

# Lac St-Louis Outdoor Youth Tournament Rules

2011

## 1. ORGANIZING COMMITTEE

The Organizing Committee will be responsible for all matters pertaining to the organizing and conduct of the Tournament. In any question concerning the interpretation of these rules, the Committee's decision will be final.

## 2. TEAM CATEGORIES

The Tournament is open to all teams accepted by the Committee. Teams will play in one of the following categories: U09 - U18. U09 - U10 teams may register fifteen (15) players. U11 - U18 teams may register eighteen (18) players. All registered players may participate in every game.

## 3. PROOF OF AGE

Players must arrive with proof of age. A Quebec Soccer Federation passport or a passport (player permit) issued by the governing body of another Canadian province.

## 4. ELIGIBILITY

Category	Date of Birth
(U09)	born in 2002
(U10)	born in 2001
(U11)	born in 2000
(U12)	born in 1999
(U13)	born in 1998
(U14)	born in 1997
(U15)	born in 1996
(U16)	born in 1995
(U17)	born in 1994
(U18)	born in 1993

Categories may be combined at the discretion of the organizers.

## 5. PLAYING RULES

Games will be played in accordance with FIFA, FSQ & ARS LAC ST-LOUIS competition rules unless otherwise specified in these rules.

## 6. PLAYING EQUIPMENT

U09 to U13 games shall be played with a size 4 ball. U14 to U18 games shall be played with a size 5 ball. Players shall wear running shoes or FIFA approved soccer footwear. FIFA approved shin guards are MANDATORY. Players shall wear uniforms of the same color with numbers on the uniforms that must coincide with those on

the game sheet. In case of clash of colors between two teams on the field of play, the team designated as the visiting team must change into jerseys of a different colour. Goalkeepers must wear a jersey of a colour distinguishable from those of the other players of both teams and the referee. Note: *teams should bring jerseys of an alternate colour.*

## 7. SUBSTITUTIONS

An unlimited number of substitutions may be made during a game. They are subject to the referee's approval and may only be made at the following times:

- a. after a goal;
- b. prior to a goal kick;
- c. at half time or prior to an overtime period;
- d. in case of an injury (only the injured player may be substituted);
- e. at throw-ins when the substitution is initiated by the team taking the throw-in (permitted because the playing time is shorter than regular season games).

## 8. EJECTIONS

A player receiving a red card will automatically be disqualified from their team's next game in the tournament. Team officials are not shown a card but are asked to leave the field of play. This action constitutes an ejection and may be subject to further sanctioning. Players receiving a total of three (3) yellow cards during the tournament will be disqualified from their next game in the tournament. Further disciplinary actions may be taken by the Organizing Committee.

## 9. PROTESTS

No protests will be accepted.

## 10. REPORTING FOR GAMES

Teams should report to the field at which their game is scheduled thirty (30) minutes before its starting time. Teams will be allowed a grace period of ten (10) minutes from the scheduled starting time, after which time the game will be forfeited to the opposing team by a score of **3-0**. In U09 to U10 categories, a minimum of five (5) players must be present to constitute a team. In other categories, a minimum of eight (8) players will constitute a team. Only when less than the required number of players is available may the start of a game be delayed for the 10 minute period.

If a game is stopped in case of inclement weather, the Organizing Committee will make the final decision to the validity of the game.

The Organizing Committee may decide not to reschedule games that have been cancelled due to circumstances beyond their control.

In the event of delays, the Organizing Committee may decide to shorten games.

A game is declared valid after at least 75% of the playing time has elapsed.

## 11. DURATION OF GAMES

All games shall consist of two (2) halves with a half-time interval of five (5) minutes. In each category the

duration of each game shall be as follows:

<b>Age Group</b>	<b>Duration of Game</b>	<b>Game declared valid after</b>
U09 - U10	2 x 20 minutes	30 minutes
U11 - U15	2 x 25 minutes	38 minutes
U16 - U18	2 x 30 minutes	45 minutes

## 12. INJURED PLAYERS

In the case of an injured player, where play is stopped and team personnel assistance is required on the field of play, the injured player must leave, or be removed from, the field of play with the exception of the goalkeeper. The safety of all players on the field of play is the referee's responsibility (referee will have the final say for goalkeepers staying after an injury). (Due to the sensitivity of the position, reasonable time for recovery will be allowed for the goalkeeper). The injured player may be immediately replaced by another player, and allowed to come back at the next allowable substitution. All players with a bleeding injury (including the goalkeeper) must leave the field.

