





OCFL

OTTAWA CARLETON FUTSAL LEAGUE
Bob Rathwell – In Memoriam

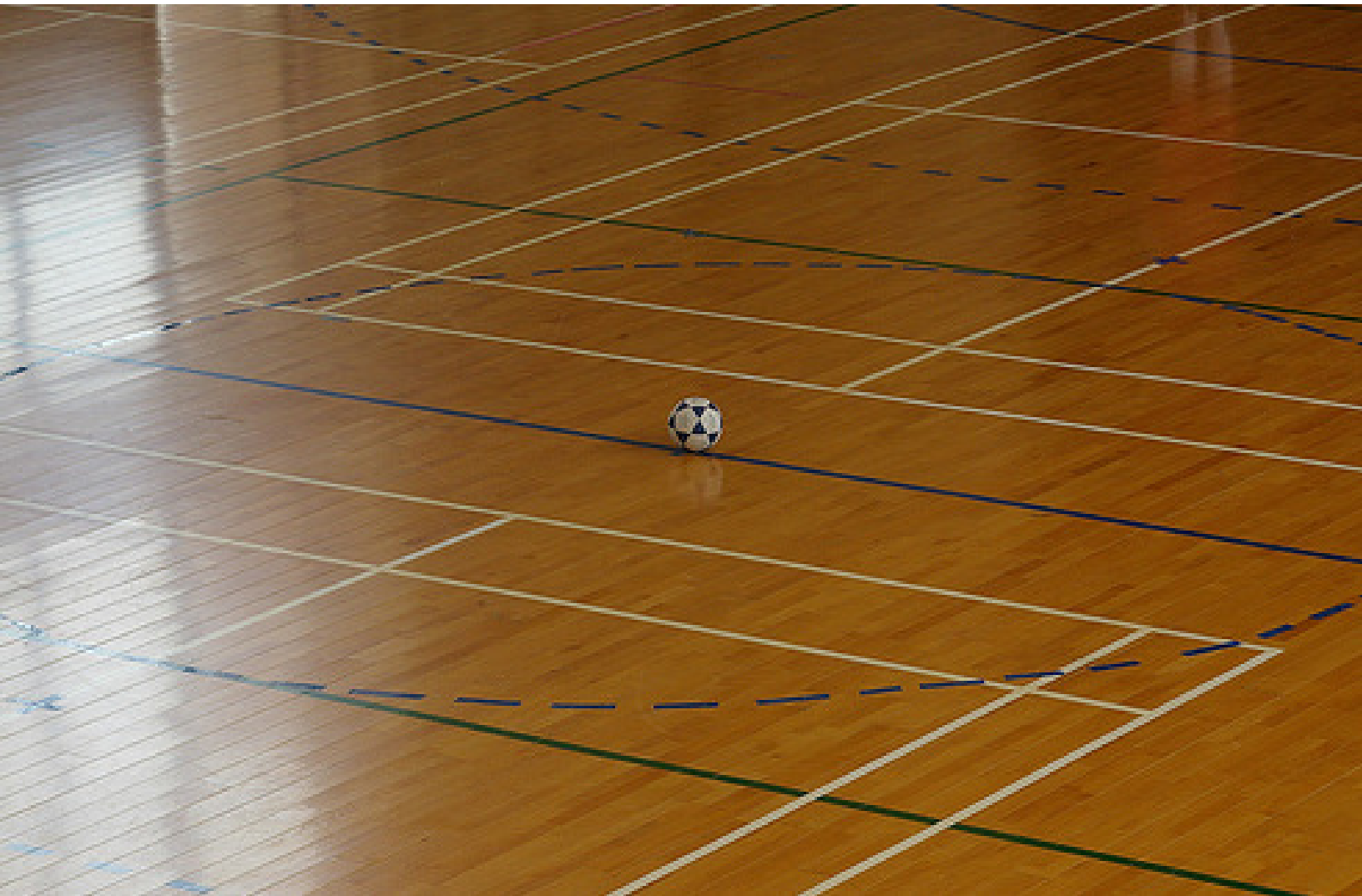


2012 Ottawa Men's Futsal Challenge



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2012 Ottawa Men’s Futsal Challenge

The Ottawa Men’s Futsal Challenge is a multijurisdictional interprovincial futsal tournament for Men’s teams. It is proudly hosted by the Ottawa-Carleton Futsal League.

