

2027

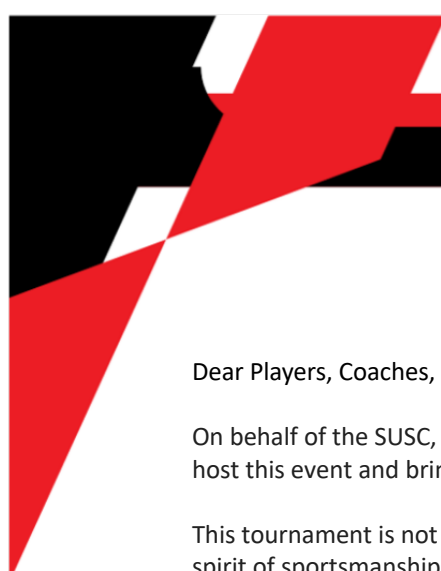
ANNUAL INDOOR TOURNAMENT

Saskatoon United Soccer Club Rules



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Dear Players, Coaches, and Supporters,

On behalf of the SUSC, I am thrilled to welcome you to the 2027 Indoor Soccer Tournament! We are excited to host this event and bring together teams from near and far to share in the love of soccer.

This tournament is not just about competition; it's about community. We encourage everyone to embrace the spirit of sportsmanship, teamwork, and friendship. Our goal is to create an enjoyable experience for all, whether you are on the field or cheering from the sidelines.

A huge thank you to everyone who has worked hard to make this event possible, including our dedicated volunteers and sponsors. Your support is invaluable, and we appreciate your commitment to making this tournament a success.

Good luck to all teams! Play hard, have fun, and let's create memorable moments together.

Let the games begin!

Warm regards,

SUSC President, Kristi Ross

Tournament Headquarters:

Enquiries before or after tournament

Phone: (306) 361-7872

Email: tournament@susc.ca

Tournament Headquarters:

Indoor: Saskatoon Sports Centre (2nd floor)

Phone: (306) 657-5747

Tournament Venue:

Saskatoon Sports Centre (150 Nelson Rd)

Tournament Entrance:

Entrance will be unlocked 1 hour prior to the first game each morning. Please use the North Entrance and park in the NW parking lot or across the street at Forst Park. **DO NOT PARK in Staff Parking (see map on pg.5)**



TEAM ROSTERS: **Changes or additions to your initial online roster will be accepted up until Jan 21, 2027. Please ensure that any guest player you intend to use are indicated as affiliate players on your online roster submission.**

REGISTRATION / ACCEPTANCE: All teams will be placed on a waitlist at time of registration. Once registration closes, teams will be notified within **7 business days** regarding whether they have been accepted into the tournament. Upon receiving an acceptance notification, teams **must submit payment within 48 hours**. If payment is not received within the 48-hour deadline, the team's spot may be forfeited and offered to another team.

OUT OF PROVINCE TRAVEL PERMITS: For teams travelling from outside of Saskatchewan, you **MUST** provide your approved travel permit approved by your provincial soccer association by January 21, 2027.

ADMISSIONS (Cash or Card): There will be an admission charged for spectators over the age of 18 of \$10.00 per day or \$20.00 for a weekend pass. **Please inform your players and coaching staff to please stay off the Terry Fox Walking Track.** A package under your team's name will be left at Tournament headquarters for you to pick up including three (3) complimentary tournament admission passes for your coaching staff. Any coaching staff above three (3) will be required to purchase a pass.

PARKING: See Parking Map for Restrictions (Pg. 5). If you are found to be parking in restricted areas you could face a parking ticket, or your car being towed.

DRESSING ROOMS: Teams may obtain a dressing room key up to 30 minutes before their game by leaving a set of personal keys with facility staff as a security deposit, which will be returned when the dressing room key is brought back within 30 minutes after the game. During the game, all belongings should be stored in the provided cages, the key kept with you, and the dressing room door locked. Teams are responsible for leaving the room clean, as damage or excessive soiling may result in fines and loss of dressing room privileges.

PRIOR TO FIRST GAME: Prior to a team's first game the coach or manager must check in at Tournament Headquarters (Saskatoon Sports Centre Boardroom) to receive their team's three (3) complimentary passes and tournament package.

PRIOR TO EACH GAME: The organization and volunteer time necessary to put on a great tournament is immense. Please do your part by arriving 30 minutes in advance of your game to fill out the game sheet in Tournament Headquarters and prepare your team so that games can start on time.

PLAYER OF THE GAME PINS (U11-U19): At the end of each Round Robin match, the Team's coach shall select a Player of the Game from their OWN team to win a pin.

