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1) TEAM ENTRIES

Team entries will be received by the Zone committee on or before the date specified by the Committee. At this time, clubs will specify their colours, identify their home fields, and submit time allocation sheets.

2) FEES

- a) Team Entry Fees will be set by the Zone committee and must be paid no later than June 30th each year.

3) CLUB COLOURS

At the time of registration, all teams shall declare their colours. At the referee's discretion, in the event of conflicting colors, the home team will change colors or wear pennies. **Failure to comply will result in a forfeit of 3-0.**

4) FORMATION OF ZONES

Formation of Zones will be made following standards set by the Youth League Board.

- North Zone - Dollard, Île Bizard, Pierrefonds, Roxboro & St. Laurent
- East Zone - Dorval, Lachine, Lasalle, Verdun & Outremont
- West Zone - Hudson/Saint Lazare, Dorion-Vaudreuil, Pincourt/Île Perrot, Notre Dame de l'le Perrot
- Lakeshore Zone - Kirkland, Beaconsfield, Senneville, Sainte-Anne-de-Bellevue & Baie d'Urfé
- Pointe Claire Zone - Pointe Claire

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 12	born in 1992	11 a-side
U 13	born in 1991	11 a-side
U 14	born in 1990	11 a-side
U 15	born in 1989	11 a-side
U 16	born in 1988	11 a-side
U 17	born in 1987	11 a-side
U 18	born in 1986	11 a-side

6) PLAYER REGISTRATION

- a) Player registration shall be in accordance with the F.S.Q regulations or as modified by Lake St. Louis Region.
- b) Prior to the first game of the season every team must register a team coach & assistant coaches.
- c) Team Roster Sheets must be completed for each team and submitted to the Zone committee no later than June 1st each year. Each list must include: Club name, team name, age category, players name & their passport #, coach & assistants names & passports #. For every addition a new list must be submitted.
- d) **The will have up to June 15th of every year to have all their player with a valid official passport.** After that date players with no passport cannot participate in the game.
- e) **It is the role of the Zone committee to decide if the passport are delivered locally or stamped at the region as well the format.** Each passport must contained the name of the player, his her affiliation #, age category, the name of the team as well the name of the club.

7) MOVEMENT OF PLAYERS

- a) A player may play up by one category only. **No player is allowed to play in a category lower than that for which he is registered.**
- b) A registered local player shall only play up to a total of 5 games in a higher category.
- c) Players may transfer once during the season. All transfers must take place before June 30th. Players will be permitted to transfer after June 30th only under exceptional circumstances. Before playing for the new team, a written notice of transfer, signed by the Club Representative and the affected team rosters must be sent to the zone committee.
- d) Clubs with more than one team in the same category may not have any movement of players between the teams if these teams are playing in the same division.
- e) Failure to comply with rules 7-a) – d) will result in a fine of \$25.00, **and loss of the game with a score of 3-0.** Additional offences by the same team will be dealt with by the Youth League Committee and could lead to further sanctions.

8) COACHES' RESPONSIBILITIES

- a) Coaches of teams must present valid players and coach's registration passports, and a completed CLEAR and LEGIBLE team sheet to the referee for inspection at least 15 minutes prior to the start of the game. Game sheets must be completed in their entirety including date, team name, category, game number, players' and coaches' full names and passport numbers. Failure to do so can result in a fine of \$25.
- b) Under unusual circumstances, and upon agreement by the referee, the team sheet and passports may be presented later than 15 minutes prior to the scheduled start of the match, but under no circumstances, later than half time. **No addition(s) will be permitted on the game sheet after the game is started,** except as otherwise provided for in these rules.
- c) All teams must have a registered coach or a registered designate at each game. Should the registered coach or the registered designate be absent, a responsible adult from the Club will be accepted and must be added to the game sheet.
- d) It is up to the Zone committee to decide how the result should be transmitted & to whom.
- e) Spectators and coaches are not allowed to be behind the goal lines or to run up and down the touchlines coaching. Spectators must be located on the side of the field opposite that of the teams. Teams must remain on their benches during the game and coaches must remain within the bench area. **Only 3 registered personnel, listed on the game sheet, are permitted on the bench at all times.**
- f) **Teams are jointly responsible for all security, including that of the referee, and assistant referees, before, during and after the game.**