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Jurisdiction

Policies, Procedures, and Laws of the Game

The Ottawa-Carleton Futsal League (OCFL) stages this Men's Tournament for which all clubs and teams who belong to Canadian Provincial member associations are invited to enter.

This tournament will be run in accordance with the policies and procedures of the Ottawa-Carleton Futsal League, the Eastern Ontario District Soccer Association, the Ontario Soccer Association, and FIFA.

Matches are played in conformity with the current FIFA Futsal Laws of the Game. Where there is overlap or non-decisiveness, the FIFA 2011 Laws of the Game, OSA, EODSA and OCFL published rules shall be in effect, except for changes hereinafter provided.

Classifications

Age Groups

The men's division is open to all recreational and competitive teams. Special consideration will be taken for Premier/competitive teams, since there is a cap for the number of teams we can accommodate.

The tournament is open to Men's teams registered between Under 21 and Older, as of January 1, 2012.

There will an OPEN division for any team to join.

An AllStar division will also be available for the top teams in their respective leagues. This is a great warm up for the Ontario Futsal Cup and other Provincial Cups to be played later in the year.



Registration

Registration

All teams must prove that they are registered with their District / Provincial soccer association and must play in a sanctioned indoor League (futsal/turf).

In accordance with the requirements of the Ontario Soccer Association (OSA), validly certified player passports or cards will be the only proof of player registration that will be accepted.

Improperly-registered or unregistered players or teams will not be permitted to participate.

On Registration, all teams will also need to provide to a Tournament Official an Official Team Roster that shows the names and birthdates of all players who are members of that team as well as the team's level-of-play (such as: OCFL Division, Lx, Premier, Elite, Regional, "AAA" etc.) during the indoor season, and regular outdoor season if applicable.

In addition, an Official Team Roster for the regular indoor team for each Guest Player, which roster shows the player's name and birth date and their regular indoor team's level-of-play will need to be shown and verified by Tournament Officials.

All teams are also required to keep these documents available should they be required during the competition.

Teams that did not have their player cards or passbooks, their Official Tournament Roster and Game Sheets verified and stamped by Tournament Officials during advance Team Registration, are required to check-in at Tournament Headquarters before kick-off of the team's first game in order to have each player's passbook or card verified as being current and for the correct age group. It is the responsibility of each team to leave enough time to register for their first game, allow for lineups to do so, and still have the required approved documentation present in sufficient time before their first tournament game.



When registering, teams are to present the Registration Official with the Travel Permission Form and Proof of Insurance Coverage documentation (if these documents are required and had not previously been sent in by mail, fax or e-mail to the Tournament Organizing Committee).

Travel Permits

All out-of-district teams (i.e. those teams whose players' cards or passbooks do not have the individual player registration approval "stamp" or signature from the Eastern Ontario District Soccer Association (EODSA)) must produce a Travel Permit from their home soccer association which authorizes that team to compete in the Ottawa Men's Futsal Challenge and certifies that all players on that team are registered to participate in this Tournament's "class"(which is restricted to "Interprovincial teams" (OIPCC) only).

Insurance

Finally, teams must carry and supply proof of injury and liability insurance while participating in this event. This is usually covered by your provincial registration, league and/or jurisdictional body.

Participating teams shall hold the OCFL, it's officers, tournament organizers, sponsors, supervisor, and participants harmless from any and all claims for liability accruing in relation to staging and organizing of the relevant matches and/or tournament, on or off the venues, including transportation to and from the activities.

Failure to Show

Teams must be present and ready to play at the scheduled time or forfeit the game.

Failure of a team to appear at a game, or to field three (3) players, without valid justification, at the game's scheduled kick-off time, will result in a 2 - 0 score being awarded to the opposing team. Should both teams fail to appear or to field three (3) players, without valid justification, at the game's scheduled kick-off time, neither team will be awarded points, and both will be shown



having a loss, with a 0 - 0 score being recorded. In both instances of game appearance failures (as opposed to a tournament appearance failure), the Tournament Discipline Committee will decide whether the team(s)-in-question shall be suspended from the remainder of the Tournament.

