

“Special” rules 2011 INDOOR YOUTH LEAGUE (iYL)

All games will be played in accordance with FSQ indoor rules and basic 7 a-side (C7) Lac St-Louis Youth League rules (see 2011 handbook or LSL Youth League website www.arslacstlouis.com) with the exceptions noted below.

1. **Duration of Games:** Shall be of 2 halves with a 1-minute half-time: the 1st half will last 25 minutes and the second half will end at the sound of the buzzer. Teams must be ready to play on time. Any team more than 5 minutes late automatically forfeits the game. The referee is the official timekeeper but games **must** end 5 minutes before the next game scheduled start time (final whistle to be blown when the buzzer sounds). A game is declared valid after 35 minutes of play. Any team not showing up for more than two games during the regular season may be suspended for the remainder of the season. Games are 7 v 7 including the goalkeeper (6 v 6 for U17/U18). Teams must have a minimum of 5 players (including goalkeeper) – 4 players for the U17/U18- and a registered coach to play the game. **No formal warm-up time is allotted.**

2. **Ball out of Bounds:** throw-ins. Opposing team may stand no less than 2 meters from the point of where the throw-in is taken.

3. **Offside:** There will be no offside in the game.

4. **Goal:** All field players, including goalkeepers, may score from anywhere on the field with the following exceptions: you cannot score directly from an indirect kick or throw-in. Goalkeepers cannot score by throwing the ball directly into the opposing net.

5. **Free Kicks (Direct and Indirect):** Opposing players must be no less than 6 meters or 18 feet (6 yards) from the ball. Ball coming into contact with any part of the building structure while in play will result in a direct free kick for the opposite team under the spot where the ball hit the structure. If the ball hits the building structure within the penalty area either a goal kick or corner-kick will be awarded depending on which team last touched the ball.

6. **Penalty Kick:** FIFA rules will apply.

7. **Corner Kick:** Corner-kicks are direct.

8. **Substitutions:** Substitutions are unlimited and may take place at any time, including "on the fly" in all divisions. However, players must substitute at the bench area: the player being substituted must be within one (1) metre of his bench before the substitute can enter the field of play. An illegal substitution will result in an indirect kick where the ball was last played and repeated disregard may result in a yellow card. Coaches must remain within 1 metre of the bench area (designated as technical area).

9. **Sliding Tackles:** FIFA rules will apply.

10. **Red Card:** Any player receiving a red card will leave the field immediately for the duration of the game. Likewise for a coach who is ejected. The team that receives the red card must play shorthanded for a period of 10 minutes. **All ejected players and coaches may be called to appear before the Regional Discipline Committee** (see postings on PTS-ligue front page).

11. **Schedule:** **No request of schedule changes will be accepted.**

12. **Number of players:** A minimum of 8 regular players per team must be registered with a maximum of 25 regular players (PTS-reg). A maximum of 16 players per game are eligible to dress. Every team must have a registered coach present. Without exceeding the maximum 25 regular players, a team may carry an unlimited number of "muted" players AFTER receiving temporary winter releases for each player (FSQ application). **The use of trial players is NOT permitted.** To qualify to play in the series, a player must have played at least 3 regular season games.

13. **Entries on PTS-ligue:**

After each game, coaches must transfer only the information from his/her game sheet onto PTS-ligue within 36 hours of the end of the game. Failure to do so will result in a \$10.00 fine (C7-1m).

14. **Age categories – Eligibility by year:**

- U09	Born in 2003	- U14	Born in 1998
- U10	Born in 2002	- U15	Born in 1997
- U11	Born in 2001	- U16	Born in 1996
- U12	Born in 2000	- U17	Born in 1995
- U13	Born in 1999	- U18	Born in 1994

15. Game sheets & Team check-in: Prior to each game, it is the responsibility of the coaches to fill in their game sheets properly. At least, 15 minutes prior to the start of a match, players and team officials will proceed to the check-in station located on the North side of the playing field where an official will check passports of each player and coach against the game sheets before every game, as well as the players equipment. Players arriving after the start of the match but before the second half begins must first be checked in by the official with their passport and their name appearing on the game sheet and wearing approved equipment, before participating in the match (ref. C7-1u). Should an official not be present, both coaches must duly check the opposing teams' passports and game sheets and players' equipment and indicate on the game sheet that they have done this and should also report such actions to their club representative(s) who will inform the LSL referee-assignor (referee@soccerlsl.qc.ca) and Competitions Coordinator (mspano@soccerlsl.qc.ca).

16. Missing Referee: In the absence of a referee, coaches from both teams must accept responsibility as referees (home team coach referees first half, visiting team coach referees 2nd half) or coaches from both teams must agree upon a volunteer to act as referee for the match. **NO MATCH WILL BE RE-SCHEDULED DUE TO ABSENCE OF A REFEREE AND WILL BE CONSIDERED AS DOUBLE FORFEIT IF GAME IS NOT PLAYED.** At the conclusion of the game, it is the referee's responsibility to complete the game sheets and to drop them off at the Lac St-Louis regional office which is situated on the second floor of the Catalogna Soccerplexe. No game will be played without valid passports and duly completed game sheets.

17. Standings: see C11-5 ([http://arslacstlouis.com/web/_an/lignesEtCoupe/juvenile/Rules_11a-side\(C11\).pdf](http://arslacstlouis.com/web/_an/lignesEtCoupe/juvenile/Rules_11a-side(C11).pdf))

Points are awarded as follows:

- 3 (three) points for a win
- 1 (one) point for a tie
- 0 (zero) points for a loss
- -1 (minus one) point for a default
- -4 (minus four) points for a forfeit

18. General: During the course of the season, it may be deemed necessary by the League to amend the rules and regulations pertaining to the competition. All coaches and referees will be notified of any changes that may arise. **All coaches must make their players and parents aware of the RULES** – ignorance is not an excuse.

Revised August 30th 2011