

# Tournoi - Soccer Deux-Montagnes - Tournament 2006

## Rules

### Tournament Rules

The laws and rules of the F.I.F.A., the F.Q.S. and the A.R.S.Laurentides are applied and modified as follows:

#### 1. Tournament 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. Categories

U18 born in 1988

U17 born in 1989

U16 born in 1990

U15 born in 1991

U14 born in 1992

U13 born in 1993

U12 born in 1994

Categories may be combined at the discretion of the organizers.

#### 3. Eligibility of teams, players and coaches

- All teams and players must be registered with their respective federation or association.
- Teams outside the Laurentides region must present an original travel permit before their first game.
- Before your first game a final players list must be submitted. No modifications can be made thereafter.
- The teams may register eighteen (18) players. All registered players may participate in every game.
- No player can be registered for more than one (1) team.
- Passports will be verified before the tournament and must be made available at anytime thereafter.
- Any team found to have registered an ineligible player and/or coach will be ejected from the tournament. Also any participant and/or spectator causing any damage to any equipment will be ejected from the tournament.
- Coaches and substitute players must remain in designated bench areas during games.
- Teams are allowed to invite a maximum of three (3) guest players from another club. These players must receive written confirmation from their respective clubs. These letters must be submitted to the tournament at the latest on registration night.
- Guest players must have a passport of the same level as the team he/she is playing with. The only exception is an A player playing with AA.
- A maximum of three (3) coaches are allowed on the bench. All coaches must possess a valid passport to be eligible behind the bench.

#### 4. 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 five (5) minutes from the scheduled starting time, after which time the game will be forfeited to the opposing team by a score of 3-0. 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 5-minute period. Furthermore if a team does not show up for a game, for whatever reason, the team will forfeit the game and will be disqualified of the tournament and forfeit their bond check.

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### 5. Playing Equipment

U 12 and U13 games shall be played with size 4 balls. 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 home team must change into jerseys of a different color. Note: teams should bring jerseys of an alternate color. The goalkeeper must be distinct from the rest of its teammates and from the opponents.

### 6. Goal keeper

The 6-second rule for the goalie will be applied.

### 7. Officials

The Committee will assign 1 referee and 2 linesmen per game

The referee has the authority on the field at all time. A detailed written report on all incidents will be sent to the A.R.S.L., the F.Q.S. including the Regional Association of the fautive party. The referee will write down the score of each game on the official game sheet, but the organizing committee will determine the final score.

### 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:

Qualifications : U12 - U18 - 2 x 25 minutes

Semi-final and final: U12 - U14 - 2 x 25 minutes, U15 - U18 - 2 x 30 minutes

Once a difference of six (6) goals is reached, the game is over.

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

In the event of delays, the Tournament Committee may decide to shorten games. Because of time restraints the time will not be stopped for injuries. The player will be asked to leave the field and the game will resume. In case of serious injury the tournament committee will intervene and decide on the appropriate action to take.

If a game is stopped in case of inclement weather:

- During the qualification games:

If 50% or more of the game is played the score will be taken into account, and stands as is. If not, the game is considered a tie, and a 0-0 score will be put into the standings.

- During a semi-final or a final:

If there is not 75% of the game played in spite of whatever the score is between both teams, there will be 3 penalty shots taken in alternance to determine a winner.

The Tournament Committee will make the final decision to the validity of the game.

### 9. 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:

- After a goal
- Prior to a goal kick
- At half time
- In case of an injury, the injured player only
- On an offensive throwing. The other team can do a change too after the offensive team did ask for a change.

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### 10. Ejections

A player or team official receiving a red card will automatically be disqualified from their team's next game in the tournament. Players or officials receiving a total of two (2) yellow cards during the tournament will be disqualified from their next game in the tournament. The Tournament Committee may take further disciplinary actions.

### 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. Protests

No protests will be accepted.

### 14. Tournament standings

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: minus one (-1) point and three (3) goals for winning team.

Qualifying play standings will be determined by the following criteria taken in the order listed as far as necessary:

- i. The greatest number of points awarded
- ii. The winner of the game between teams having an equal number of points (applicable for two teams only)
- iii. The greatest number of games won
- iv. Goal difference (i.e. goals for, minus goals against)
- v. Highest number of goals for
- vi. 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.

### 15. Tie-Breaking

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, penalty shot will be taken, as per the F.I.F.A. rule, right after regular time.