Should a team become unable to commence or to continue a game due to the fact that a sufficient number of its players has received Red or accumulated Yellow Cards, that team will be declared the loser of the current game and will be suspended from further participation in the Tournament. The winning team will be awarded the win by a score of 2-0 or by the existing score at the time of suspension of the game if that score is more favourable to the winning team, but the losing team will be allowed to continue in the Tournament if it can “field” the minimum required number of players in its future scheduled or assigned games.

Should a team refuse to field a sufficient number of players to start or to continue a game, or should it withdraw its players from the surface (even for a temporary period), that team will be declared to have lost the current game by default (even if the withdrawing or refusing team was leading at the time of the refusal or withdrawal). If the game had not started, a score of 2-0 will be awarded to the winning team. However, should the game have started, the winning score will either be 2-0 or the existing score at the time when the game was halted (whichever score is most favourable to the team that is being awarded the win). The team that refused to field a sufficient number of players or that withdrew its players from the field will be expelled from further play in the Tournament.

In the event that any team is expelled from the Tournament for the inability to field a team due to discipline, or withdraws (for whatever reason) from the Tournament, the Tournament Organizing Committee will consult with the Tournament Discipline Committee and may do one, all or none of the following:

1. re-align the “Pools”; and/or



2. revise the schedule; and/or
3. invoke any other decision to maintain the fairness and competitiveness of the competition.

In addition, the Referee will complete and submit a Special Incident Report (SIR) to the Tournament Committee and the conduct of the offending team will be reported to the EODSA for their review and supplementary disciplinary action.

Should the Tournament Committee accept the team's (or teams') non-appearance reason(s) as valid, the game may, at the discretion of the Tournament Committee, be re-scheduled, and/or shortened or forfeited (with continued participation in the Tournament allowed).

Should there be a valid reason for a team's late arrival and should there be a sufficient time period available in that day's schedule to play the game and should the team that otherwise would have received a forfeit win agree to play the game, the game may be re-scheduled by the Tournament Discipline Committee.

In the sets of circumstances where a re-scheduling of the game does not occur, and when appropriate, the Tournament Discipline Committee will have to decide, in the interest of fairness to all competitors, whether game results and/or goals for and against (or differential) should be included in the tie-breaking calculations; and if consultation is sought by the Committee on this issue, all affected teams will be allowed to make a representation to the Committee of no longer than five minutes duration.

When a team fails to appear or is late, the Tournament Discipline Committee will be the sole judge as to the validity of the team's reason for being late or for having failed to appear and will also be the sole decision maker as to whether the team should be expelled from the remainder of the Tournament.



Failure of a team to appear at the tournament will lead to a forfeiture of the team's entry fee, and reporting of the incident to the Eastern Ontario District Soccer Association for referral to the team's home association for further action.

If a team forfeits its last game of the round-robin series, all games played by that team in the tournament shall be eliminated and all of their opponents will receive a 2 -0 victory and three (3) points, regardless of the actual game scores. The offending team shall be assessed a \$500.00 fine which shall be payable within thirty (30) days. In the event the fine is not paid, the appropriate district association and the Ontario Soccer Association shall be notified of the team's performance and appropriate disciplinary action shall be taken. The Tournament Committee will also take disciplinary action. They will also be reported to the EODSA.

In no case shall a team that forfeits qualify for any playoff rounds or championship games.

No grace period will be allowed from scheduled kickoff time.

Abandoned games will be reviewed on a case-by-case basis by the Tournament Committee.

All determinations by the Tournament Committee are final.

Eligibility

Rosters

Team rosters will be limited to twelve (12) players. All twelve may be dressed and play in each game of the Tournament. A team may include up to a total of three(3) guest players, with a maximum of three (3) guest players coming from outside of the registering team's own Club.

A player may only be registered and play on one team in the tournament.

Registration cards may be inspected at any time during the tournament.



Guest Players

All guest players must meet the eligibility requirements.

