



2023 SPECIAL OLYMPICS ONTARIO SCHOOL CHAMPIONSHIPS

HOSTED BY



Soccer Technical Package

Unified & Traditional Teams

Kingston, Ontario

June 6-8, 2023





School Championships Soccer

Venue

The soccer competition will take place at:

- Queen's University, Tindall Field (main campus)
- https://rec.gogaelsgo.com/sports/2013/7/29/Fac-Serv_0729130949.aspx?id=178

The following support facilities are available:

- Nets used will be 6x12 pop up nets
- Player benches will be supplied
- Fields will be outlined with pylons
- Field surface will be artificial turf
- Tenting for shade and lunch area
- Washrooms available on site
- Medical & results tent
- Spectator seating area

Venue maps will be distributed closer to the Games.

Seating

Portable benches will be available on site for spectator seating, however based on the arrangement of fields, not all areas will provide a great visual of the Games. We encourage spectators to bring their own portable seating when possible.

Parking

There is sufficient paid parking on site to handle all spectators, media, volunteers, etc.

Distance from Athletes Village

The venue is about a 2-5 minute walk from residence, depending on the building your team is assigned to. Accessible shuttles will be available, however only for athletes and/or coaches requiring transportation assistance. All other athletes and coaches will be required to walk to and from competition.



Soccer Game Rules

Unified & Traditional Teams

1. Competition Format

1a. Schedule

June 6 – Divisioning Games

June 7 – Round Robin Games AM, Playoff Games PM, Medal ceremony

1b. Game Points and Team Ranking

Round Robin Format within your division (Day 2)

- Scoring: 3 points for a win, 2 points for a tie and 1 point for a loss
- NO overtime in round robin (ties will stand).
- Tie breakers in round robin to be determined in succession:
 - Highest game points
 - Lowest points against average
 - Highest points for average
 - Draw from a hat

*in the event of a three-way tie, once a team has been eliminated from the tie, the tie breaking process for the remaining two teams will start at the beginning.

Playoffs (Day 2)

- Ties will be broken by playing one extra frame. The first team that scores in this frame will be the winner. In the case that no team scores, an additional frame will be played.

Medals will be awarded for first, second, and third place, and ribbons for all remaining places

1c. Uniforms

All teams must supply their own uniforms. T-shirts or sport uniforms are permitted as long as all uniforms are identical for all players. Numbers on uniforms are not required.

1d. Equipment



***Shin pads are required, and cleats are not permitted.**

All balls and nets will be provided by SOO (same pop up nets as at qualifiers). Teams are not required to bring their own practice balls, however can if they would like. All game balls will be supplied by SOO with no exceptions.

1e. Game Forfeit

Should a team forfeit a game, the following point allocation will be used:

Game not started: a score of 12-0 will be recorded

Game started: opponent's score will be recorded as 12, forfeit team score will be current score when forfeit occurred.

2. Schedule Formats

The following are potential formats based on the number of teams per division. Teams are expected to play all scheduled games despite their relevance on the outcome of the tournament. Failure to play all games will result in the team defaulting a game and will result in the team being removed from the medal standings. Divisions can have a minimum 2 teams, and maximum 6 teams.

2a. 2 team division

Round robin – teams will face each other 3 times

Playoffs – teams will face off in a gold medal game. The team with the highest ranking after the round robin will have the option of first possession.

2b. 3 team division

Single round robin – each team plays each other once

Playoffs – teams will be ranked 1 through 3 depending on round robin results

- 2nd vs 3rd in semi final
- Winner of semi final plays 1st for gold medal
- Loser of semi final wins bronze

2c. 4 team division

Single round robin – each team plays each other once

Playoffs – teams will be ranked 1 through 4 depending on round robin results

- 1st vs 4th in semi final #1
- 2nd vs 3rd in semi final #2



- Losers of semi finals play for bronze medal
- Winners of semi finals play for gold medal

2d. 5 team division

Single round robin – each team plays each other once

Playoffs – teams will be ranked 1 through 5 depending on round robin results

- 1st place gets a bye to the gold medal game
- 2nd vs 3rd in semi final #1 – winner to gold game, loser to bronze game
- 4th vs 5th in semi final #2 – winner to bronze game, loser receives 5th place
- Loser of semi final #1 vs winner of semi final #2 in bronze game
- Winner of semi final #1 and 1st from round robin in gold game

2e. 6 team division

Single round robin – each team plays each other once

Playoffs – teams will be ranked 1 through 6 depending on round robin results

- 1st vs 4th in semi final #1
- 2nd vs 3rd in semi final #2
- 5th vs 6th for ribbon placement
- Losers of semi finals play for bronze medal
- Winners of semi finals play for gold medal

3. Rules of Play

3a. Divisioning

1. Results from skills assessment forms will help the Games staff determine divisioning Games schedules.
2. All teams will play 2 or 3 ten minute divisioning games on Day 1 of Games. Ideally, these games will be against one team of similar ability, one of higher, and one of lower.
2. Coaches will be given divisioning questionnaires on site, and a volunteer divisioning committee will evaluate each game.
3. Each team will be required to play all team members in all games.



