



# RULES

## 11 V 11

# FORMAT

### 1) COMPETITIVE CATEGORIES

1.1: Born in:

U-13	Born in 2006
U-14	Born in 2005
U-15	Born in 2004
U-16	Born in 2003

1.2: A player cannot play for more than one team.

### 2) NUMBER OF PLAYERS

2.1: You can register a maximum number of 20 players on the registration form.

2.2: 20 dressed players along with 3 staff members with valid ID cards for the current year and season. One of the staff members can be replaced by a certified trainer. A maximum of 3 trial players is permitted.

2.3: The staff and substitutes must remain seated on the bench at all times during the game.

### 3) SUBSTITUTIONS

3.1: Substitutions will occur:

- Before kickoff;
- Before a goal kick;
- Immediately after a goal;
- To replace an injured player (injured player only);
- At half-time;
- An offensive throw in and at the referee's discretion. Right following this substitution, the opposing team can also ask for a change.

3.2: Substitutions are unlimited.

### 4) GAME BALL

4.1: The Organizing Committee will supply the game ball for all matches.

4.2: U-13 category will use at #4 ball and U-14 to U16 categories will use a # 5 ball.

## **5) JERSEY COLOR**

5.1: Each team must have a second set of jerseys or a set of pinnies of a distinct color and must be uniform.

5.2: In case of similar colors between the two teams, the referee will make before the match, a toss to determine which team will change jersey (at the discretion of the referee).

## **6) REFEREES**

6.1: Any officiating referee must be a Soccer Québec Registered Official and must have his ID card with him.

6.2: There will be one referee and two assistant referees for each game.

6.3: Decisions on points of fact connected with the play shall be final. (Law V FIFA).

## **7) PROTESTS**

7.1: Any protest concerning a game must be written and given to the Protest Committee within 30 minutes following the game along with a deposit of \$250.00 CAN. Exceptionally for the game in the outside of Granby a (1) hour delay will be allowed to deliver a written Protest to the Committee

7.2: The Protest Committee will meet within 1 hour following receipt of the referee's report.

7.3: The decision taken by the Protest Committee is final and without recourse or appeal.

7.4: The Protest Committee will make a decision within 2 hours upon receipt of the referee's report.

7.5: If the protest is won by the submitting team, the full amount of his deposit will be refunded. Deposits on protests lost by the submitting team will not be refunded; the full amount will be deposit in the tournament organization's fund.

7.6: Any protest filed with respect to a referee's decision will be refused in virtue of article 6.3 of the tournament rules.

7.7: All parties involved in a protest (Teams and Officials) have to remain available for the Protest Committee.

7.8: All parties (Teams and Officials) who do not respect article 7.7 by the Protest Committee will be sanctioned.

## **8) DISCIPLINE**

8.1: Clubs are responsible for the protection of referees and officials. In addition, they are responsible for the conduct of their players, staff, and supporters at all games in which they participate.

8.2: Players, coaches and other staff whose conduct has instigated an incident before, during or after a match will be sanctioned.

8.3: A suspended player, coach, or other staff member must retire to the stands. The suspension carries over to the next match and could be banish from the tournament by the Committee.

8.4: The accumulation of three yellow cards by a player during the tournament will result in suspension for one game.

8.5: The organizing committee has the right to stop or to replay the game. The committee gives itself the right to impose restrictions about the format and the number of the infractions involved. (8.1, 8.2, 8.3, 8.4, with the referee's approbation)

8.6: All expulsion will automatically result of disciplinary report written by the referee

## **9) DELAYS AND DEFAULTS**

9.1: Teams must present themselves on the field 30 minutes before kick-off time for each game. Teams have 10 minutes from kick-off time to present a minimum of 7 players (including the goalkeeper) on the field. If not, the team in fault will lose by default.

9.2: If a team cannot be present on the field at the scheduled time due to uncontrollable circumstances, every effort has been made to be on time at the site of the game, the Organizing Committee may decide to postpone the game.

## **10) WEATHER**

10.1: Before the start of the game, the Organizing Committee will decide if the game can be played following a waterlogged pitch, a thunderstorm or darkness.

10.2: The Organizing Committee can decide to change the location of a game.

10.3: During a game in progress; it is the referee who makes a decision, after consultation with the organizing committee if necessary.

10.4: If the game must be stopped or cannot be played; a 15 minute recess will be taken. After this recess the organizing committee will act according to point 10.2 and 10.5. The organizing committee's decision is final and without appeal.

10.5: Contingency plan due to deteriorating weather conditions: Contingency plan will apply to all games until catching up on the original schedule.

### **Situation A**

After the storm/shower. If the field is lightly or moderately soaked but still practicable;

Contingency plan A will apply:

2 halves of 10 minutes each. If there is a tie at the end of regulation time for a preliminary match; there will be no penalty shootout. If there is a tie at the end of regulation time for a (¼) quarter final, (½) semi-final or a final match, the match will go straight to a penalty shootout according to official F.I.F.A. regulations.