A guest player's age must fall within the age period of the team on which they are playing (i.e. a guest player's age cannot cause their host team to be required to play in an older age Division).

Ontario teams must obtain a Temporary Registration Permit (TRP) from their respective District Association for all guest players coming from another Club.

Teams from outside Ontario must obtain the equivalent TRP document from their respective governing body (if such forms are used in the team's home jurisdiction). The Temporary Registration Permit issued by the player's District Association must stipulate for which tournament the permit is valid and entitles the player to play in all the games of the tournament.

The number of guest players must not exceed the O.S.A. limit that is in the case of futsal teams a maximum of 3 players from any team providing the player meets the age requirements of the tournament.

All guest players must supply and carry proof of identification and provincial and club registration.

Players playing up from the same club only need to provide player Card and Official roster of the team they are coming from.

Any team playing an ineligible player will forfeit all games where such a player participates or participated by a 2 -0 default score. They will also be reported to their governing body for disciplinary action.



Eligibility

Teams and players **MUST** be registered with their respective governing body (District, Regional or Provincial Association). Player registration cards, complete with pictures, names, registration number and birth year, issued by the team's governing body Registrar, are required and must be presented to the Tournament Committee at registration, and be available for presentation, if and whenever required, to Tournament Officials. The name and registration number of each player (including all guest players) must appear on the participating team's Tournament Roster and game sheets. Player cards (or passbooks) may be spot-checked and compared to the game sheet; and players' pictures on their card or passbook will be compared to the player presenting the card or passbook during the competition.

Any Player or Team Official who is deemed to be ineligible will cause their team to forfeit that game by a 2-0 default score and the team will be disqualified from the Tournament.

Generally speaking, a team must play in the minimum age level Division for which the team's players' birth years allow. On rare occasions and only at the discretion of the Tournament Organizing Committee, will a team be allowed to "play-up" in an older age Division.

Players who are registered with their governing futsal/soccer association to play at a higher level of competition than for which the team has applied for entry, are allowed to play in that age group or competitive level, as long as they are eligible by birth year. In other words, "playing down" age-wise or calibre-wise (within the same birth year) will be permitted.

The Tournament Organizing Committee reserves the right to accept or to refuse the entry application of any team for participation in the Tournament.



The Competition

Phases of the Competition

The competition consists of the following phases:

Qualifying Round

Each bracket will have a group play segment where teams will compete in segmented pools in a round robin format, guaranteeing that every team will play at least three matches. Depending on the number of pools/teams, the top teams from each group advance to the knockout stage. The number of teams advancing from each group depends on the number of, and alignment of, individual groups and brackets.

Final Round (playoffs)

The knockout stage is a single-elimination playdown in which teams play each other in one-off matches. All matches, with exception to finals, will go directly to penalty shootouts used to decide the winner if necessary. The Finals will consist of a 10 minute sudden victory goal.

Group Formation

Where it decides it is in the best interests of the competition, the OCFL administration may form groups for the draw for the qualifying round, utilizing ranking information based on available research at the time of the decision (including league tables, prior history, etc).

Competition Organization

All participating teams are guaranteed three (3) games during the “Round-Robin” portion of the tournament.

The structure of each Division and the determination of each participant’s opponents will depend upon the final number of teams participating within a Division. Each Division’s competition structure will be explained in detail when its schedule is published.



Each elimination game (including the Semi-Finals and Final) will have a winner and a loser as tied games are not permitted to "stand". Instead, if the score of any game is tied at the end of regulation time, the game's winner shall be decided by penalty kicks taken in accordance with the regulations laid out in the FIFA Laws of the Game. However in all games in the group play phase, each game does not require a winner and a loser as tied games are permitted to "stand", and there will be no overtime periods or penalty kicks taken.

Each team will be awarded three game points for a win, one for a tie, and no game points for a loss.

