



# SOCCKER POINTE-CLAIRE 9v9 SRING TOURNAMENT

Girls: May 3 to 5, 2024

Boys: May 3 to 5, 2024

## RULES 2024

All matches will be played in accordance with FIFA and FSQ regulations and the basic regulations of the Soccer Lac St-Louis Youth League with the modifications/exceptions mentioned below.

### 1. REGISTRATIONS:

- 1.1. All players and coaches must be registered with their local club and with their regional association or provincial federation (2024).
- 1.2. Each team can register and dress up to **18** players and **3** members of the technical staff. Three (3) guest (JI) or trial (JE) players are permitted. PROBATIONARY PLAYERS MUST HAVE A TRIAL PERMIT SIGNED BY THEIR CLUB. A duly affiliated member of the technical staff (non-player) must be present on the bench at each match.
- 1.3. **2024 electronic affiliation cards (or any other proof of affiliation validated by their region/district)**, all game sheets, the list of players and a travel permit (for teams from outside the Lac St-Louis region) must be presented NO LATER THAN ONE HOUR BEFORE THE TEAM'S FIRST GAME.

### 2. ELIGIBILITY:

U11 born 2013	U12 born 2012
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- 2.1. In the event that the number of registered teams is insufficient, the tournament organizing committee reserves the right to merge categories and/or classes according to SQ guidelines.
- 2.2. The tournament organizing committee reserves the right to accept or refuse the request to participate of any team wishing to participate in the tournament.
- 2.3. Players can only play for one team during the tournament (including goalies). Members of the technical staff may be registered on more than one team list but if expelled from a match, they cannot return to the field of play until they have served the suspension with the team with which they were expelled.

### 3. TOURNAMENT STRUCTURE AND FORMAT:

- 3.1. Each team will play a minimum of three (3) games.
- 3.2. All matches will be played on synthetic pitches.
- 3.3. The matches will last 55 minutes. Two 25-minute halves with a 5-minute half-time.
- 3.4. Each team will be placed in a group of 3 or 4 teams, depending on registrations, and will play once against the other teams in their group. If the groups do not have the same number of teams or if they have only 3 teams, matches against another group can be played.
- 3.5. Points are awarded as follows:
  - i Win: Three (3) points

- ii Draw: One (1) point
  - iii Defeat: Zero (0) points
  - iv Forfeit: Negative one (-1) point
- 3.6. If two (2) or more teams have the same number of points at the end of the qualifying rounds, the ranking of those teams is determined in the following order:
- \* All goal differentials and goals scored are counted as per the scoring maximum rule.
  - i The highest number of points if we consider only the matches between the tied teams.
  - ii The highest goal differential, considering only games between tied teams
  - iii Highest goal differential in all games
  - iv Fewest goals against in all matches
  - v Most goals scored in all matches
  - vi Shoot-out
- 3.7. The playoff matches will consist of two semi-finals and one final for each category of the tournament. The method of qualification depends on the number of groups in the category. For example, in a category of three (3) groups, the team with the most points in each group and the best second place of all three (3) groups in terms of points will go to the semifinals.
- All playoff games must determine a winner.
- In a playoff match, in the event of a tie, there is immediately a penalty shoot-out (penalty shots) according to the rules prescribed by FIFA.
- 3.8. If a match is delayed for any reason, it will still have to end 5 minutes before the scheduled time of the next match.
- 3.9. Some matches may be cancelled for reasons beyond our control.
- 3.10. 9v9 matches are played with 8 players and 1 goalkeeper. Each team must have a minimum of 5 players and 1 goalkeeper to start the game.
- 3.11. No requests for schedule changes will be accepted.
- 3.12. If Friday night games are required due to the number of teams, ARS Lac-Saint-Louis teams will be the first to be scheduled. We will try to avoid any out of region teams being scheduled on Friday evening.

#### 4. EQUIPMENT:

- 4.1. **Balls:** Matches from U-11 to U-12 will be played with size 4 balls, approved by the referee. Balls must be provided by the receiving team.
- 4.2. **Shoes and shin guards:** Players will be required to wear FIFA-approved running or soccer shoes. Shin guards that comply with FIFA regulations are mandatory.
- 4.3. **Jerseys:** Players on the same team must be identified by a jersey of the same color (except goaltender) including a number. The latter must correspond to the one written on the match sheet. THE USE OF

TAPE TO NUMBER SWEATERS IS TOLERATED. In cases where both teams that meet wear similar jerseys, the visiting team will have to change their jersey to another colour. Pinnies are acceptable, but they will not be provided by the tournament and must be numbered or numbers must be clearly seen through the pinney.

- 4.4. Glasses:** Only sports glasses are permitted in accordance with SQ regulations. THE WEARING OF REGULAR PRESCRIPTION GLASSES IS PROHIBITED DURING MATCHES.