- g) **Coaches are responsible for recording on the League game sheet all suspensions being served.**

9) REFEREES

- a) **The "HOME CLUB" shall assign and pay for qualified referees to officiate every 11-a-side game.**
- b) The referee shall ensure that all players are wearing approved footwear, shin guards and uniforms and are not wearing objects that could cause injuries (e.g. watches, earrings, bracelets, rings, knotted headbands, etc...).
- c) The referee shall check the game sheet, players' and team personnel's valid passports at least 15 minutes prior to the start of the game. **The referee shall clearly mark players in attendance and make sure that at half time all players not participating in the game MUST be crossed off the game sheet.** After the game the referee must indicate the goals scored, all red and yellow cards issued and enter the final score. **Results must be communicated to the Zone committee, if it is the referee responsibility, with in 48 hours after the end of the game.**
- d) **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 player, having too few competitive players, etc. This is a League responsibility.**
- e) 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 League.
- f) Referees are empowered to interrupt or stop any game if it is deemed necessary for reasons including, but not limited to, the surrounding elements, continuous interference by coaches and/or spectators, and any other abusive behaviour or reason which makes it impossible for the referee to objectively continue the match in a safe and secure manner.
- g) 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 Lake St. Louis Regional Administrator within 48 hours of the game.
- h) The referee shall report to the league within 48 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.
- i) The referee may ask the coach of each team to provide an adult Club linesman, and the referee shall instruct them on the procedure to be followed. Club linesmen may only call the ball out of play. It is recommended that home Clubs provide, at a minimum, qualified assistant referees for the **U16, U17 and U18** level games. The referee reserves the right to conduct the game without any assistants.
- j) If the appointed referee fails to appear:

U12 to U16 the coaches themselves must each referee one half of the game, with the home team coach refereeing the first half of the game. The coaches must sign each other's game sheets indicating the absence of the referee before the start of the game. The home team coach is responsible for ensuring the game sheets are mailed to the Zone committee. No protests will be allowed for said games.

U17 & U18 the coaches may agree to play as outlined for U12 to U16. If the game is not played, the Division 3 receiving team Representative must report the absence of the referee to the club Assignor and Scheduler so that the game may be rescheduled at the next available opportunity.

10) SCHEDULES

- a) A schedule will be prepared by the Zone committee and distributed as soon as it becomes available.
- b) Notification of withdrawal of a team from competition must be done in writing to the Zone committee.
- c) Any Club withdrawing a team from competition, after completion of the schedule and prior to the start of the regular season, will be subject to a fine of \$150.00. The team entry fee will not be refunded.

11) GAME RULES

All games will be played in accordance with **FIFA** rules as modified by the following rules and regulation of the League.

- a) **The field of play:** Clubs must ensure that their fields are in safe and playable condition at all times.
 - All fields shall be properly marked and equipped with both goal nets and corner flags.
 - All goals must have nets. All goals must be anchored and secured.
 - Corner flags shall not be less than 5 feet (1.5 meters) high.

Clubs found in violation of this rule may be cautioned and/or fined by the Lake St. Louis Youth Board.

- b) **The ball:** Game balls shall be of the **stitched** type having the following characteristics:

U12 - U13: size 4 circumference 25-26 inches (62-65 cm)

Weight 12-14 ounces (330-390 grams)

U14 - U18: size 5 circumference 27-28 inches (68-71 cm)

Weight 14-16 ounces (397-453 gm)

