a team shall have a different number and this number must coincide with the player's name and number as shown on the game sheet.
- If the colours clash, the home team will change colours
- At the Tournament Committee's discretion, a team that does not observe the colour change or shirt requirements of this rule may forfeit the game.
- The Home Team shall supply the game ball

## **FIELD SUPERVISION**

- Persons acting in the capacity of Field Convener reserve the right to check player cards before all games.

## **PROTESTS**

- All protests will only be entertained if received within 1 hour after the completion of the game in question. All protests must be written and accompanied with the protest fee of \$100.00 payable by cash or money order only. Protest fee will be refunded if the protest in question is deemed to be valid.
- No protest regarding the referee's decisions will be accepted. The Discipline Committee's decisions will be final.

## **GENERAL**

- The Tournament Committee will not be responsible for any expenses incurred by any team if the tournament is canceled in whole or in part.
- The Tournament Committee and/or South-West Regional Soccer Association reserve the right to decide on all matters pertaining to the event.

## **DISCIPLINE**

### **OSA Procedure 12.7 - Discipline at Tournaments**

7.1 The governing organization responsible for the tournament shall ensure the Discipline Chair has current Discipline Certification level 1 status.

7.2 Alleged offenders must be dealt with by The Panel under the DBR system or DBH system as appropriate directly after the game in which the misconduct was reported. REVISION DATE: JANUARY 2017 ONTARIO SOCCER ASSOCIATION 111

7.3 The Panel may, where justified, suspend any person dismissed during, or after, a game, from all further participation in the tournament. This is mandatory for any "A" misconduct type

7.4 If the Panel is unable to deal with an offence in a satisfactory manner after the game in which the alleged misconduct occurred:

- a) the offender shall not be permitted to participate any further in the tournament;
- b) within 48 hours after the completion of the tournament, the Tournament's Host Organization must forward the Match Official's report, together with any other reports, to its District Association;

7.5 In the case of a Match Official Assault in a tournament, the offender shall be immediately suspended from all soccer related activities, pending a hearing by an OSA Discipline Hearing Panel. a) the match official shall submit his/her report to the District Association in which he/she resides and to the OSA;

- a) the tournament's host organization shall immediately (after the completion of the tournament) notify its District Association;
- b) within 24 hours after receipt of notification of the Match Official Assault, the District Association shall notify the District Association with which the offender's club is affiliated who will in turn notify the accused, the club of the accused and the league which he/she plays, that the accused is suspended from all soccer related activity until being dealt with by an OSA Discipline Hearing Panel.

7.6 The Tournament's Host organization shall forward to its governing organization:

- a) within two days after the completion of a tournament, copies of all misconduct reports, including, dismissal and special incident reports, and the "list of cautions report"; and
- b) within seven days after the completion of a tournament, a summary report about the discipline rendered to each person.
- c) who will in turn forward for each person registered with another District Association the misconducts reports and summary report(s) to the appropriate District Association and shall forward a copy of such to the OSA

#### **EXTRAORDINARY WEATHER**

- In the event of severe weather (e.g., continuous heavy rain, lightning, excessive heat), the Tournament Committee has the authority to change the duration of games or any other function of the tournament, including such things as the following:
- Relocate and/or reschedule any games.
- Reduce, by up to 50 per cent, the scheduled duration of any game (including playoffs).
- Cancel any game in the preliminary round that has no bearing in deciding group winners.
- A game is considered complete when 50 per cent or less of the playing time remained when the game was terminated by the referee.
- In the event of total cancellation of the tournament, the tournament committee reserves the right to refund a portion of the registration fee.