### **5. EJECTIONS AND SUSPENSIONS:**

Any player who receives a red card or a coach who is ejected from the field of play is automatically suspended for their team's next match in the tournament. Players who receive three yellow cards during the tournament will be suspended for the next match in the tournament. Other disciplinary measures may be taken by the organizing committee.

### **6. PROTESTS:**

No protests will be accepted.

### **7. REGISTRATION FOR GAMES:**

Teams must arrive 30 minutes before the start of their match. If a team is more than 5 minutes late for the start of its match, it will automatically lose the match by forfeit.

### **8. INJURY:**

In the event of an injury requiring a stoppage of play and the intervention of a team staff member or physiotherapist on the field, the injured player will have to leave the field, with the exception of the goaltender. The injured player may be immediately replaced by another player and be allowed to return to play on the next substitution. Any player with a bleeding injury must leave the field, including the goalkeeper.

### **9. TIE – OVERTIME:**

No overtime period will be played. Any preliminary round match can end with an even score.

### **10. SPECIFIC REGULATIONS:**

All matches will be played according to FIFA regulations, with the following exceptions:

- 10.1. Duration of matches:** 50 minutes (2 halves of 25 minutes and a half-time of 5 minutes if possible) ***which must end 5 minutes before the scheduled time of the next match (even in case of injury).*** No formal warm-up time is expected. Referees must immediately whistle the end of the match unless there is an infringement resulting in a penalty kick or a penalty shoot-out from the penalty spot in progress – the penalty shoot-out must proceed in accordance with FIFA regulations.

- 10.2. Offside:** Offside is applied for 9v9.
- 10.3. Substitutions:** Subject to the authorization of the referee, an unlimited number of substitutions may be made on the following occasions:
- i** After a goal;
  - ii** Before a goal kick;
  - iii** At half-time;
  - iv** When the game has been stopped and a player receives a caution and is shown the yellow card (only this player can be replaced by another player);
  - v** At throw-ins;
  - vi** When play has been stopped due to injury (only the injured player can be replaced);
  - vii** In the event of a head injury, the stoppage of play should be whistled immediately, regardless of the location of the ball, and the player should be removed from the field if possible. The player cannot return until he obtains permission from his educator and/or physio.
- 10.4. Drop kicks by goalies:** Goalkeepers are allowed to drop kick or half-drop kick a ball from within the box during live play.
- 10.5. Yellow Card:** When a team receives a yellow card, it continues to play with full roster. When a player receives a second yellow card in the same match, they will be ejected from the match.
- 10.6. Red Card:** Any player receiving a red card or coach sent off must automatically leave the pitch, the technical area and their proximity for the remainder of the match. The team of the player who received the red card will have to play with one less player for the rest of the match. The player or coach will be suspended at least for the next game. An additional suspension could be added depending on the severity of the offence depending on the decision of the tournament organizing committee.
- 10.7. Cool-down period:** Referees may, without necessarily notifying them in advance, send a player off the field of play for a fixed period of 5 minutes. The player who was removed may be replaced by another eligible player. The referee has the option to give the player(s) a caution or not.
- 10.8. General:** During the tournament, it may appear necessary, by the organizing committee, to change the rules of the competition. All coaches and referees will then be notified of any changes that may occur. Every coach must make sure their players are aware of the rules.
- 10.9. Spectators:** No spectators will be allowed behind the goal line, or on the side of the players' benches. The tournament organizing committee reserves the right not to allow access to the stands and to restrict access to spectators inside the fenced enclosure of the courts.

The consumption of alcoholic beverages or other substances as well as the use of noise creation or amplification devices is prohibited on the site of the matches as well as on the street and parking of the site.

**10.10. Weather:** No matches will be played during a thunderstorm. When a thunderstorm (lightning and/or thunder) breaks out during a match, play will be immediately suspended until the storm passes. If the referee does not suspend play, the field marshal or any representative of the tournament organizing committee may suspend play. Teams may not leave the match site or venue parking lot until a representative of the tournament organizing committee has instructed them to do so.

If a match is stopped, the tournament organizing committee will determine the status of that match, but any reasonable attempt to complete the match must be made. If 75% or more of the match has been completed, and it is determined by the referee or tournament organizing committee that play cannot continue safely due to inclement weather or court conditions, and the match cannot be moved or shifted to another time, that match will be abandoned and will be considered completed.

If a match is stopped when less than 75% of its duration has been completed, the tournament organizing committee will attempt to move or shift the match to another time so that a minimum of 75% of its duration is completed.

**10.11. Scoring Maximum:** There is a maximum goal differential of 7 goals in any game.

For example: if Team A wins 10-1 against Team B, Team A will be awarded a 8-1 win, and Team B will be given a 8-1 loss.