All balls shall be inflated to a pressure of 9-10.5 lbs. per square inch. **Unstitched, vulcanised balls are not permitted. COACHES MUST ENSURE THAT GAME BALLS ARE PROPERLY INFLATED. The home team coach is responsible for providing the game ball, which must be in playable condition and meet the appropriate specifications.**

c) **Number of players:**

- i) Teams may dress as many players as required to play the game.
- ii) All team players must be listed on the game sheet prior to the start of the game. **Players arriving after the start of the game and no later than half time, may participate in the game, provided they are listed on the game sheet, and must have their passport verified by the referee at half time.**
- iii) **SUBJECT TO THE REFEREE'S PERMISSION**, unlimited substitutions may be made as follows:
 - At throw-ins (substitution may be made by the team making the throw in and ONLY if they make substitutions, may their opponent also substitute).
 - after a goal
 - prior to a goal kick
 - at half time
 - when play has been stopped because of an injury (only the injured player may be substituted)
- iv) Substitutes shall enter the field at the centre field line only after the player being replaced has left the field.

d) **Player's equipment:**

- i) All players **must** wear complete uniforms of the same colours as registered by their Club (as per rule 1) and **must wear shorts**. Goalkeepers must wear a jersey of a colour distinguishable from those of the other players of both teams and the referee and may wear shorts or pants. **All players must wear the jersey tucked in at all times, including the goalkeeper.**
- ii) Team shirts must be numbered in the back (6" minimum and players may not exchange shirts during the course of a game without permission from the referee. **Under no circumstances may a player remove his/her shirt on the field of play or at the players' bench.**
- iii) Shin guards are mandatory in accordance with **FIFA** regulations.

e) **Duration of the game:**

The duration of the game shall be that set by the **F.S.Q.**, which is as follows:

U12	2 equal periods of 30 minutes
U13 - U14	2 equal periods of 35 minutes
U15 – U16	2 equal periods of 40 minutes
U17 – U18	2 equal periods of 45 minutes

Overtime will not be played in regular League games.

f) **Substitution due to injury**

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 (goalkeeper excepted) must leave, or be removed from, the field of play. The safety of all players on the field of play is the referee's responsibility. The injured player may be immediately replaced by another player, and allowed to come back at the next allowable substitution. (See 11c) iii. Due to the sensitivity of the position, reasonable time for recovery will be allowed for the goalkeeper. Referee will have the final say for goalkeepers staying after an injury. All players with a bleeding injury (including the goalkeeper) must leave the field.

g) **Team handshake exchange will take place before the game. It will be overseen by the referee.**

12) POSTPONED GAMES

- a) All rescheduled games must be co-ordinated through the **Zone committee**.
- b) Should a game be cancelled by the referee, the referee must immediately notify the Club Referee-in-Chief, who will in turn notify the Zone representative of the receiving team, who will arrange for the game to be replayed on the home team's first non-conflicting field availability. Procedures to be followed are established by the Zone committee.
- c) If fields are closed by the city, the Zone Representative for that club must follow the rules established for such case by the Zone committee Administrator of the details.

13) LATE ARRIVALS

In the event that a team arrives more than 15 minutes late for the scheduled start time of a game, or is unable to meet the minimum requirements to start the game before the 15-minute grace period has elapsed, the game shall be forfeited to the opposing team by a score of **3-0**.

14) TEAMS FAILING TO APPEAR

- a) Any team unable to appear for a scheduled game must notify the opposing team and Scheduler at least 24 hours in advance. The game will be awarded to the opposing team by a score of **3-0**. Two such defaults by any team may result in the Club being brought before the Youth Committee and a fine of \$50.00.
- b) If a game is defaulted without the 24-hour notice, the team appearing on the field will be awarded the game by a score of **3-0** and the defaulting Club will be fined \$75.00.

15) VALID AND INVALID GAMES

- a) A game shall be forfeited if team fields less than eight registered local players or plays suspended or illegal players, or a suspended coach is present behind the bench. The game will be awarded to the opposing team by a score of **3-0**. A registered player is the holder of an official F.S.Q. passport of the current year for the age group (or lower) of the game in question.
- b) **If a team is comprised of more than 5 call-up players the game shall be forfeited and the game awarded to the opposing team by a score of 3-0.**
- c) If both teams fail to meet requirements 15 (a & b), no points shall be awarded.

