



2013 Richmond Thanksgiving Tournament Team Information

Thank-you for participating in the 2013 Richmond Thanksgiving Tournament. This year's tournament is hosted by "Richmond Soccer"- Richmond Youth Soccer Association (Boys) and Richmond Girls Soccer Association, and we are looking forward to hosting 160 boys and girls teams from across BC.

The Boys Tournament Hub is located at Boyd AT Complex (Francis Road and No. 1 Road). The Girls Tournament Hub is located at Minoru. All games U11-U18 are spread out across a variety of fields in Richmond both grass and turf. The Hub provides information, general co-ordination, tournament draws/score reporting and medal presentations.

Games and General Information

1. There is no pre-game check-in. Please have your id cards/registrar letter and team lists ready for each game. Pick-ups must be from the same level or lower. ID Cards are not required for U11 and U12 but same pick-up rules apply.
2. Washrooms will be available at, or near all fields – either at nearby community centres or portables.
3. Please read the rules ahead of time (below). Game lengths are:
 - U11-U12 25 minute halves
 - U13-U15 30 minute halves (where U15/16 is combined – 35 minute halves)
 - U16-U18 35 minute halves
4. No games have overtime. FIFA penalty shots for finals only.
5. U13-U18 scores are to be reported by **winning team only to the Boyd Hub within 30 minutes - no phone calls. In the event of a tie, both teams report.**
6. Results to date will be posted at www.richmondsoccer.com and www.richmondgirlssoccer.com on Saturday evening.
7. All U11/U12 players will receive a tournament gift as part of the BC Soccer Thanksgiving Festival. All U11 and U12 team coaches/managers should report to the HUB prior to the start of their first game (or during the tournament) to collect their gifts. **Scores are not reported at U11 and U12 and no standings are kept.**
8. *****WARM-UP AT BOYD AT***:** warming up between the turf fields on Boyd AT is not permitted (except those with the first time slot of the day). Teams seen to be warming up on the turf will be asked to leave. There is not enough space and it is distracting and inconsiderate to the teams playing their games.
9. *****VIEWING AT BOYD AT/Turf Fields***:** Only players, team coaches, tournament officials and referees are permitted on the turf (AT) fields. Spectators are to watch games from bleachers or outside fence. Spectators on the turf fields will be asked to move off.
10. *****ONLY WATER IS PERMITTED ON TURF FIELDS***:** please do not bring coffee, tea, juice, etc... or food snacks on to the turf field.
11. For U13-U18 (boys), medals will be presented at the Boyd hub following the final of each group if a final is played, or after the last game of the winning team in a round robin grouping.
12. Concession: There will be a concession available at the Boyd and Minoru hubs.

Problems and Issues

1. We need to keep games to schedule. Please be ready to play at assigned time.
2. If no referee is present, report this as below so that we can try to remedy the absence, but you must start the game yourselves within 10 minutes of the assigned time. Each team will referee one half, unless both agree on one person refereeing the whole game.
3. The tournament rules will answer many questions. If not, ask at the Hub, or call the tournament directors as follows:

Girls Tournament Director/Referees: Stew MacPherson 604.765.4480

Boys Tournament Director/Logistics & Volunteers: Tania Webster 778.835.2563

Scheduling: Jeff Pauer 604.202.5295

Discipline (via Tournament Directors): Bob Harrison 604-313-5296



2013 Richmond Thanksgiving Tournament Rules & Regulations

1. FIFA rules apply, except as modified by tournament rules.
2. Only BC Soccer registered players and teams can take part in the tournament. TEAMS MAY PICK UP PLAYERS FROM OTHER REGISTERED TEAMS OF THE SAME OR LOWER CALIBRE ONLY. ANYONE BREAKING THIS RULE IS LIABLE TO DISQUALIFICATION. TEAMS SHOULD BE "OWN TEAM WITH MINIMUM ADDITIONS TO FIELD A TEAM". NO "STACKED TOURNAMENT TEAMS".
3. Team lists (2 copies) must be provided at each game. **ID cards required.**
4. A player may only play for one team in the tournament.
5. All players must play at least half of every game.
6. Home teams wear alternates if required, and provide the game ball. In the finals, the 2nd place team is home.
7. Everyone likes tournaments to run to time. All games will start on time. There will be a maximum 5 minutes grace - any team without 7 players 5 minutes after scheduled time will default (score = 3-0), and/or may face further penalty.
8. All games will be:
 - U11, U12: Two 25 minute halves
 - U13 - U15: Two 30 minute halves
 - U16 - U18: Two 35 minute halves.Where U15/U16 is combined games will be two 35 minute halves.
All games maximum 5-minute half-time. There will usually be assistant referees for U16-U18 games. For all other games, each team provides a linesman to indicate only when the ball is out of play. These linesmen are NOT to signal offsides.
9. Final games (only), which are tied after regular time will go straight to FIFA penalty shots.
10. U13-U18 Report all scores as follows: BOYS – winner reports to Boyd Hub, GIRLS – winner reports to Minoru Hub
11. U-11 and U-12 play is non-competitive. No scores, standings. Tournament goodie awarded to all players.
12. U13 and older teams play a competitive tournament. 1st and 2nd place teams receive medals.
13. All U13-18 divisions will feature a final championship game, between two top teams, except in divisions with five teams, which will be four-game round robin, with no final. In divisions with four or six teams, the two teams with highest points will play in the final. In 8-team groups, the winners of each of two pools of four will play in the final. In any division with seven teams, one team plays four prelim games. Its best, 2nd best and worst games count in the standings.
14. Points are allotted as follows:
 - win = 3 points
 - tie = 1 point
 - loss = 0 points.If points are even, tie-breakers will be used in the following order (i.e., a. first, then b. if still tied, then c, then d):
 - a. Head-to-head results
 - b. Goal difference (goals for minus goals against, max. 3 per game)
 - c. Least total goals conceded
 - d. Coin toss
15. The Discipline Committee will review all discipline issues after each game. Red cards incur an automatic next game suspension, plus possible further penalty. Suspensions will be referred to a player's home District in case suspensions carry over to league play.
16. Any protests need to be submitted within 10 minutes of game end, in writing, to the appropriate Hub tournament desk. The Tournament Committee's decision is final.
17. If the players, coaches or supporters of any team are found to have abused (including verbally) any referee or official, that team risks instant disqualification, as does any team causing an abandoned game, or involved in gross misconduct.
18. The Tournament Committee can clarify or amend rules as appropriate.