If, at the end of the Round-Robin group play series of games, two teams' game point totals are tied, the various teams' rankings or standings will be determined according to the following criteria order:

- the winner of the game (if any) between the two teams;
- the team with the most wins;
- the team with the better goal differential (i.e. goals scored minus goals conceded) (This criterion includes all forfeited game assigned results and goal totals.);
- the team with the higher goals for in all games;
- the team with the lower goals against in all games;
- the team with the greater shut-outs for;
- the team with the lower shut-outs against;
- FIFA penalty kicks within one hour of the conclusion of the Round-Robin



- In the event that the tied teams did not play a game against each other, the tie-breaking will commence with "bullet" #2 (above).
- In the event that 3 or more teams are tied, and did not each play each other, the tie-breaking will commence with bullet #2 (of the dotted items above) - even if two of the teams had a Round-Robin game against each other - and will proceed in the above order of criteria until one or more team(s) is (are) eliminated by one of the criteria. The breaking of the remaining tie will then re-commence at bullet #2 and proceed in the above order of criteria until each deadlock is broken.

Playoffs

For divisions in which there are five (5) and six (6) teams, the top two teams go directly to the finals. For divisions in which there are four (4) teams, the semi-finals will be conducted as follows: 1st place versus 4th place, and 2nd place versus 3rd place. All elimination round games (Quarter-final, Semi-final and Final games) that end in a tie shall be decided by five(5) penalty kicks. The Finals will have a 10 minute sudden victory, followed by penalty kicks.

Play

Substitutions

Teams may register, dress and play as many as 12 players in any game. Substitutions may be made at any time during play as long as they are compliant with standard FIFA substitution rules.

Substitutions can be made “on the fly.” Players must enter from the defensive half of the court.

The player exiting must be completely off the field before the replacement player may enter the field.



Any player entering the field too soon will receive a yellow card.

Goalkeeper substitution can only be made when the ball is out of play and with the referee's consent.

Substitutions will be unlimited in number. Substitutions will not be allowed for a player ejected from the game.

A player who is bleeding must leave the playing surface for treatment and will not be allowed to resume playing until after the Referee has verified that the area of the body (other than the inside of the nose or mouth) from which the player was bleeding has been properly covered and that the bleeding has stopped. In the case of a nose-bleed or an internal mouth injury, it will be sufficient for the Referee to ascertain that the bleeding has stopped in order for the player to be allowed to re-enter the game. No player will be permitted to play with blood on any piece of their body or equipment.

Position of Opposing Teams

Teams are asked to be at the venues for all scheduled games at least 15 minutes prior to Kick Off.

Players, Coaches, and other Official Bench Staff for both teams will take up position on the same side of the playing surface but on opposite sides of, and at least four (4) yards away from, the center line.

Players and Coaches (and other Bench Staff members) shall restrict their movements to within four (4) yards from this starting point going towards the nearest goal line.

All spectators will take up position on the opposite side of the playing surface across from their respective team's first-half bench.



All players, Coaches, Official Bench Staff, members and spectators shall remain as far back from the touch line as possible. The referee can and will implement this for the safety of the players, and their decision is final and to be enforced by all coaches and spectators.

Playing Equipment

Each team should have two sets of different coloured jerseys.

In the event of a conflict of jersey colours, the home team will be required to change.

Once the pairing of teams in any particular game is determined by the “schematic” (i.e. playoff elimination rounds) as opposed to a pre-determined schedule of named teams, the lower-ranked team, or the team coming from the lower-numbered game, will be the Home Team for the game-in-question.

Each player must wear a numbered shirt with the number assigned to the player on the team game sheet. All shirt numbering must have large numbers on the back for ease of identification by the officials. No duplicate numbers are allowed.

The goaltender’s jersey must be distinct from those of her team-mates, the opposing team, their goalkeeper and the referee.

All players must wear shoes which conform to the requirements of FIFA Law IV. No cleats, and nothing which marks, mars or disfigures the playing surface will be allowed.

Jersey, shorts, socks and shinguards are mandatory for each player.

Other than team identification, direct sponsor advertising, and player name, all items worn by players, officials and other representatives must be free of any political, religious and/or other messages.



The Referee will provide the game ball. Should one not be available the Home Team will also be responsible for providing a Game Ball that is deemed of sufficient quality by the Referee. Should the Home Team not be able to satisfy the Referee's quality standard for the Game Ball, the "Visiting" Team will be asked to provide such a ball. Should neither team be able to provide a ball of sufficient quality, the Referee will choose the best ball available from any source at that time.