- d) A game shall be declared valid when the following time has elapsed:
- | | |
|-----------|------------|
| U12 | 45 minutes |
| U13 - U14 | 55 minutes |
| U15 – U16 | 60 minutes |
| U17 – U18 | 70 minutes |
- e) Should the referee abandon a game for reasons other than weather and before the above period has been played, the Youth League Board, following receipt of the referee's report, shall hand down a decision.
- f) In the event that circumstances do not permit the playing of the full duration of a match, and when the referee has prior knowledge of such before the match commences, the referee shall be empowered to shorten each half so as to make them equal and of sufficient duration to complete a legal game. In such situations, both coaches must be advised of the reason for the alteration in time and, as well, the duration of the halves. The referee shall be obliged to report the irregularity in writing to the league when submitting the game sheet.

16) WITHDRAWAL OF TEAMS

- a) 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 fine imposed at the discretion of the Zone committee. All penalties issued to players and coaches will remain in effect.
- b) Coaches who withdraw their team from a game will be subject to disciplinary action.

17) LEAGUE STANDINGS

- a) Points are awarded as follows:
- 3 points for a win
 - 1 point for a tie
 - 0 points for a loss
- b) Standings shall be determined by points gained.
- c) In the event of a tie at the end of the regular season, the final standings shall be determined by the following:
- i) The team with the higher number of points in games between the tied teams.
 - ii) Victories between all tied teams.
 - iii) Differences between the goals for and against between all tied teams for all games against each other.

- iv) Least goals against between all tied teams.
- v) If a tie still exists between two (2) or more teams, the tiebreaker process (Article 17 c)) will commence from the beginning.
- vi) If a tie remains between two teams, a final tie-breaking game will be played between these two teams. If the game ends in a tie, the winner will be determined by penalty shots according to **FIFA** regulations.

18) CHANGES OR AMENDMENTS

Rules governing the competition cannot be changed during the playing season. All Clubs recommending changes must submit them to the Division 3 executive Board for consideration for the next season. The executive Board reserves the right to modify rules not directly related to **FIFA, C.S.A. or F.S.Q.** rules.

19) 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 duration of each cooling-off period shall be 10 minutes.**

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.

20) AUTOMATIC Division 3 SANCTIONS

- a) **When a player accumulates a total of 4 cautions during the season, he/she is automatically suspended for the next game.**
- b) **When a player accumulates 2 more cautions (a total of 6) during the season, he/she is automatically suspended for two more games.**
- c) **When a player accumulates 2 more cautions (a total of 8) during the season, he/she is automatically suspended for three more games.**
- d) **Any Club found at fault in a major breach of rules will be required to post a \$1,000.00 behaviour bond for the following season prior to entering their teams in Division 3. This bond will be forfeited by Division 3 executive committee for any subsequent major breach of rules at any level.**
- e) **A team that incurs 4 or more cautions and/or ejections in any one game will be assessed a fine of \$50.00. A team incurring 8 or more cautions and/or ejections over a consecutive 3 game periods will be assessed an additional fine of \$100.00.**

CUP RULES (rev.2003-01-16)

Rules will be available at a latter date.

SUMMARY OF FINES & PENALTIES

PAGE	RULE	INFRACTION	AMOUNT	PENALTY
	3	Failure to change colors in the event of conflict	-	Forfeit <u>3-0</u>
	6 b)	Players with no Passport	-	Forfeit <u>3-0</u>
	10 c)	Withdrawal of team	\$150.00	-
	13)	Arriving 15 minutes + late	-	Forfeit <u>3-0</u>
	14 a)	24 hour cancellation notice	\$50.00	Forfeit <u>3-0</u>
	14 b)	Defaulted game	\$75.00	Forfeit <u>3-0</u>
	15 b)	Less than 8 local/recreational registered players	-	Forfeit <u>3-0</u>
	20 e)	4 + cautions in 1 game	\$50.00	-
	20 e)	8 cautions in 3 games	\$100.00	-
OTHER CHARGES				
	Page 69	Protests	\$50.00	-
	Page 72	Regional charge for hearing	\$20.00	-
	Page 73	Failure to attend or plead guilty	\$10.00	

All fines & penalties are paid to the Zone Committe