



# RULES AND REGULATIONS – CLUBS (A)

(COMPETITIVE - REV. 2008-10-27)



All games will be played in accordance with FIFA rules, Q.S.F. rules and as modified by the following rules and regulations of the League.

A defaulted game leads to 3-0 score (or the score stands – the better of the two for the winning team) and a 1-point loss from the standings.

A forfeited game leads to a 5-0 score (or the score stands – the better of the two for the winning team) and a 4-point loss from the standings.

Any forfeited games might lead to team disqualification from the Cup Series (playoffs).

## A-1 TEAM ENTRIES / WITHDRAWALS

- a) Team entries will be received by the Youth League on or before the date specified by the Committee. Failure to meet the deadline is subject to a fine of **\$150**. Clubs must:
  - specify their teams consisting of male players (classified "M") or their teams of female players (classified "F");
  - ensure a reserve team of immediate lower category or class/calibre for all AA teams registered (FSQ Règles de fonctionnement art. 40.2) – only one "AA" team per category/age group;
  - announce their official Club uniform colours, identify their home fields and field availability from May 1<sup>st</sup> to Sept 24<sup>th</sup> and list of known blackout dates – one blackout period per team (subject to restrictions previously stated by the Committee).
- b) Should any team withdraw or be expelled from the League during the season its record shall be expunged and they will be subject to a **\$400** fine. All penalties issued to players and coaches will remain in effect, according to LSL, FSQ, CSA & FIFA rules.
- c) Once a game starts, any coach or club official who withdraw their team from a game or refuses to continue their teams participation in a game will forfeit the game **5-0** (or the score stands – the better of the two for the winning team), lose 4 points from the standings (-4) and be fined **\$150**.

## A-2 FEES

- a) Team Entry Fees will be set by the Region and must be paid no later than 30 days after billing.
- b) Referees' Fees must be paid to the Region by June 30<sup>th</sup> each year.

**Note:** All cheques are to be made payable to: A.R.S LAC ST-LOUIS.

## A-3 FORMATION OF DIVISIONS

Formation of divisions will be made following standards set by the Youth League Committee (forecast issued by late December of each year).

- AA is Inter-regional as per FSQ Zones
- A is Regional
- L is Local

The promotion and relegation between A & AA teams or same class divisions within an age category from the previous year's standing will be taken into consideration for the creation of the current year's divisions, subject to approval of the Youth League Committee.

## A-4 CLUB COLOURS

- a) At the time of registration, all teams shall declare their official club jersey, shorts and sock colours. A colour picture of the front & the back of the uniform must be included with the registration.
- b) All teams must carry a numbered jersey of an alternate colour to every game.
- c) Jerseys must be numbered
  - I. numbers must be at least 6" high on the back
  - II. numbers must be clear & distinctive
  - III. each jersey worn by team members during a game must have a unique number
- d) The home team must wear their declared colours, failing which a **\$150** fine will be levied.
- e) If there is a conflict the visiting team must change.
- f) There will be a fine of **\$150** if the visiting team does not have alternates. The game will be rescheduled should the referee deem the game not playable.



# RULES AND REGULATIONS – CLUBS (A)

(COMPETITIVE - REV. 2008-10-27)



## A-5 PLAYERS' AGE GROUPS

Age groups shall be those adopted by the Fédération de Soccer du Québec (F.S.Q.) as follows:

Age Groups Eligibility		
U 09	born in 2000	7 a-side
U 10	born in 1999	7 a-side
U 11	born in 1998	11 a-side
U 12	born in 1997	11 a-side
U 13	born in 1996	11 a-side
U 14	born in 1995	11 a-side
U 15	born in 1994	11 a-side
U 16	born in 1993	11 a-side
U 17	born in 1992	11 a-side
U 18	born in 1991	11 a-side

## A-6 PLAYER REGISTRATION

- a) Player registration shall be in accordance with the F.S.Q. "règles de fonctionnement" (section 1) or as modified by Lac St. Louis Region.
- b) By the last Friday before the beginning of the season, the player list with 10/14 names minimum must be entered onto PTS. In addition, each team must register a regionally affiliated passported coach holding the minimum required certification as stated by the FSQ. A maximum of 20 players per team may be registered on regional competitive passports for 7-a-sides teams. A maximum of 25 players per team may be registered on regional competitive passports for 11-a-side teams. Players being registered on regional local passports must be clearly noted.
- c) All reserve players must carry a regional passport. Failure to comply will result in a **3-0** defaulted game and a fine of **\$25**.
- d) Reserve players must be noted on the game sheet in the R (Reserve) column.