Jewelry shall not be worn.

Knee braces or rigid casts, if worn, must be completely covered with a padded material suitable to protect opponents from harm. The referee shall decide what constitutes a danger to other players, and their decision is final.

Playing Regulations

Teams begin play in the first half by defending the side of the surface their bench is on. A coin toss will be used to determine who begins by attacking with the ball.

Teams will switch ends and benches at halftime.

Coaches may also be requested to select game All-Stars upon completion of the game.

A maximum of four (4) Team Officials (Coaches, Trainers, etc) will be permitted to be "on the bench". These persons will be designated by each team as Official Bench Personnel on the Tournament Roster.

If there are fewer than three(3) players on either of the teams, the match will be abandoned. In this case the Discipline Committee will decide on the consequences.



Game Sheets

Game sheets will be provided by the officials. Team manager must ensure that the correct players OSA id numbers, and jersey numbers are on the game sheets before their first games kickoff. No new players may be added after the first game has been played.

Coaches and Team Officials

It is strongly suggested that all teams should register a coach and an assistant coach or administrator in the event that one of the team officials receive an ejection.

A maximum of three team officials are allowed on the substitute's bench.

The names of all persons and their functions must be listed on the game sheet.

Suspended players are not allowed to warm up and to sit on the bench.

Schedules

Please note the Tournament Committee reserves the right to make changes in the schedule including changes to the semi-final and final matches.

Ball Size

Games will be played using a standard FIFA Size 4 futsal ball.

Duration of Games

Duration of all group games will be 40 minutes running time. Tournament organizers will limit the number of teams in the competition according to available gym space.

Each team will have one 60 second time out per half.



The Referee is the official time-keeper for the game, even during games where a time keeper is assigned.

Conduct

Spectators

Spectators must not enter the playing surface, technical areas, or opposite side of the playing surface.

No one (players, coaches, spectators) will be allowed behind the end line.

First Aid

Each team is responsible for providing their own first aid requirements.

Conduct

The decisions of the Tournament Committee regarding the conduct of the tournament, it's participants and spectators shall be final.

The Tournament Committee relies upon the coaches and team officials to set an example of conduct and sportsmanship and to exercise all the necessary control over their players and associated parents and spectators.

The tournament will not tolerate foul and abusive language.

There is no smoking at any facility.

The Tournament Committee reserves the right to eject ANY person (player, coach, team official, parent or spectator) exhibiting inappropriate behavior from the immediate playing areas.



No alcoholic beverages, other intoxicants and artificial noise-making devices or amplifying devices are permitted at game venues.

There are no pets allowed at any facility.

All public passageways, corridors, stairs, doors, gates and emergency exit routers must be kept free of any obstructions, which could impede the flow of traffic.

Cell phones and mobile devices are to be turned off or to vibrate during play.

Players must be instructed to compete in the spirit of the game and according to the laws of the game. It is the responsibility of each Coach/Manager to inform their players, parents and supporters of these rules and their guidelines.

While at the venues and facilities, any coach, parent, team official, player or spectator threatening violence or verbal abuse to any individual will immediately be ejected from the tournament and the entire team may be ejected from the tournament. This type of behavior is not acceptable at this event and will not be tolerated.

Teams and affiliated persons that are disrespectful and/or damage property will be ejected from the tournament and will not be accepted for future participation. Additionally, those team(s) will be responsible for all expenses.

Coaches, bench players and team officials must be seated during play as per FIFA rules.

The Coach of each team will be held responsible for the behavior of all spectators or supporters in their team's party.

Manager/coach of both teams will insure their respective sideline areas are clean and that all trash is in containers.



Discipline

Cautions/Ejections

Cautions/Yellow Cards - if a player receives two (2) cautions during the tournament, the circumstances surrounding the cautions will be reviewed by the Tournament Discipline Committee. If the Committee deems the cautions to be of a serious nature, a one (1) game suspension may be handed down. Those under suspension will sit for their team's next game. A third caution will result in an automatic one (1) game suspension.