GAME SHEETS: Game sheets will be handled by the tournament.

STANDINGS: Will be available online throughout the weekend at www.susc.ca



RULES OF SASKATOON SOCCER CENTRE

- ⚽ Clean footwear must be worn – free of mud and dirt, when entering all fields. Outdoor shoes or Metal cleats are not allowed on the fields.
- ⚽ No changing on the fields – use the assigned dressing rooms to change and store belongings
- ⚽ Spectators are to view games from designated spectator areas only
- ⚽ Food, sunflower seeds, sugared drinks, or gum are not allowed on the fields
- ⚽ No outside Food or Drink permitted
- ⚽ Only appropriate bottles with water are allowed on the fields, no glass
- ⚽ There is zero tolerance for violence or abusive and foul language directed at anyone in or around SSCI facilities
- ⚽ Spitting is prohibited indoors and outdoors on all Saskatoon Soccer Centre premises. Individuals caught spitting will be immediately evicted

These policies will be enforced Thank you for assisting us in providing the safest and cleanest environment for our soccer community!

GENERAL INFORMATION

1. TOURNAMENT INFORMATION

- 1.1 Location: Saskatoon Sports Centre: 150 Nelson Road
- 1.2 Tournament Headquarters: Tournament Headquarters will be located on the 2nd floor of the Saskatoon Sports Centre at 150 Nelson Road, Saskatoon SK, overlooking Sherwood field. Watch for signage. Click here for a [FACILITY & FIELD MAP](#)
- 1.3 Contact Information:
 - 1.3.1 Ph: (306) 361-7872
 - 1.3.2 Email: tournament@susc.ca
- 1.4 Tournament Start / End
 - 1.4.1 Teams residing greater than 100 km from Saskatoon will not play their first games until 4:00 PM Friday
 - 1.4.2 Teams within 100 km of Saskatoon may play as early as 8:30 AM on Friday
 - 1.4.3 Teams can expect to play games all four days, including Monday

2. SASKATCHEWAN LAWS

- 2.1 All players eligible to play in SUSC Indoor Tournament 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.
- 2.2 Any person who defaces, destroys, steals or otherwise abuses the facilities of SUSC Indoor Tournament or any SUSC property will be expelled from the tournament.

3. COACH CERTIFICATION REQUIREMENT

- 3.1. All Saskatchewan team personnel listed on the roster **MUST** have their Full Safe Sport Roster and/or Modified Safe Sport Roster. Without these certifications, Saskatoon United Soccer Club has the right not to allow the individual to be listed on the roster or to sit on the bench.

	Head Coach Assistant Coach Development Coach	Manager Gender Rep Trainer
Registered in RAMP	REQUIRED	REQUIRED
Criminal Record with Vulnerable Check – MUST be uploaded into RAMP	REQUIRED	REQUIRED
Respect in Sport Online Module (every five years)	REQUIRED	REQUIRED
NCCP Understanding the Rule of Two	REQUIRED	REQUIRED
CSA NCCP Coaching Soccer in Canada Online Module Coaching Soccer in Canada Online Module is the first module of any CSA NCCP Age-Appropriate Online Module.	REQUIRED	N/A
CSA NCCP Age-Appropriate Online Module U11-U13 – Learn 2 Train U15-U19 – Soccer 4 Life	REQUIRED	N/A
CSA NCCP Age-Appropriate On-Field Clinics U11-U13 – Learn 2 Train U15-U19 – Soccer 4 Life	REQUIRED	N/A
NCCP Make Ethical Decisions (MED) Online eLearning Module (Training + Evaluation)	REQUIRED	N/A
NCCP Make Head way in Sport *Coaches who completed the former Making Headway in Soccer module prior to March 7, 2025, will have this training recognized.	REQUIRED	N/A
NCCP Emergency Action Plan	REQUIRED	N/A

4. ROSTER REQUIREMENTS

- 4.1 Each team must submit their roster information at the time of submitting their team entry in order for their team entry to be considered received. **Changes and additions to the team roster may be made by team personnel up until Jan 21, 2027.**
- 4.2 Requests to add players and/or coaches after January 21, 2027, must be submitted via email with the subject line: IMPORTANT: ROSTER REVISION. Revisions to the roster are subject to approval and teams may be charged an administrative fee of \$25/per player added to the roster. **Under no circumstances may players be added less than seven (7) business days prior to the start of the tournament.**