## A-7 MOVEMENT OF PLAYERS

- a) Team to team in the same Club
  - i. A player may play up one category, one class or one division above his/hers.
  - ii. Clubs with more than one team in the same division may not have any movement of players between the teams.
  - iii. Only registered regional competitive players may be called up as a reserve an unlimited number of games for any higher level eligible team (A → AA: AA → AAA)(FSQ art. 40.37). An unlimited number of reserve players may be used at any one game paying attention not to exceed the maximum of 4 muted players per game (C7/11-4b).
  - iv. Only a non-muted registered regional recreational player ("L") may be called up as a reserve for four (4) Youth League games only (all teams combined). No muted recreational player can be used as a reserve.
  - v. Player call-down (FSQ art. 35.9):
    - a) Exclusive to U14AAA – U15AAA:
      1. All the while respecting the rules set by the FSQ, a club is master of its membership and can do as it sees fit.
      2. A player must wait 7 days from his/her last game before playing with a lower class team (AAA → AA).
      3. A player cannot play more than 6 games at the lower class during the same championship.
      4. Every 11 a-side team must register a minimum of 14 players. A maximum of 25 regular players (J-) are permitted.
      5. A maximum of 6 players from a higher class may be used during the same championship.
      6. No more than 2 players at a time may play down in the same game.



## RULES AND REGULATIONS – CLUBS (A)

(COMPETITIVE - REV. 2008-10-27)



- b) Exclusive to U15AA – U16AA – U17AA:
  - 1. A player may play with a lower class team (AA → A) but of a higher category (U15AA → U16A; U16AA → U17A; U17AA → U18A).
  - 2. A player cannot play more than 6 games at the lower class during the same championship.
  - 3. No more than 5 players at a time may play down in the same game.
- vi. All competitive players must be rostered as regular players (“J-” on PTS-ligue). Permanent rosters are fixed at July 15<sup>th</sup> – only NEW affiliations may be added thereafter.
- vii. Failure to comply with rules A-7 a (i – vi) will result in a forfeited game with a score of **5-0** and a 4-point deduction from the standings (-4). Additional offences by the same team will be dealt with by the Youth League Committee and could lead to further sanctions.
- b) Club to Club:
  - i. Teams registered by member Clubs of the Lac St-Louis Youth League must be made up entirely of players who have played with the said Club the previous year.
  - ii. Within the ARS Lac St-Louis *exclusively*, “préformation” fees will not be charged for a player seeking a change of club for the new year.
  - iii. U15 and younger: A club may accept a maximum of four (4) released players per category per year from outside their club. They will be identified as “M” (“muté”). Of those four (4) players, only two (2) may have participated with the same club in the previous year.
  - iv. U16 and older:
    - a. “AA” teams may accept a maximum of four (4) released players per year from outside their club. They will be identified as “M” (“muté”). Of those four (4) players, only two (2) may have participated with the same club the previous year.
    - b. “A” teams may accept an unlimited number of released players per year from outside their club.

### A-8 SCHEDULES

- a) A schedule based on the numbers of teams registered by the deadline indicated by the Youth League Committee will be prepared by the end of March. Any delays in the preparation of this schedule will be communicated to the club representatives. A 12 to 15 game season will be played starting the week of Victoria Day (3<sup>rd</sup> week of May) depending on the number of teams entered in each division. Divisions of 5, 6, 7 or 8 teams are forecasted. U9s & U10s may have more games as these categories' season will end the second weekend in September (no Cup series games/playoffs).
- b) Notification of additions and/or withdrawals of teams from competition must be done in writing to the competition coordinator.
- c) Any club withdrawing a team from competition after the schedule has been issued will be fined **\$400** per team. The team entry fee will not be refunded.

### A-9 CHANGES OR AMENDMENTS

Rules governing the competition cannot be changed during the playing season. All Clubs recommending changes must submit them to the Youth League Committee for consideration for the next season. The Committee reserves the right to modify rules not directly related to **FIFA, C.S.A.** or **F.S.Q.** rules.

### A-10 REFEREES RESPONSIBILITIES

- a) Referees-in-chief of all clubs/regions playing in the Lac St. Louis Youth League must attend Lac St-Louis Referee meetings.
- b) Referees-in-chief of all clubs must supply a list of qualified and trained referees for 7-a-side games to the League Statistician and Regional Referee Committee by May 15<sup>th</sup>. Only these referees may be assigned to 7-a-side LSL league and cup games. If the club assigns an unqualified and/or unregistered referee to a game, a fine of **\$100** will be imposed.
- c) An F.S.Q. registered referee shall be appointed by the Lac St-Louis Referee Assignor to officiate every 11-a-side game.