Ejections/Red Cards - all misconduct during the tournament by players, Coaches and Team Officials will be dealt with by the Tournament Discipline Committee and the appropriate suspensions will be rendered in accordance the OSA's discipline rules and regulations. The EODSA will be notified of any discipline that has not been fully served during the Tournament, for their further actions according to the OSA's discipline rules and regulations.

As per the OSA's Tournament Hosting Regulations, all Referee Reports for Yellow and Red cards, as well as all SIRs will be forwarded to the EODSA, irrespective of whether or not the prescribed discipline has been served in its entirety during the Tournament.

Players, coaches or team officials ejected during/from any tournament game shall be suspended for at least one additional game. Additional penalties may be imposed, as deemed fit and necessary by the Tournament Committee.

Officiating

The tournament shall use only licensed referees.

The tournament shall use a one or two referee system during the round robin. During the semis and finals, the tournament will use a two referee system.

In terms of the score in a game, the referees decision is final.



The Referee will record goals scored and scorers, and indicate all cautions and ejections on the Game Roster.

The Referee will also describe and explain all Cautions and Ejections on the appropriate OSA Cautions and Dismissal Forms.

The Referee will verify the correctness of the Game Roster and Final Score by signing the Game Rosters at the end of the match.

The Referee will also fill in and submit to the Tournament Committee Special Incident Reports (SIR) as required.

For the purpose of discipline, the Referee's authority commences once he or she is in the vicinity of the playing surface and continues until he or she has left the vicinity of the surface. This time span includes the teams' warm-up and warm-down periods and the souvenir exchange/hand-shaking and the vicinity-exiting period.

Any player who was ejected for assault of a Referee will not be allowed to continue to play in the tournament and the player's actions will be reported to the EODSA.

The Referee's decision in matters concerning the application of the Laws of the Game, and the decisions of the Tournament Committee regarding conduct of the tournament shall be final and with no appeal rights.

All registrant discipline will be dealt with according to the OSA Rules and Regulations under the Discipline By Review System. The Tournament Discipline Committee will review the Referee's report and render suspensions as appropriate according to the OSA Rules, Regulations and Standard Penalties for Misconduct. All discipline not covered by the OSA Discipline By Review System or served in full during the tournament, will be referred to the Eastern Ontario District Soccer Association for its further action, which may include referral of the matter to the registrant's home association for further action.



Protests

No protests regarding a Referee's decision(s) on matters pertaining to discipline, including the showing or issuance of red or yellow cards - will be entertained. All Referees' decisions are final.

Protests regarding non-Referee-decisions will be permitted. All potentially affected parties will be notified of the protest and each will be permitted to make a presentation (of five (5) minutes maximum duration) to the Tournament Management Committee, which will make a decision on the same day that the protest is filed; and its decision will be final and binding.

Protests on non-Referee-decisions must be filed in writing and submitted to the local representative of the Tournament Committee within one half of an hour of the end of the game related to the protest, and a cash deposit of \$100.00 must accompany the protest.

All teams that are or may be affected by the protest will be contacted and allowed to make a representation of no longer than five minutes' duration to the Tournament Discipline Committee.

A decision will be made by the Tournament Discipline Committee before the commencement of any of the affected teams' next scheduled or possible game and the decision will be final and binding.

There will be no appeals.

The fee will be refunded only where the protest is upheld.

Penalties and Accumulated Fouls

Once teams have accumulated their 5th foul in a game:

- The team shall not be allowed a defensive wall
- All free kicks shall be direct (no indirect free kicks)



- Infringements committed within 10 meters of the goal line shall be punished with a direct free kick from the point of infringement; infringements committed from 10 meters or further from the goal line shall be punished with a direct free kick from the Second Penalty Spot.

Tournament Discipline Committee

The Tournament Discipline Committee will rule on all matters of protest or dispute other than those matters that relate to a Referee's judgment call or those matters that will be forwarded to the EODSA by the Tournament Discipline Committee for their adjudication or forwarding to the OSA or to another soccer association for their action.