### **Situation B**

After the storm/shower. If the field is deeply soaked and not practicable;

Contingency plan B will apply:

There will be a penalty shootout according to official F.I.F.A. regulations for preliminary matches and for (¼) quarter final, (1/2) semi-final and final matches.

10.6 The Organizing Committee will take decisions for any other prevailing situations not covered by contingency plans A or B and it will irrevocable.

## **11) DURATION OF THE MATCHES**

11.1: All matches will consist of 2 halves of 25 minutes each and an intermission of 5 minutes.

11.2: There will be no overtime for the preliminary matches.

11.3 When there is a difference of 6 goals between teams, the match ends automatically (this rule stays effective for the entire tournament).

11.4: During (¼) quarter finals and (1/2) semi-finals matches, if there is a tie at the end of regulation time, the match will go straight to a penalty shootout. This shootout will follow official FIFA rules. During a final match, if there is a tie at the end of regulation there will be 2 halves of 5 minutes each and the game ends up as soon there is a goal (the golden goal applies.) If there is still a tie after the 2 overtime halves, the game will go to penalty shootout. This shoot out will follow official FIFA rules.

11.5: Game interrupted: to be considered valid, a game must be at least eighty percent (80%) of normal time and if there is extra time, also should last eighty percent (80%) of the scheduled time. This measure is applicable only in cases of force majeure (not to be confused with the weather clause).

## **12) ROUND-ROBIN QUALIFICATION**

12.1:

- Win = 3 points.
- Draw = 1 points.
- Loss = 0 point.
- Default = -1 points (3 points and 3 goals will go to the winning team).

12.2: In the case of a tie in the standings, the teams will be separated in the following order:

- 1) Result of the matches between the two teams (void in the case of a three way tie\*);
- 2) Team with the most win;
- 3) Difference between; goals for and goals against
- 4) Team with the most goals for, as indicated on the score sheets;
- 5) Team with the least goals against, as indicated on the score sheets;
- 6) Penalty kicks.

\* The distribution is continued downwards.

## **13) GENERAL RULES**

13.1: The game rules are the same as those of FIFA with the exception of the changes contained in this document.

13.2: Matters not provided for in this document will be settled by the Organizing Committee of the Tournament.

13.3: The Organizing Committee of the Tournament is not responsible for accidents involving players and coaches, theft or loss of personal items, transportation of an injured ambulance or hospital costs.

## **14) PLAYERS AND STAFF**

14.1: Any team using a suspended player during the tournament will have lost all its games, without warning and without appeal.

14.2: All players, coaches and staff must be members of their soccer Federation and/or of their National or Provincial Association. They must have in their possession a valid ID card for the current year and season.

14.3: All teams from Province of Quebec must provide an official list of players printed directly from PTS-REG. This list confirms that the members present on the field are duly affiliated for the current year and season and confirm the class they play in. It has to be given at registration of the team before the first game.

## **15) TRAVEL PERMITS, PLAYERS LIST AND IDENTITY CARDS**

15.1: One representative from each team must attend the registration office for verification of travel permits, the players list (from PTS REG) and identity cards of the players and instructors at least 120 minutes before the start of their first match. Players will go to the assigned field.

15.2: The representative who will register his team must ensure that all players and staff members who participate in the tournament are included on the game sheet. He will confirm with his signature, having validated all the game sheets prior to the approval by the registration authorities. Once the stamp is apply on each game sheet by the registration authorities and given back to the representative, no changes will be authorised to the game sheets for the duration of the tournament.

15.3: Teams outside the Richelieu-Yamaska region but still in Canada must provide a traveling permit issued by his Regional or Provincial Soccer Association.

15.4: Teams from outside Canada must provide a traveling permit issued by their National Soccer Association.

## **16) TEAM CLASSIFICATION**

16.1: Teams from outside the Province of Québec must supply an official document, issued by their Soccer Association, indicating the players' classification. Failure to provide this document means that the team is either classified into a higher level of competition or will be rejected.

## **17) RESPONSIBILITY OF THE ORGANIZING COMMITTEE**

17.1: The Organizing Committee of the tournament, Le Club de soccer les Cosmos de Granby, Granby Multi-Sports, the ARSRY and Soccer Québec cannot be held responsible for any thefts, losses or accidents that may occur in the field.

## **18) TRANSLATION CLAUSES**

18.1: In the event of a discrepancy between the English and French versions of the tournament rules, the French version has priority.

## **19) RESPONSIBILITY**

Please take note that the registration desk is located at the Terry Fox Park inside the Norbert-Talbot Pavillon (97 Leclerc East Boulevard, Granby).