4. Scores in divisioning games do not count towards tournament results
5. After Divisioning, the committee will assess all teams and place them in 'like ability' divisions to the best of their ability for competition on Day 2.
6. Final divisions will have no fewer than two teams and no more than 6 teams

3b. Team and Players

1. Traditional teams: min. 5 and max 9 athletes with an ID (5 players and 4 substitutes)
2. Unified teams: min. 5 and max 10 athletes (max 4 mainstream Unified partners). During competition, the 5 person team on the field must be made up of 3 athletes with an ID, and 2 Unified Partners.
3. Teams may have a maximum 3 coaches behind the bench.
3. 5 on 5 soccer includes four field players plus one goalie. Each team must start the game with five players or forfeit the game. If a team falls below five players once the game has started due to injury, the team will be permitted to continue with four players on the pitch. If a team falls below five players due to player ejection, the team will forfeit that game.

3c. The Game

1. All games will be played on outdoor turf.
2. The game will be played for 20 minutes, with two, 10 minute halves. A three minute 'half time' break will occur between the first and second half of play.
3. There will be a running clock applied for the full 20 minutes. The clock may stop at the referee's discretion (e.g. if the ball needs to be retrieved from another field.)
4. The game will start with a flip of a coin for possession. Possession starting the second half of the game will be granted to the team who lost the coin toss at the start of the game.
5. The winning team is the team with the highest score after the 20-minute game.
6. All games will be played with a size 5 soccer ball.

3d. Competition

1. The referee will handle the ball on all out-of-bounds and stoppage of play.
2. The ball is dead after a foul or violation is called, a goal is scored, or any other time the referee blows his/her whistle.



3. Teams change possession of the ball after a goal has been scored. However, if a player is fouled in the act of shooting and scores the goal, the goal is credited, and the offended team retains possession of the ball.
4. Start of play:
 - a. After a goal has been scored, the game shall be restarted by a kick-off, to be taken by a player of the team against which the goal was scored
 - b. After the first half of play, the teams shall change halves and the kick-off shall be taken by a player of the team opposing that which started the game
 - c. For any stoppage not mentioned elsewhere in these rules, the referee shall restart the game by dropping the ball at the place where it was played when stopped, unless play was stopped in the penalty-area. In this case, the ball shall be dropped on the penalty-area line at the point nearest to where the ball was when play was stopped
 - d. The ball shall be in play as soon as it touches the ground
 - e. A goal may be scored directly from kick-off
5. The ball is OUT of play when:
 - a. The whole of the ball has crossed the goal-line, or touch-line, whether on the ground or in the air
 - b. The play has been stopped by the referee
6. The ball is IN play at all other times including when it rebounds into play from a goal-post, a cross-bar, or a corner flag post, or referee and remains in the playing field.
7. A goal is scored with the whole of the ball has crossed over the goal-line, between the goal-posts and under the cross-bar, provided it has not been thrown, carried or intentionally propelled by hand or arm, by a player of the attacking team, except by a goalkeeper from within his own penalty-area.
8. Free Kicks:
 - a. For any infringement of the rules when the ball is in play, the referee may award a free-kick to the non-offending team. The free-kick shall be taken from the place where the infringement occurred, unless the free-kick is awarded to the attacking team within its opponents' penalty-area. In this case, the penalty-kick shall be taken from the penalty-mark
 - b. At the taking of a free-kick, the ball shall be stationary and all opponents shall be not less than 6 yards (5.5M) from the ball until it has been kicked. The ball shall be in play when it is kicked and moved



- c. A player taking a free-kick within his own penalty-area shall kick the ball into play beyond the penalty-area. The ball shall be in play when it has been kicked and moved and has passed outside the penalty-area. All opponents shall be outside the penalty area and not less than 6 yards (5.5M) from the ball until it has been kicked

For any infringement of this rule, the free-kick shall be retaken.

- a. A player taking a free-kick shall not play or touch the ball a second time until it has been played or touched by another player. For any infringement of this rule, a free-kick shall be awarded to the opposing team.
- b. A goal may be scored directly from a free-kick

9. Penalty Kicks:

- a. A penalty-kick shall be taken from the penalty-mark. All players, with the exception of the defending goalkeeper and the player taking the kick, shall be outside the penalty area but within the field of play, not less than 6 yards (5.5M) from the ball until it has been kicked.
- b. The goalkeeper shall remain on his own goal-line facing the kicker, and between the goal-posts, until the ball has been kicked.
- c. The player taking the penalty-kick must kick the ball forward. The ball shall be in play when the ball is kicked and moves forward. The player shall not play or touch the ball a second time until it has been played or touched by another player.