The Tournament Discipline Committee may consult or confer with any or all members of the Tournament Organizing Committee for their assistance in interpreting any raised issue that applies to discipline.

Organization

Tournament Organizing Committee

The Tournament Organizing Committee will be responsible for all matters pertaining to the organizing and running of this Tournament.

With respect to any question relating to the interpretation of these Rules and Procedures (other than matters that fall exclusively within the coverage of the Tournament Discipline Committee) or for any matter not specifically addressed by these Rules and Procedures, the Tournament Organizing Committee will, upon hearing a representation of no longer than five minutes duration from each of the teams that is or may be affected by any issue under discussion, make a final and binding decision.



There will be no appeals from this decision.

Cancellation of Tournament

The entry fee will be refunded in full if the tournament is cancelled.

The tournament is not liable for any part of other personal or team-related, travel, or other expenses accrued or incurred due to, but not limited to, part or while cancellation of this tournament.

If a game or the entire tournament is cancelled due to acts of God, no refunds will be given under any circumstances.

Abandoned Games

Under normal conditions, every game is to be played at its scheduled time and location. However, if dangerous playing surface or venue conditions occur, the location and kick-off time may be changed. However, unless previously advised otherwise by the Tournament Committee, or an official delegate of the Committee, all scheduled teams must appear at the scheduled location at the stated start time regardless of these conditions.

Referees have the authority to delay, stop or suspend any game due to venue or playing surface conditions. The Tournament Committee also has the authority to delay the start of a game or to re-locate or re-schedule it due to surface/venue conditions.

If a game is abandoned (i.e. will not be completed) the Tournament Discipline Committee will rule on that game's status, but every reasonable attempt must be made to complete all games in their entirety. When 75% or more of a game has been played, and the Referee determines that play cannot safely continue due to surface and/or field and/or light conditions, that game will be abandoned (ended) and will be considered to have been completed and the score at that time will become the final regulation time score.



If a game is suspended and then re-started, the game will not be deemed to have been completed simply because 75% of the game time has been played. Instead, play must continue as long as is safely possible - regardless of any single or multiple playing surface-conditions-caused game suspensions, unless that game is declared by the Referee to be “unfinishable” due to surface abnormalities, light-loss, etc.. In the event that a game is suspended due to the venue, the remainder of the game may be played later that same day or the following morning (if appropriate) at another location. The Tournament Committee will make the final decision as to the possible re-scheduling and re-location of the remainder of the suspended game.

If when a game is suspended it is less than 75% completed and it is later decided that it cannot be re-started, re-scheduled or re-located, the game will be declared as complete and the existing score will become the final regulation time score.

If a playoff game is suspended and should the final regulation time score be tied, all efforts will be made to conduct the overtime or go to penalty shots. If completion is impossible, a single coin toss will be used to determine the winner of the game. A Tournament Official will arbitrarily decide which team predicts the toss outcome.

Under normal conditions, games are to be played at the scheduled time and location. However, if dangerous conditions occur, the location and starting times may be altered.

Unless previously advised by the Tournament Committee, teams must present themselves to the Field Marshal for their assigned venue at least 15 minutes before the game's scheduled kick-off time, regardless of weather or transportation conditions.

During round-robin series, 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 that does not have a bearing on the final standing of any group.

If a game is abandoned, the Tournament Discipline Committee will rule on its status, but every attempt will be made to complete the game as scheduled.



If the abandonment be from the actions of a player, team official or spectator it will be forwarded onto the EODSA. The tournament can over turn the game result and the EODSA will look at taking discipline actions against the club who the team is registered with.

Privacy

Photo Policy

Photo Policy: There may be many photos taken throughout the event, many of the games and some that we call lifestyle photos, i.e., sideline activity, interesting personalities, etc. by fans and families who may wish to post these photos on the OCFL web site. By participating in the tournament and other events of the tournament, you are giving permission for the OCFL, futsalottawa.com and the tournament to use these photos on the site. We also recognize that there may be situations where you do not want a photo of your child or legal charge published. Since futsal is a team sport, in the event a game photo is requested to be removed by a parent or legal guardian (yes, you will be asked to prove who you are), all photos of the requested games will be removed from the site.