## 13. SPECIAL PLAYING RULES FOR 7 A-SIDE SOCCER (U09 - U10)

- a. Normal FIFA rules shall apply except as indicated below.
- b. Fields shall measure approximately sixty (60) meters long by forty (40) meters wide.
- c. Fields shall be marked with a centre line and a centre circle with a radius of six (6) meters. A rectangular penalty area will be marked, centered on the goal, 25m wide and out to 10m from the goal line.
- d. Goals shall be approximately six (6) meters wide by two (2) meters high.
- e. There will be no offside rules.
- f. Goalkeepers will be permitted to handle the ball only within the penalty area and, while controlling the ball with his hands, may not take more than 6 seconds before releasing it from his possession. Opposing players must allow the goalkeeper to return the ball into play without interference or obstruction.
- g. On the taking of a corner kick or any free kick, no member of the opposing team should be closer than six (6) meters from the ball until the ball has been put back into play.
- h. On the taking of a goal kick, all opponents must remain outside the penalty area and not less than six (6) meters from the ball until the ball is in play. The ball is in play when it is kicked directly out of the penalty area. Referee must ensure that this distance is respected.
- i. Fouls and Misconduct (FIFA rules will prevail for all direct & indirect kicks)
  - ✓ If a foul, which incurs a direct free kick, is committed inside the penalty area by the defending team a PENALTY KICK will be awarded to the attacking team.
  - ✓ If a foul, which incurs an indirect free kick, is committed by the defending team inside the penalty area, an INDIRECT FREE KICK will be awarded to the attacking team. The ball will be positioned where the foul occurred, unless the infraction occurs in the goal area, the ball will be placed in line with where the infraction occurred on the 6 yard line.
  - ✓ If a foul, which incurs either a direct or an indirect free kick, is committed by the attacking team inside the penalty area; a FREE KICK will be awarded to the defending team. The ball will be positioned where the foul occurred, unless the infraction occurs in the goal area, the ball may be placed anywhere in the goal area. Opponents must remain outside the penalty area until the ball is in play. The ball is in play when it is

kicked directly out of the penalty area.

- j. When restarting the game with a drop-ball from within the penalty area, the referee shall drop the ball on the penalty area line at the point nearest to where the ball was when the play was stopped.
- k. Penalty kicks shall be awarded for major infractions occurring within the penalty area. Penalty kicks shall be taken from a position eight (8) meters away from the centre point of the goal line.

#### 14. TOURNAMENT STANDINGS

- a. The tournament will be played according to the Schedule provided to each team. The winner of a GROUP within a category will be determined using the following points:

WIN	-	3 points
TIE	-	1 point
LOSS	-	0 points
FORFEIT LOSS	-	-1 point

- b. When a team forfeits a game, whatever the reason, the game will be recorded as a win for that team's opponent with a score of 3-0.
- c. Qualifying play standings will be determined by the following criteria:
  - 1. the team with the greatest number of points awarded;
  - 2. the winner of the game opposing two tied teams (head-to-head);
  - 3. the team with the highest goal differential between the goals "for" and the goals "against";
  - 4. the team with the highest number of goals scored;
  - 5. the team with the lowest number of goals conceded.

If teams remain tied in the standings after applying all these criteria, their final position will be decided by the taking of penalty kicks in accordance with FIFA rules (both teams take five kicks).

Wild cards will be determined as above sequence and as they apply.

#### 15. TIE BREAKING & OVERTIME

No overtime will be played in preliminary rounds. In the event of a tie at the end of regulation time in semi-final and final games, full overtime will be played. The rules of overtime as follows;

- a. there will be five (5) minute rest period;
- b. in 7 a-side games there will be two 5 minute periods of overtime, with a 1 minute rest period;
- c. in 11-aside games there will be two 10 minute periods of overtime, with a 1 minute rest period;
- d. If the score still remains tied, each team will take five (5) penalty kicks in accordance with FIFA rules;
- e. if the score still remains tied, each team will alternately take one (1) penalty kick - this process to be repeated until a result is obtained;
- f. only players on the field of play at the end of overtime may take part in the penalty kicks;
- g. no player may take a penalty kick for a second time until all team members on the field at the

end of overtime have taken a kick (including the goalkeeper).

## **16. PASSPORTS**

Players' passports are to be made available to the referee and Field Marshals when requested. Failure to produce a valid passport on request may lead to forfeit of the game.

## **17. BEHAVIOUR**

- a. Coaches and substitute players must remain in designated bench areas during games.
- b. a referee may request a spectator to be removed from the vicinity of the playing field. If the spectator does not leave immediately, the team to which he/she belongs or that he (she) supports will be given 5 minutes to ensure that the spectator is removed, failing which the team will forfeit the game, and be disqualified from the tournament.

## **18. COOLING-OFF PERIOD**

Referees may, without prior warning, send a player off the field of play for a fixed period of time if his/her conduct or type of play makes it necessary. The player sent off may be replaced on the field of play by another eligible player. The referee SHALL HAVE THE OPTION NOT TO ADMINISTER A CAUTION. The length of each cooling-off period shall be 10 minutes (5 minutes for 7 a-side soccer).

Coaches of the home and visiting teams must immediately be notified of any action taken by the referee pursuant to the provision of this rule. There is no appeal against the referee's decision.

## **19. COMMITTEE**

The organising committee reserves the right to cancel or merge a category with an insufficient number of teams.

## **20. REIMBURSEMENTS**

There are no refunds once a team's entry has been confirmed.

*Revised June 8<sup>th</sup> 2011*