

Year End Tournament

2011 Rules

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. PLAYING RULES

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

3. PLAYING EQUIPMENT

U04 to U08 games shall be played with a size 3 ball, U09 to U13 games shall be played with a size 4 ball, and 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.

NO JEWELLERY may be worn EXCEPT medical alert bracelets (which must be taped or covered by a sweat band).

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 home 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.

4. 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.

5. EJECTIONS

A player receiving a red card will automatically be disqualified from their team's next game in the tournament.

A player receiving 2 yellow cards in one game will automatically be disqualified from their team's next game in the tournament.

Players receiving a total of three (3) yellow cards during the tournament will be disqualified from their next game in the tournament.

In any of these cases, further disciplinary actions may be taken by the Tournament Committee.

Team officials are not shown a card but are politely asked to leave the field of play (this action constitutes an ejection) and may be subject to further sanctioning. A team official ejected from a game is suspended from coaching their next game for that team.

6. PROTESTS

No protests will be accepted.

7. 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 fifteen (15) 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 U04 to U06 categories, a minimum of three (3) players must be present to constitute a team.

In U07 to U10 categories, a minimum of five (5) players must be present to constitute a team.

In U11 to U18 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 15 minute grace period.

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

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

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

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

8. 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:

U04 - U10: 2 x 20 minutes

U11 - U15: 2 x 25 minutes

U16 - U18: 2 x 30 minutes

9. CALL UPS

A team can only call up a reserve player (from the category immediately preceding their own) if they are to be their 8th player (7 a side soccer) or their 12th player (11 a side soccer). In the event of a double-age group, only a player from the older age group may be used as a reserve player (for example, only a 8-year old may be used as a reserve player for a U10 division team, only a 10-year old may be used as a reserve for a U12 division team).

A player cannot play more than one (1) game in total as a reserve player in the tournament.

10. 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.

11. SPECIAL PLAYING RULES FOR 7 A SIDE SOCCER

Normal FIFA rules shall apply except as indicated below.

a. There will be no offside rules.

b. 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.

c. 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.

d. On the taking of a goal kick all opponents shall be outside the penalty area and not less than six (6) metres from the ball until the ball has been put back into play.

- e. Fouls and Misconducts – FIFA rules will prevail for all direct & indirect kicks
- i) If a MAJOR infraction is committed inside the penalty area by the defending team a PENALTY KICK will be awarded to the attacking team.
 - ii) If a MAJOR infraction is committed by the attacking team inside the penalty area, a DIRECT 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.
 - iii) If a MINOR infraction 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 on the penalty area line, parallel to the goal line, closest to where the foul occurred. No member of the defending team should be closer than six (6) meters from the ball until the ball has been put back into play.
 - iv) If a MINOR infraction is committed by the attacking team inside the penalty area, an INDIRECT FREE KICK is 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.
- f. 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.

12. TOURNAMENT STANDINGS

a. The tournament will be played according to the schedule provided to each team. In categories U10 and higher, the winner of a group or division will be determined using the following points:

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

- 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 taken in the order listed as far as necessary:

1. the greatest number of points awarded;
2. the winner of the game between teams having an equal number of points (apply only when two teams are concerned);
3. goal difference (i.e. goals "for" minus goals "against");
4. the greatest number of games won;
5. the least number of goals against.

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).

13. 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 games, each team will take five (5) penalty kicks in accordance with FIFA rules;

- a) 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;

- b) only players on the field of play at the end of regulation time may take part in the penalty kicks;
- c) no player may take a penalty kick for a second time until all team members on the field at the end of regulation time have taken a kick (including the goalkeeper).

In the event of a tie at the end of regulation time in final games, 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) **The game will end when a goal is scored (Golden Goal).**
- e) If the score still remains tied, each team will take five (5) penalty kicks in accordance with FIFA rules;
- f) 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;
- g) g. only players on the field of play at the end of overtime may take part in the penalty kicks;
- h) 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.

14. PASSPORTS

Players' passports are to be made available to the referee and Field Marshals when requested in U12 and U14. Failure to produce a valid passport on request may lead to forfeit of the game.

15. BEHAVIOUR

- Coaches and substitute players must remain in designated bench areas during games (within 1m from the bench).
- a referee may request that a coach have a spectator 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.

16. 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 to administer a caution or not.

The length of each cooling-off period shall be determined by the referee.

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.

Revised August 16th 2010