

# 2023 JUNIOR SUPER SOCCER MODIFICATIONS AND DISCIPLINE POLICY

Super Soccer will be run under general NWTSA Indoor rules with modifications to aid in our tournament. The modifications are listed below and the NWTSA Indoor rules can be found here:

[http://nwtsocket.ca/files/nwt\\_soccer\\_rules\\_of\\_indoor\\_soccer\\_march\\_2023.pdf](http://nwtsocket.ca/files/nwt_soccer_rules_of_indoor_soccer_march_2023.pdf)

## **Team Composition:**

Jr. Super Soccer: Each team in each category will be comprised of a minimum of 6 players and 1 coach. There is no maximum limit to the number of players per team. A minimum number of 4 players on the floor is required to start and finish the game. Fewer than 4 eligible players per team will result in a default.

The game shall be played by two teams each consisting of 5 or 6 players depending on the age division (14U has 6 and 13U/12U has 5), one of whom shall be the goalkeeper. Players ejected from a game may be replaced by a substitute.

## **The Ball:**

Jr. Super Soccer:                      Gymnasium: Size 4 Felt

Fieldhouse:    Size 4: Arena Low Bounce.

## **Duration of Game:**

The duration of the game shall be 2 equal periods of 22 minutes straight time with a 3-minute intermission. Some games may be 2 equal periods of lesser time if deemed necessary by the tournament whip.

Teams switch ends at half-time. The referee may at his/her discretion make allowance for time lost through accident or otherwise. Time shall be extended to permit a penalty kick to be taken at or after the expiration of the normal period in either half.

A round-robin game may end in a tie.

### **The Goalkeeper Returning the ball into play from the Crease:**

Gymnasium (the exception is when St. Pat's and Weledeh gymnasiums are combined where the 3-line rule is in effect): After the goalkeeper has gathered the ball into his/her hands, or after the ball has been played out of the playing field behind the goal line, the goalkeeper shall return the ball into play. The ball must bounce once or touch a player before crossing the halfway line. The goalkeeper may drop the ball from the hands inside the crease and play it with their feet, (punting action), however, the ball must bounce once or touch a player before crossing the halfway line. The goalkeeper has six seconds to put the ball back into play. (The goalie may play the ball outside of the crease and then kick the ball over the halfway line without the ball bouncing or touching a player. The penalty for an infraction of putting the ball back into play by the goalkeeper is an indirect free kick to the opposing team on the penalty kick mark which is 12 feet outside of the crease.

### **Pass back to the Goalie:**

If the ball is intentionally passed back to the goalie with their feet (from his own team), the goalie may NOT use their hands to control the ball.

Point of clarification: if a ball is passed back to the keeper outside the crease, they can bring the ball into the crease but still can NOT use their hands to control the ball. If the ball is shot by an opponent towards the goalie, who brings the ball back into the crease, they MAY use their hands to control the ball.

### **Tie-Breaking Procedure For Round Robin Play:**

In the round-robin, **3 points** will be awarded for a win and **1 point** for a tie.

Upon completion of the round-robin play, two teams may have the same amount of points. The tie will be broken in this manner:

a) The team who won the round-robin game between the two teams will be given a higher standing.

- b) If the round-robin game was tied then the team with the fewer points scored against them in the total round-robin play will be given the higher standing.
- c) If points scored against are tied, then goals "for" in the total round robin will be used with the team scoring the most goals awarded the higher standing.
- d) If still tied after goals then a coin toss will occur to determine the team that will be given the higher standing.

If three or more teams have the same amount of points after round-robin play then the following will be used to break the tie:

- a) Head-to-head record between the three or more tied teams.
- b) The team with the least goals scored against them in the games between the tied teams. The team with the most goals scored against them will get the lower standing.
- c) The team with the most goals scored for them in the games between the tied teams will get the higher standing and the team with the least goals scored for them will get the lowest standing.
- d) The team with the least goals scored against them in the total round-robin will get the higher standings. The team with the most goals scored against them will get the lower standing.
- e) The team with the most goals scored for them in the total round-robin will get the higher standing and the team with the least goals scored for them will get the lowest standing.
- f) If still tied after goals for then a coin toss will determine the team with the higher standing.

***Playoffs:***

During playoff games of the tournament, a tie will be broken by a 5-minute sudden victory overtime. If it is still tied after the sudden victory overtime then penalty kicks will be taken to determine a winner.

### ***Penalty Kicks to Determine a Winner:***

Penalty kicks shall decide the winner in the following manner:

- a) Each team will take five penalty kicks, alternating turns, at the same end of the playing area. Each kick will be taken by a different player chosen from the total team.
- b) If the game is tied after the five penalty kicks, the penalty kicks will continue until one team is ahead after an equal number of kicks.
- c) Until the winner is decided, the penalty kicks will be taken by the same five players in the same order. The player who is considered the goalie may be used as one of the five players in the shootout.
- d) The goalie who ends the overtime must be used in the shootout. During the shootout, if an injury occurs to the goalie the referee may permit a substitution for the injured goalie.

### **Sending Off:**

A red card or two yellow cards shown by the referee to a player during the course of one game will result in that player being sent off and replaced for the duration of that game. A red card/two yellow cards does NOT automatically result in a penalty shot unless the specific foul warrants it.

Furthermore, any player sent off may be asked to serve a one or more game suspension. Violent conduct, dissent, or flagrant unsportsmanlike behavior will result in further suspension upon recommendation by the referee to the tournament whip or by the decision of the tournament whip alone.

### **2023 Discipline Committee:**

#### **DISCIPLINE and APPEAL POLICY**

It is the responsibility of every athlete, coach and official to conduct themselves in a dignified and proper manner during the Super Soccer Tournament.

b. All competitors must be under the supervision of their adult coaches and/or designated adult guardians while on school property.

c. All athletes traveling to Yellowknife, by virtue of being away from their homes and parents, are understood to be under twenty-four supervision by their coaches and/or guardians.

Procedures for convening a Discipline/Protest Committee are as follows:

The gymnasium and school area are controlled by a tournament "whip", who, in turn, may have assistants or (after-hours) Security Guards. Alleged infractions shall be reported to the tournament whip. If the protest is a sport-related matter, the tournament whip shall render, in writing, a fair and reasonable decision.

b. If an alleged infraction occurs outside the school venue during the Tournament, the incident shall be reported to the Chairperson of the Discipline/Protest Committee, who shall render, in writing, a fair and reasonable decision.

c. If the contingent involved with or affected by the alleged infraction is not satisfied with the decision of the tournament whip, they may appeal to the Chairperson of the Discipline/Protest Committee.

d. A written protest shall be presented to the Chairperson of the Discipline/Protest Committee with a \$20.00 payment. This payment will be refunded if the protesting contingent wins the appeal. The contingent must lodge their protest within three hours of the alleged infraction or tournament whip decision.

e. The members of the Discipline/Protest Committee will meet and review the infraction or protest, rendering a decision as soon as possible. The decision of the Discipline/Protest Committee is final and there shall be no further appeal.

(The cell phone numbers for the discipline committee members and the head referee are in the game sheet binders at each venue.)

***Jr. Super Soccer:***

Ryan Nichols

Martin Deschesnes

Cory Taylor

Daniel Rainville

Federick Sonier

Darren Wicks

Tyler Craig

Jose Esteban