4.3 Maximum roster size:

4.3.1 U11-U13 (7v7) – Maximum of 16 players

4.3.2 U13-U19 (9v9) – Maximum of 18 players

4.4 All players must meet the age requirements and be listed on the team roster.

Indoor 2026-27	
Under -11	Born 2016 / 2017
Under - 13	Born 2014 / 2015
Under - 15	Born 2012 / 2013
Under - 17	Born 2010 / 2011
Under - 19	Born 2008 / 2009

- 4.5 Playing unregistered players, or players found to be in bad standing with their member organization, will result in game defaults and your provincial association will be notified.
- 4.6 Players may only play for one team during the tournament.
- 4.7 A maximum of five (5) guest players is allowed per team. Guest players must be submitted by Jan 21, 2027 via our [online Tournament Guest Player form](#). **If any player(s) are not approved, you will be notified.**
- 4.7.1 Guest players must be marked as "AP" on your roster. It is your responsibility to check with the registrar, prior to your first game, to ensure guest players are eligible.
- 4.7.2 Any player from outside the tournament team's club/academy, age group, or division is considered a guest player and requires a Guest Player form submitted to SUSC by January 21, 2027.
- 4.7.3 No player is permitted to 'play down' into a different age group or division.
- 4.8 A player registered in the highest division may not permit with the lowest division team in the next higher age group (e.g. U11 Boys Premier cannot permit to U13 Boys Division III).
- 4.9 Teams who are co-ed must enter in the boys age group; there are no exceptions.
- 4.10 Teams should be prepared to produce their provincial registration form upon request.

POLICIES & PROCEDURES

5. REFUND POLICY

- 5.1. If for any reason your team cannot attend the tournament, PLEASE INFORM US IMMEDIATELY BY emailing tournament@susc.ca. Call even if your participation is questionable or if you are considering cancellation. It is very important that you inform us immediately of your cancellation for the following reasons: Limited spaces; Waiting lists; and Changes to game schedules. Remember that you must cancel your own hotel reservations. If you do not inform us of your cancellation, we will expect your team at your first scheduled game. Failure to notify of your team's cancellation will result in your Provincial Association being notified of your action.
- 5.2. Refund:
 - 5.2.1. All teams will initially be placed on a waitlist. Payment is only required once a team has been accepted into the tournament.
 - 5.2.2. Once a team has been offered a spot, **all registration fees are non-refundable**, regardless of the reason for withdrawal.
 - 5.2.2.1. NOTE: If SUSC cancels the tournament, all teams will be provided a full refund

6. WEATHER

- 6.1. If weather conditions, field conditions, or other circumstances make it impossible to conduct the tournament as scheduled or in its entirety, the Tournament Committee reserves the right to make any necessary decisions regarding the postponement, rescheduling, modification, or cancellation of games.
- 6.2. All tournament registration fees are **non-refundable** in the event that games or the tournament are cancelled, shortened, rescheduled, or otherwise modified due to weather, field conditions, or other circumstances beyond the control of the Tournament Committee.
- 6.3. The Tournament Committee reserves the right to shorten game times, modify the tournament format, adjust the schedule, or make other necessary changes in order to facilitate the completion of the tournament. Where possible, the Tournament Committee will make every effort to ensure that teams complete a minimum of **two (2) games** during the round-robin portion of the tournament.
- 6.4. If at least **one-half (1/2) of a scheduled game** has been completed before the game is terminated due to weather, field conditions, or other circumstances, the game will be considered **completed**, and the result will stand.

7. PROTESTS

- 7.1. No protests will be heard on any judgement calls by the referee. Protests will be allowed on eligibility or other technical matters. All decisions by the referee will be final concerning the outcome of games.
- 7.2. Protests, problems or complaints will be dealt with provided they are in writing and submitted to the Tournament Committee within one hour of the completion of the game. **MUST BE ACCOMPANIED** by a \$150 fee. If the protest is upheld, the fee will be refunded.
- 7.3. Referee Evaluation Forms are available at [ONLINE](#). If your team is impressed with or unimpressed with a referee, you are encouraged to fill out an evaluation form so that we can help provide constructive feedback to our referee development crew.

8. DISCIPLINE

- 8.1. Discipline matters shall be dealt with by the Tournament Discipline Committee at Tournament Headquarters.
- 8.2. Saskatoon United Soccer Club adopted the Saskatchewan Soccer Association Discipline policy (Pg. 26-34)
- 8.3. The Tournament Discipline Hearing Committee shall have no less than three members, one of whom shall act as Chairman.
- 8.4. Any individual who receives a suspension of two (2) or more games shall have the right to appeal the suspension. The appeal must be submitted in writing to the Tournament Discipline Committee within one (1) hour of receiving the suspension notice. The appeal must state the decision sought to be appealed, the rule or regulation that has been contravened and set out clearly in what respect the decision alleged to be wrong.
- 8.5. Any individual summoned or requesting a hearing may request a copy of the relevant referee's report or other documentation.
- 8.6. Any player or team official reported for misconduct who elects to have a hearing, or where the Tournament Discipline Committee has called the hearing, shall attend the hearing and may be accompanied by a club representative.
 - 8.6.1. Failure to attend the hearing will result in the addition of at least one game to be added to the stated penalty.

