



QC United Challenge Cup 2022 Tournament Rules

Revised March 28, 2022

I. General

- It is the responsibility of team officials to familiarize themselves completely with the following tournament procedures and to govern themselves accordingly.
- The 2022 Challenge Cup Tournament will run from June 9-12, 2022.
- Local teams (within 100KM of Regina) must be prepared to play on Thursday, June 9, 2022 at 5:00pm.
- Out of town teams, must be prepared to play on Friday, June 10, 2022 at 5:00pm.
- Each team will be guaranteed a minimum of 3 games.
- All teams will be required to check-in at tournament headquarters located at the QC Facility – 1560A McDonald Street, Regina, SK (further information will be provided to teams after registration has concluded). Player Cards or some other photo identification are required by all players. Player cards are to be presented to the tournament committee at registration.
- All players must be registered with their local District/Provincial Association. All out of province or out of country teams must have a travel permit. SSA sanctioning requires that teams travelling from out of province must submit their travel permits to the Tournament Committee prior to the tournament.

II. Challenge Cup Trophy

- The Challenge Cup Trophy will be awarded to the club with the highest accumulation of points (points will be awarded in the U11 and above age divisions). The club whose top five (5) team placements accumulate the most points at the end of the tournament, will be awarded the Challenge Cup; however, to be eligible, clubs must register a minimum of five (5) teams.
- Points will be awarded as follows:
 - 1st Place – 5 points
 - 2nd Place – 4 points
 - 3rd Place – 2 points
 - 4th Place – 1 point

III. Competition Format

- The tournament will be LTPD compliant to align with Canada Soccer's Long-Term Player Development Model. This means that U9 & U11 divisions will not keep scores or standings.
- For the U9 & U11 divisions, we are modifying the following FIFA Laws of the Game:
 - A retreat line will be established at half for U9 and at one-third for U11. This requires the opposition to drop behind the line when the goalkeeper has the ball in his/her hands or on a goal kick. This allows the goalkeeper to pass the ball to one of his/her teammates without pressure of an opposing player nearby. Its purpose is to allow players to gain confidence when building the ball forward from the goalkeeper. The opposition activation point is once the goalkeeper's teammate has brought the ball under control or once a long pass crosses the established retreat line.
 - At U9, if a team is winning by 4 or more goals, the opposing team can add an extra player to the field, essentially playing with one more player than the other team until the score falls within 3 goals.



IV. Tournament Information

Age Group	Birth Years	Divisions Offered	Format	Registration Fee	Field Size	Maximum Roster Size	Offsides	Retreat Line
U9	2013 & 2014	Open	5v5 including GK	\$ 300.00	Modified 1/4 Field	10	No	Yes (Halfway Line)
U11	2011 & 2012	Premier & Div 2	7v7 including GK	\$ 525.00	1/4 field	14	No	Yes (One third)
U13	2009 & 2010	Premier & Div 2	9v9 including GK	\$ 525.00	1/2 Field	16	Yes	No
U15	2007 & 2008	Division 2	11v11 including GK	\$ 625.00	Full Field	18	Yes	No
U17	2005 & 2006	Division 2	11v11 including GK	\$ 625.00	Full Field	18	Yes	No
U19	2003 & 2004	Division 2	11v11 including GK	\$ 625.00	Full Field	18	Yes	No

V. Pools

- Divisions will be capped at six (6) teams unless demand dictates otherwise.
- Age divisions with four (4) teams will play one (1) game against each team within its pool.
- Age divisions with five (5) teams will play one (1) game against each team within its pool.
- Age divisions with six (6) teams will be split into two (2) pools of three (3) teams. Each team in Pool A will play each team in Pool B.

VI. Pool Rankings

- All teams are ranked on the following four (4) criteria, in order of importance:
 1. Total number of points
 2. Previous match results - winner of match between two (2) teams tied shall be awarded the higher position.
 3. Goal difference - subtract total goals allowed from total goals scored in calculating the goal difference. A maximum difference of five (5) will be allowed for any one game. (i.e. score is 8-1; difference will be counted as 5).
 4. Least number of goals against (Note: all goals count).
- If two (2) or more teams are still tied under criteria 1 through 4, then the teams must contact Tournament Headquarters to be assigned a time for penalty kicks to take place.

VII. Playoff Procedures

- IT IS THE RESPONSIBILITY OF EACH TEAM'S STAFF (coaches/managers) TO DETERMINE IF THEIR TEAM ADVANCES TO THE PLAYOFFS. INFORMATION WILL BE AVAILABLE AT TOURNAMENT HEADQUARTERS AND ONLINE.

VIII. Round Robin Point Scoring System

- 3 Points are awarded for a win.
- 1 Point is awarded for a tie.
- No points are awarded for a loss.
- In the event of a default, the game shall be awarded to the team defaulted against with a 5-0 score and the team will receive 3 points for a win.