## RULES AND REGULATIONS – CLUBS (A)

(COMPETITIVE - REV. 2008-10-27)



- d) The referee shall ensure that all players are wearing approved footwear, headgear, shin guards and uniforms and are not wearing objects that could cause injuries (e.g. watches, earrings, bracelets, rings, knotted headbands, etc...).
- e) The referee must check the official league game sheet, players' and team personnel's F.S.Q. passports at least 15 minutes prior to the start of the game but no later than the start of the second half. After the game the referee must indicate the exact start time, players who scored goals, all cautions and ejections issued and enter the final score. For 11 a-side games only, game sheets must be mailed to the league statistician within 48 hours by the Referee. If not received within one week of the game date the matter will be referred to the Referee Committee.
- f) It is not the responsibility of the referee to declare a game defaulted if a team is known to be breaking a rule i.e. using an illegal or suspended player(s) or coach(es), having too few competitive players, failing to appear at the designated time, date and location, etc. This is the responsibility of the Youth League Committee
- g) The referee will not start a game if there are fewer than the minimum number of passported players and coaches/monitors present, and all of the following are not submitted, by a maximum of 15 minutes after the scheduled start of the game:
  - a. A duly completed game sheet listing players and coaches names and their respective passport numbers
  - b. Players and coaches passports.The referee must note any violation of this rule on the game sheets.
- h) The referee shall be responsible for the conduct of the game in accordance with FIFA rules as modified by the rules and regulations of the Youth League.
- i) Referees are empowered to interrupt and/or stop any game if it is deemed necessary for reasons including, but not limited to, the surrounding elements, continuous interference by player(s), by coach(es) and/or spectator(s), and any other abusive behaviour or reason which makes it impossible for the referee to objectively continue the game in a safe and secure manner. The referee must send a detailed report to the competition coordinator.
- j) Referees will administer cautions and ejections in accordance with the laws of the game and will forward a written report for all ejections to the Lac St. Louis Regional Administrator within 72 hours of the game. Failure or tardiness in submitting a report will be referred to the Referee Committee.
- k) The referee must keep the official time of the game in accordance with Rule C7-4d & C11-4d. The referee will determine the end of each half of the game. Any reported irregularities will be referred to the Referee's Committee.
- l) The referee shall report to the League within 72 hours of the game, any violation of the rules of the game by a player, coach or any other abnormal incidents such as a direct interference and threats made by players, coaches or spectators. Failure or tardiness in submitting a report will be referred to the Referee Committee.
- m) The referees assigned to the game must act in accordance with all rules and laws that govern the playing of the game. Any significant error, or violation of the code of conduct will be referred to the Referee Committee and/or Regional Discipline.
- n) The referee may ask the coach of each team to provide an adult to act as a linesman, and the referee shall instruct them on the procedure to be followed. These volunteer linesmen may only call the ball out of play. The referee reserves the right to conduct the game without assistance.
- o) The home club must provide qualified assistant referees for the U11 – U18 level games.
- p) Team Handshake Exchange: the referee will oversee, allow or disallow the end of game team handshake exchange.
- q) The appointed Referee must be present on the field and ready to assume his responsibilities no later than 20 minutes prior to the scheduled start time.
- r) If the appointed referee fails to appear:

### **"A" divisions only: U-9 to U-15 M & F**

- a) The opposing coaches themselves must assume the responsibilities of the referee. They must referee one half of the game, with the home team coach refereeing the first half of the game.



## RULES AND REGULATIONS – CLUBS (A)

(COMPETITIVE - REV. 2008-10-27)



- b) The coaches must check the players of the other team and the passports of players and coaches. They must sign each other's game sheets indicating the absence of the referee before the start of the game.
- c) A designated adult or alternate referee may be selected with the accord of both coaches who must both indicate their accord on the game sheet prior to the start of the game.
- d) The home team coach is responsible for ensuring that the game sheets are filled in with all pertinent information and he/she must mail the game sheets to the league within 48 hours.
- e) No additions or modifications may be made to the game sheets after the copies are separated and distributed to the coaches. No protests will be allowed for said games.
- f) Any yellow or red cards received by players will remain in effect. A report must be submitted to the Regional Administrator within 48 hours.
- g) Teams refusing to follow this procedure:
  - ii) Must indicate their disaccord on the game sheet that must be submitted to the League statistician within the proscribed time period.
  - iii) Will be fined **\$100**.
  - iv) Will default the game by a score of **3-0**.

### **"AA" divisions: U-11 to U-18 M & F + "A" divisions: U-16 to U-18 M & F**

If the appointed referee fails to appear by 15 minutes after the scheduled start of the game in the U-11 to U-18 "AA" & U-16 to U-18 "A" categories, the game will not be played. The Youth League Committee will reschedule the game in accordance to the rescheduling rules.