For any infringement of this rule:

- a. By a member of the defending team, the kick shall be retaken if a goal has not been scored.
- b. By a member of the attacking team, if a goal is scored it shall be disallowed and a free-kick awarded to the defending team, to be taken from the place where the infringement occurred.
- c. By a member of both teams, the kick shall be retaken whether a goal has been scored or not.
- d. If, after the kick has been taken, the ball or the goalkeeper is interfered with by an outside agent, the kick shall be retaken.

10. Kick-Ins will be used when:

- a. The whole of the ball has crossed the touch-line, either on the ground or in the air, the ball shall be kicked-in from the point where it left the field



of play, by a member of the team opposing that of the player who last played or touched it.

- b. The player taking the kick-in shall:
 - o Face the field of play and
 - o Kick the ball from on, or behind, the touch line.
 - o The ball will be in play immediately after it enters the field of play.

If the player taking the "kick in" plays, or touches, the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the opposing team.

- a. At the taking of a kick-in, all opponents must be at least 2 yards (1.8 meters) from the ball.
- b. A goal may not be scored directly from a kick-in.

11. Goal Kicks:

- a. When the whole of the ball has crossed the goal-line, either on the ground or in the air, excluding that portion between the goal-posts, having last been played or touched by a member of the attacking team, a goal-kick shall be awarded to the defending team.
- b. The ball shall be kicked into play from a point within that half of the penalty area nearest to where the ball crossed the goal-line.
- c. At the taking of a goal-kick, all opponents shall be outside the penalty-area until it has been kicked into play. The ball shall be in play when it has traveled directly beyond the penalty-area.
- d. If the player taking the goal-kick plays or touches the ball a second time before it has been played or touched by another player, a free-kick shall be awarded to the opposing team.
- e. A goal may be scored directly from a goal-kick.

12. Corner Kicks:

- a. When the whole of the ball has crossed the goal-line, either on the ground or in the air, excluding that portion between the goal-posts, having last been played or touched by a member of the defending team, a corner-kick shall be awarded to the attacking team.
- b. The corner-kick shall be taken from within the corner-arc nearest to where the ball crossed the goal-line. All opponents shall be not less than 6 yards (5.5M) from the ball until it has been kicked. The ball is in play when it is kicked and moves.



- c. If the player taking the corner-kick plays or touches the ball a second time before it has been played or touched by another player, a free-kick shall be awarded to the opposing team.
 - d. A goal may be scored directly from a corner-kick.
13. Substitutions may be made on a dead ball. When one team makes a substitution, the other team must be given an opportunity to substitute as well. Players entering the game must report to the scorer's table and be beckoned into the game by the referee.
14. **One 60-second timeout is allowed per team.** When a timeout is called, the clock will be stopped. A player injury timeout may be called by the referee. The referee may stop the clock at his/her discretion and is advised to do so at any time. For example, allowing the clock to run when the ball bounces well out of play gives one team an unfair advantage. Consequently, the clock should be stopped.
15. After a goal has been scored, a goal-kick is granted to the non-scoring team. All players of the scoring team must retreat to the halfway mark on the field to allow the non-scoring team an opportunity to bring the ball up field.

3e. Fouls & Penalties

A player who, in the opinion of the referee, intentionally commits any of the following offences, shall be penalized by the awarding of a free-kick to the opposing team:

- a. Kicks or attempts to kick an opponent
- b. Trips or attempts to trip an opponent
- c. Jumps at an opponent
- d. Charges an opponent
- e. Strikes or attempts to strike an opponent
- f. Holds an opponent
- g. Pushes an opponent
- h. Handles the ball deliberately, (except a goalkeeper from within his own penalty area)
- i. Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball

Should a player commit one of the above offences within his own penalty-area, a penalty-kick shall be awarded.



Other Competition Information:

Emergency Action Plan:

- Will be available on site for all coaches and included in their coach package to be picked up at registration on Day 1.

Protest Procedures:

- Protests can be formally submitted to the Special Olympics Ontario mission staff present at each sport. Divisioning results cannot be protested.

Coaches Meeting & Schedule Pick Up:

- Divisioning schedules will be sent out prior to Games. Round robin and playoff schedules will be distributed at the coaches meeting at 10pm on the night of Day 1 following the Opening Ceremony. Time and location of coaches meetings will be announced via one-way texting.

Medal Presentations:

- Will be conducted on the playing field immediately following the completion of competition.

First Aid & Security:

- Will be available on site.

Weather Delays & Cancellations

- In the case of extreme weather, every effort will be made to allow all teams to complete all their games. Should extreme weather be predicted in the forecast, an alternate competition venue may be used. Should extreme weather come last minute and result in competition cancellation, the following examples will be followed:
 - Divisioning cancelled – results from skills assessment forms will determine divisions for round robin games
 - Round Robin games cancelled – teams play round robin games in the afternoon instead of playoffs and round robin scores count for medals
 - Playoffs cancelled – round robin games results count for medal standings

Appendix: Venue Map

