

2019 R.D.S.B. Intermediate Coed Soccer Tournament
Competitive Division
James Jerome Sports Complex
October 10th, 2019

Pool A	Pool B
A1- MacLeod A2- Alexander A3- Lively	B1- Valley View B2- Confederation B3- Churchill

Game Times	Field A (Grass)	Field B (Turf)
9:00-9:50	A1 Vs. A2	B1 Vs. B3
9:50-10:40	B2 Vs. B3	A1 Vs. A3
10:40-11:30	A2 Vs. A3	B1 Vs. B2
11:30-11:40	Break	Break
11:40-12:30	Semi Final 1 1 st in A Vs 2 nd in B	Semi Final 2 1 st in B vs. 2 nd in A
12:30-1:20		3 rd in A vs. 3 rd in B
1:20-2:20	Bronze Medal Game Non-winner of Semi Final 1 Vs. Non-winner of Semi Final 2	Football-field closed

Finals:

Winners of Semi Final 1 and 2 will play in the Board Championship final at James Jerome Sports Complex on Wednesday, October 16th at 11 a.m..

Site Notes:

Please note: No food or beverages (other than water) are permitted on the turf field.

2019 R.D.S.B. Intermediate Coed Soccer Tournament
Friendly Division
Kinsmen Sports Complex (Lively)
October 10th, 2019

Pool A	Pool B	Pool C	Pool D
A1- Algonquin A2- Copper Cliff A3- Lansdowne	B1- Northeastern B2- R.H. Murray B3- Levack	C1- Carl Nesbitt C2- Chelmsford C3- C.R. Judd	D1- A.B. Ellis D2- Little Current D3- S. Geiger

Game Times	Field 1 (Field House)	Field 2 (Middle)	Field 3 (Far Field)
9:00 – 9:50	A1 Vs. A2	B1 Vs. B2	C1 Vs. C2
9:50 – 10:40	A2 Vs. A3	B2 Vs. B3	D1 Vs. D3
10:40 – 11:30	D1 Vs. D2	C1 Vs. C3	A1 Vs. A3
11:30-12:20	D2 Vs. D3	B1 Vs. B3	C2 Vs. C3
12:20-12:30	Break		
12:30-1:20	Game 1 1 st in A versus 2 nd in B	Game 2 1 st in B Vs. 2 nd in A	Game 3 1 st in C Vs. 2 nd in D
1:20-1:30	Game 4 1 st in D Vs. 2 nd in D	Consolation 1 3 rd in A Vs 3 rd in B	Consolation 2 3 rd in C Vs. 3 rd in D
2:20-3:10	Semi Final 1 Winner of Game 3 Vs. Winner of Game 4	Semi Final 2 Winner of Game 1 Vs. Winner of Game 2	

Finals:

Winners of Semi Final 1 and 2 will play in the Gold Medal game at 9:30 a.m. on Wednesday, October 16th at the James Jerome Sports Complex (turf field).

Non Winners of Semi Final 1 and Semi Final 2 will play in a Bronze Medal Game at 10:00 a.m. on Wednesday October 16th at the Jame Jerome Sports Complex (grass field).

Site Notes:

There is no concession stand at this site. Teams are free to order their own pizza.

Rainbow District School Board Junior (Grade 5/6) Co-ed Soccer Tournament Rules and Regulations

1. ELIGIBILITY

All participating teams MUST be Rainbow Schools.

The tournament committee will not be liable for any injuries to any participant in the tournament on or off the fields. All coaches must have FT-10 forms filled out and on hand at the tournament sites, no exceptions.

2. ROSTER

Team rosters will be limited to a maximum of twenty-five (25) players per team and all players may dress for any one game. Players may play on only one team during the Tournament. All players must be grade 5 and 6 students. Grade 4 students may be used if they consist of not more than 25% of the roster. Exceptions to this rule are made at the discretion of the tournament committee and only in the event that school population is inadequate in the stated grades to populate a team.

3. WEATHER

a) During the round-robin event, as a result of deteriorating weather conditions, the tournament committee reserves the right to shorten the length of any game in an effort to ensure that all games are played. Further, if necessary, the committee may cancel any game which does not have a bearing on the final standings of any group, as a result of these adverse weather conditions.

b) Should a game in progress be terminated due to weather conditions after the first half of play has been completed, the game shall be considered complete and the score at termination shall stand. If a game is suspended prior to the completion of one half, the Tournament committee may reschedule the game or may cancel the game and use shoot-out procedures to determine a winner. Teams are responsible for checking with the Site Convenor for rescheduling information.

c) The tournament committee reserves the right to adjust the schedule as required.

4. FORFEITS

If a team is unable to field seven (7) players at start time, the game may be forfeited. At the discretion of the tournament committee, a shortened game or shoot-out may be substituted for the match. Teams must remain at the site until a decision is reached. If a forfeit is declared, the team ready to play shall be declared the winner and a score of 5-0 will be recorded. No team will be allowed to gain an advantage through defaulting a game nor shall the team that does appear be disadvantaged. Teams are expected to check in with the site convenor at least 15 minutes prior to game time.