IX. Game Procedures

- Except as otherwise stated in **Section III – Competition Format**, the FIFA ‘Laws of the Game’ shall apply to all competition.
- The home team must have an alternate jersey and be prepared to change if, in the opinion of the referee, there is a color conflict.
- Please leave the field and team bench areas clean after each game.
- The home team must be prepared to supply three (3) game balls.
- On-field warm-up time will be minimal.
- Game sheets must be obtained from the Field Marshall and signed by the manager and returned to the Field Marshall.
- Teams must have the following numbers of players to play a game.
 - U9 – 4 players
 - U11 - 6 players
 - U13 - 8 players
 - U15 & older – 9 players
- Players receiving a cumulative three (3) yellow cards during the tournament will be suspended for their next match. This cannot be appealed.
- Any red cards received during the Challenge Cup Tournament, will expire with the end of the Challenge Cup Tournament, except in cases where a red card is accompanied by a Special Incident Report, in which case the incident may be forwarded to the player’s Provincial Association and/or governing body.
- A red card is immediate ejection from the game in which the red card is received, plus an automatic 1 game suspension. This suspension is to be served during the team’s next game. The Discipline Committee will review the red card incident, and the Team Contact will be notified if any further disciplinary action is required.

X. Overtime

- There will be no overtime in round robin or playoffs. For games that require a winner, if the game is tied at the end of regulation play, regular FIFA penalty kicks will be taken to determine a winner. The following conditions will apply:
 - Only players on the field at the end of the match are eligible to take a penalty kick. All eligible players will remain at the centre line except the keeper and kicker taking the penalty kick. (The keeper from the team not taking the kick shall wait to the side of the goal.)
 - The referee will decide on which goal the kicks will take place.
 - The referee will toss a coin with both team captains. The winner of the coin toss shall have the choice whether to kick first or second.
 - Both teams shall take five (5) kicks taken alternatively.
 - Each kick shall be taken by a different player. Not until all eligible players of a team, including the goalkeeper, have taken a kick may a player of the same team take a second kick.
 - Any player who is eligible may change place with the goalkeeper at any time during the taking of the kicks.
 - The taking of the kicks shall be in accordance with Law 13.

XI. Discipline Rules

- The Challenge Cup Tournament Committee has established a Tournament Discipline Committee.
- Discipline guidelines will follow the [QC United Discipline Policy](#).



XII. Player Equipment

- Equipment shall consist of a numbered shirt, shorts, socks, shin pads and footwear. All players on the same team shall wear the same coloured shirts and shall not have the identical numbers. Goalkeepers shall wear colours which are distinguishable from all other players and referees.
- Players must not wear equipment or anything which endangers themselves or other players including any kind of jewelry.

XIII. Maximum Roster Sizes

- U9 – 10 players
- U11 - 14 players
- U13 - 16 players
- U15 and older – 18 players

XIV. Length of Games by Age Group

- The duration of the game shall consist of:
 - U9 - Two (2) twenty (20) minute halves
 - U11 - Two (2) twenty-five (25) minute halves
 - U13 and above - Two (2) thirty (30) minute halves
- Half time will be 5 minutes in duration. All teams must be prepared to start play at their scheduled time. Any delay will reduce the total game time.

XV. Coaching Requirements

- All Saskatchewan based teams must have team personnel who meet the coaching standards determined by the SSA outlined [here](#).

XVI. Players and Reserves

- Every player must have a player card.
- A player can only be on one team's roster.
- Players can not play down a division from where they are regularly registered.
- You may add a maximum of 3 guest players to your regular team roster. These players must be from an equal or lower division. Guest players must be marked as "guest" on your roster and a permission letter from their team must be included, indicating the team name, age and division at which they are registered. It is your responsibility to check with the tournament coordinator, prior to your first game, to ensure guest players are eligible.
- Playing unregistered players will result in game defaults and your Provincial/State Association will be notified.

XVII. Saskatchewan Laws

- All players eligible to play in the QC United Challenge Cup are "minors" in the Province of Saskatchewan. Possession or use of alcohol by "minors" is illegal. Any report of use of alcoholic beverages or illegal drugs will result in expulsion from the tournament.
- Any person who defaces, destroys, steals or otherwise abuses any of the venues used will be expelled from the tournament.

XVIII. Protests

- No protests will be heard on any judgment calls by the referee. All decisions by the referee will be final concerning the outcome of games.



XIX. Inclement Weather

- The Tournament Committee reserves the right to cancel the tournament in whole or in part due to inclement weather or unplayable fields and no refund will be issued. Individual games may also be cancelled outright, and no refund will be issued. Teams that are delayed by weather will not be refunded.
- Games will start and end in the allotted time provided in the schedule. In the event of inclement weather:
 - If a game cannot be played, the game will be listed as a 0-0 tie and both teams will be awarded 1 point each.
 - If a game starts but is abandoned before the first half can be completed, regardless of the score, the game will be listed as a 0-0 tie and both teams will be awarded 1 point each.
 - If the game is abandoned in the second half, the game will be listed with the score at the time when the game was abandoned and points will be awarded accordingly.

XX. Refund and Cancellation Policy

- ***If the tournament is cancelled due to Public Health Orders pertaining to the COVID-19 pandemic, a full refund will be issued.***
- If for any reason your team must cancel, please inform the tournament committee immediately by emailing: josh@qcsoccer.ca.
- Teams that withdraw after the registration deadline of May 21, 2022 will forfeit their registration fee. Refunds prior to the final registration deadline will be in full, except for a \$50.00 Administration fee.
- If you do not inform us of your cancellation, we will expect your team at its first scheduled game.

XXI. Questions

- If you have any questions, please contact us by email: josh@qcsoccer.ca.