TOURNAMENT OPERATIONS

9. FIELD MARSHALS

- 9.1. Will be provided by the tournament committee
- 9.2. Coaches and Managers ARE RESPONSIBLE for the behaviour of their players and fans.

10. REFEREES

- 10.1. If a referee is not on field 5 minutes prior to the start of your game, please contact Tournament Headquarters immediately at (306) 657-5747
- 10.2. Linesman will be provided for Half Field ONLY in playoff games
- 10.3. Referee Evaluation Forms are available [online](#). If your team is impressed or unimpressed with a referee, you are encouraged to fill out an evaluation form so that we can help provide constructive feedback to our referee development crew.

11. TOURNAMENT FIRST AID

- 11.1. We have first aid responders on duty at all times during our tournament. They will be accessible at Tournament Headquarters or can be contacted to come down to the field by calling Tournament Headquarters (306) 657-5747 (Indoor); (306) 657-5758
- 11.2. Teams are required to have their own first aid supplies on-hand during the tournament.

12. FOOTWEAR & GAME FORMATS

- 12.1. No metal cleats allowed for ALL DIVISIONS
- 12.2. All players are required to bring running shoes appropriate for smooth court surface in the case their game(s) or a tie breaker shoot-out is scheduled (or rescheduled) on a smooth court surface. Plastic cleats are permitted on the turf surfaces but not metal cleats

13. Game Format:

- 13.1. Quarter Field (7v7, including Goalkeeper) Format: U11, U13 Div II & III - 7v7 (including GK)
- 13.2. Half Field Format (9v9, including Goalkeeper): U13 Premier, U15-U19 Premier, Div II & Div III

14. TEAM SELECTION & DIVISION ALIGNMENT

- 14.1. Teams not accepted will be refunded their registration fee. Divisions that have fewer than three registered teams following the registration deadline will be cancelled and teams will be advised of non-acceptance.
- 14.2. Registered teams will not be made public before Division announcements.
- 14.3. Team selection into the tournament and player eligibility is at the sole discretion of the Tournament Committee. To make Divisions viable, age groups may be combined based on similar competition (for instance, U13 Division 1 and U15 Division 2) at the sole discretion of the tournament committee. This is to provide playing opportunities for as many teams as possible. Should a team not agree to this, they will be considered as withdrawing after the deadline and will forfeit their registration fee.

15. GROUP RANKING

- 15.1. Each team receives 3 points for a win, 1 point for a tie, and 0 for a loss
- 15.2. In the event of a default, the game shall be awarded to the team defaulted against with a 3-0 score and the team will receive 3 points for a win.
- 15.3. Tie Breaking Rules
 - 15.3.1. When two or more teams are tied in points:
 - 15.3.1.1. Teams shall be ranked according to points awarded for game results among the contending teams. The tournament shall record a max 5 goal differential in scores and standings, in effect for tie breakers as well
 - 15.3.1.2. If 15.3.1.1 fails to break the tie, contending teams shall be ranked according to the fewest goals allowed against the other contending team(s)
 - 15.3.1.3. If 15.3.1.1 and 15.3.1.2 fail to break the tie, contending teams shall be ranked according to the fewest goals allowed in all tournament games.
 - 15.3.1.4. If 15.3.1.1, 15.3.1.2 and 15.3.1.4 fail to break the tie, contending teams shall be ranked according to a penalty kick competition as per FIFA Laws of the Game at time and place decided by the Tournament Committee.
 - 15.3.2. Teams that are in pools of 5 will be ranked using an average weighted system. All criteria in the ranking system will follow this system.

16. OVERTIME PERIODS

- 16.1. In the event of a tie during group competition, no overtime will be played, and each team will be awarded 1 point for a tie.