5. TOURNAMENT STANDINGS

a) Teams will be randomly assigned to sections for round-robin play. The round-robin standings shall be determined by utilizing the following criteria:

Points will be awarded:

Win: 6 points
Tie: 3 points
Loss: 0 points
Shutout: 1 point
Goals: 1 point for each goal scored up to 5 per game

Points will be deducted:

Yellow cards: -1 each
Red cards: -2 each
Coach ejection: -3 each

Example: A 5-0 win with no misconducts would be awarded 12 points (maximum possible per game).

Points awarded according to the above scheme will establish standings of teams.

b) If, at the end of the round-robin series, there is a tie, the higher placed team will be identified according to the following criteria in order:

1. Winner of head to head competition (not to be used for more than a 2-way tie).
2. Fewest goals allowed.
3. Goal differential that is determined by subtracting the total goals allowed (not to exceed 5 in any given match) from the total goals scored (not to exceed 5 in any given match).
4. Penalty kicks (field and time to be determined by the Tournament committee).

c) Playoff games will be played as follows:

In divisions of four or five teams (1 section), the top four teams will advance to the Finals.

Bronze Medal - Third Place team vs. Fourth Place team
Championship - First Place team vs. Second Place team

In divisions of six or eight teams (2 sections), the top two teams from each section will advance to the Finals.

Bronze Medal - Second Group "A" vs. Second Group "B"
Championship - First Group "A" vs. First Group "B"

In divisions of ten or twelve teams (3 sections), the three section winners and one wildcard (highest point total of remaining teams) will advance to finals. These four teams will be ranked based on their round-robin point standings.

Bronze Medal - Third Highest Ranked team vs. Fourth Highest Ranked team
Championship - First Highest Ranked team vs. Second Highest Ranked team

In divisions of fourteen or sixteen teams (4 sections), the four section winners will advance to the Finals. These four teams will be ranked according to their round-robin point standings.

Bronze Medal - Third Highest Ranked team vs. Fourth Highest Ranked team
Championship - First Highest Ranked team vs. Second Highest Ranked team

d) It is the responsibility of the coach of each team to check their team's standings with the site convenor to determine their placement in cross-over and/or medal rounds.

6. SUBSTITUTIONS

All substitutions are permitted at the discretion of the referee.

7. PLAYER EQUIPMENT

It is the responsibility of all teams to bring their primary uniforms and alternate strip or pinnies. In the event of a conflict of Jersey colours, the AWAY TEAM listed on the schedule shall be required to change. The goalie's shirt shall be distinct from those of his/her teammates, the opposing team and the referee. It is recommended that players wear soccer shoes but it is NOT mandatory. Shin pads are mandatory.

8. OFFICIALS

A referee will be assigned for all games in the tournament. A tournament official (Convenor) will be assigned to each site. Linesmen will be available if volunteers are available.

9. DURATION OF GAMES

All round-robin and crossover games will consist of two (2) halves of twenty-five (25) minutes duration. Each team is guaranteed a minimum of three (3) games.

All medal games will be as follows (unless otherwise deemed necessary due to field time, weather or field conditions by tournament committee):

halves of thirty (30) minutes duration

In all games, each team shall be entitled to a five (5) minute rest period at half time. Should any of the medal games end in a tie the game shall be decided by penalty kicks.

10. GAME BALLS

The game ball will be provided by site convenor, size 5 balls will be used.

11. CAUTIONS/EJECTIONS

a) Cautions - If a player or a team official receives two (2) cautions during a game there will be a one (1) game suspension. If a player receives three (3) yellow cards within the Tournament, the player is disqualified from the next game.

b) Ejections - If a player or a team official is ejected from a game, an automatic one (1) game suspension shall be invoked against the offending individual. The suspension will be in effect during that team's next scheduled game. The Tournament committee reserves the right to impose a longer suspension if deemed necessary. A player who receives two (2) red cards will be disqualified from the Tournament.

c) Convenor Cautions/ Ejections- If a player, team or associated parent(s) and or spectator(s) are behaving in a manner not in accordance with the site convenor's idea of a positive playing environment, they will be asked to either leave the site or be ejected from tournament play.

ALL EJECTIONS WILL BE ACCOMPANIED BY A WRITTEN REPORT, SENT TO THE PRINCIPAL OF THE RESPECTIVE SCHOOL.

Coaches are responsible to ensure players sit out any games they are suspended for.

12. CONDUCT OF TOURNAMENT

The referee's decision in matters concerning the application of the rules of the game and the decision of the tournament committee regarding conduct of the tournament shall be final.

The tournament committee relies heavily upon coaches to set a positive example of conduct and sportsmanship and to exercise the necessary control over their players and associated parents and spectators.

13. PROTESTS

No protests shall be entertained. There will be no appeals on tournament decisions.

Updated, May 2018