17. POOL ADVANCEMENT AND PLAYOFF FORMAT

- 17.1. 3 Teams
 - 17.1.1. One (1) Pool of three (3) Teams
 - 17.1.2. Round-robin: Guaranteed two (2) games

17.1.3. Playoff: Semi-final: 3rd Place vs 2nd Place; Final: Winner of Semi-final vs 1st Place

17.2. 4 Teams

17.2.1. One (1) Pool of four (4) Teams

17.2.2. Round-robin: Guaranteed 3 games

17.2.3. Playoff: No Semi-final; Final: 2nd Place vs 1st Place

17.3. 5 Teams

17.3.1. One (1) Pool of five (5) Teams

17.3.2. Round-robin: Guaranteed 4 games

17.3.3. Playoff: Semi-final: 3rd Place vs 2nd Place; Final: Winner of Semi-final vs 1st Place

17.4. 6 Teams

17.4.1. Two (2) Pools of three (3) Teams

17.4.2. Round-robin: 2 Pools; Pool crossover with Guaranteed 3 games

17.4.3. Playoff: Following the completion of the two pools of three, the six teams shall be ranked from 1st to 6th based on the applicable ranking and tie-breaking procedures. If two advancing teams from the same pool are ranked 1st and 2nd, the 1st-ranked team shall play the 3rd-ranked team, and the 2nd-ranked team shall play the 4th-ranked team, provided that this results in cross-pool matchups. If the 1st- and 2nd-ranked advancing teams are from opposite pools, the 1st-ranked team from Pool A shall play the 2nd-ranked team from Pool B, and the 1st-ranked team from Pool B shall play the 2nd-ranked team from Pool A; Final: Winner for semi-final #1 vs winner of Semi-final #2

17.5. 8 Teams

17.5.1. Two (2) Pools of four (4) Teams

17.5.2. Round-Robin: Guaranteed 3 games within your own pool

17.5.3. Playoff: Semi-Finals is 1st place of Pool A vs 2nd place of Pool B; 2nd Place of Pool A vs 1st Place of Pool B; Winner of Semi-final #1 vs Winner of Semi-Final #2

17.6. Penalty Shootout Procedures

17.6.1. Only players that are on the field at the end of the overtime period can participate in the shoot-out as per FIFA rules. All teams may pick five players from their team to participate in the shoot-out for the first round of five shots each. If still tied after the first round (or after the 5 shots per team), the shoot-out goes into sudden death and teams are to use new on field players and cannot use the original first five players until all on field players are used including the keeper.

MATCH RULES & REGULATIONS

18. GAME PROCEDURES

- 18.1. Except as otherwise provided here, the tournament rules shall be the Saskatoon Youth Soccer Indoor Rules
- 18.2. The team package will be available for pick-up at Tournament Headquarters (this includes three (3) complimentary team personnel admission passes).
- 18.3. **SPECTATORS:** Admission passes are needed for any individual going upstairs to tournament headquarters or to watch other games.
- 18.4. Game sheet for the will be handled by the Tournament.
- 18.5. The first team listed in the schedule is the home team.
- 18.6. 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. Where alternate uniforms are used, the uniforms need to be numbered, and the game sheet needs to be updated with correct jersey numbers prior to the start of the game (on field if necessary).
- 18.7. The Home team is responsible for providing two (2) game balls to be approved by the referee
 - 18.7.1. Low bounce for 7v7 game formats ONLY on smooth surface ~ Family Focus field
 - 18.7.2. U11 use size 4, and U13-U19 use size 5.
- 18.8. A team without the required minimum players at 10 minutes past the scheduled game time will default:
 - 18.8.1. five players for 7v7, and seven players for 9v9.
- 18.9. On-Field warm-up time will be minimal. Teams should be therefore an adjoining area.
- 18.10. Under no circumstances can team(s) change or switch game times with another game or team(s). The schedule is final and cannot be manipulated by teams participating in the tournament or by the tournament coordinator.

19. Offside

- 19.1. Quarter Field (7v7) Format: No offside
- 19.2. Half Field (9v9) Format: Offside is the centre line
 - 19.2.1. A player is offside only now the ball is played forward and will only be offside if there are less than two opponents either level of between the receiving attacker and the goal line.

20. SUBSTITUTION

- 20.1. A maximum of 2 players may be substituted at a time, and substitutions will be on the fly at the halfway line
- 20.2. Teams are allowed unlimited substitutions in a game

21. LENGTH OF GAME

- 21.1. U11 – 40 min (20 min halves)
- 21.2. U13-U19 – 50 min (25 min halves)
 - 21.2.1. Half time will be five (5) minutes in duration.
 - 21.2.2. All teams must be ready to start play at their scheduled time. Any delay will reduce the total game time.

22. PLAYER OF THE GAME

- 22.1. At the end of each game, the coach of each team shall choose a player from within their own team for the Player of the Game. Coaches will receive their Round-robin player of games pins at check-in. Coaches, please make sure that a player may only receive this award once during the tournament.