



REGULATIONS

1 1-A-SIDE SOCCER

1. CATEGORIES AND GAME FORMAT

- 1.1. For the U13 to U18 categories, the International de soccer Jean-Yves Phaneuf de Granby (ISJYPG) will be held in the form of a "tournament".
- 1.2. Game format: 11 v 11.

2. PLAYERS AND COACHES

- 2.1. A maximum of 18 players, with valid identification cards for the current year, may be placed on the list of players and any match sheets approved during the registration of the teams. Furthermore, a team may use a maximum of two (2) players from a higher level of competition for the duration of the tournament.
- 2.2. A maximum of 3 coaches, with valid identification cards for the current year, can be entered on each of the match sheets approved during the team registration. At least one (1) of these coaches will be required to be on the players' bench at all times. If this last criterion is not respected, the match cannot continue or be played.

- 2.3. A player can only play for one team during the tournament.
- 2.4. No trial players will be accepted.
- 2.5. Coaches and substitutes must remain seated on the team's bench during the game.

3. SUBSTITUTIONS

- 3.1. Player changes will be made at the following times:
 - Before kick-off;
 - During a goal kick;
 - Immediately after a goal;
 - When a player is injured (only the injured player);
 - At half-time;
 - During a throw-in by an offensive touch and at the discretion of the referee. Following this substitution, the opposing team may request a change.
- 3.2. The number of changes is unlimited.

4. BALLOONS

- 4.1. The ISJYPG organization will provide the match ball for all games.
- 4.2. The U13 category will use a #4 ball and the U14 to U18 categories will use a #5 ball.

5. JERSEY COLOR

- 5.1. Each team must have a second jersey or a set of bibs of a distinct and uniform color.
- 5.2. In the event of similar colours between the two teams, the referee will make a draw before the start of the match to determine which team will have to change the jersey (at the discretion of the referee)

6. REFEREES

- 6.1. Any referee officiating at this tournament must be affiliated with Soccer Quebec.
- 6.2. There will be one referee and two assistant referees appointed for each of the parties.

7. PROTESTS

- 7.1. No protest will be accepted.

8. DISCIPLINE

- 8.1. Teams are responsible for the protection of referees and officials. In addition, they are responsible for the conduct of their players, coaches, executives and spectators at all games in which they participate.
- 8.2. Sanctions will be imposed on players, coaches and managers whose conduct has been the subject of an incident or disturbance before, during or after the game.
- 8.3. If a player and/or coach and/or manager is ejected from a game, he must take a seat in the stands and is automatically suspended for the next game.
- 8.4. The accumulation of three (3) yellow cards by a player during the tournament automatically results in one (1) match suspension to be served in the next game.

- 8.5. The accumulation of two (2) yellow cards by a coach with the same team automatically results in one (1) match suspension. This match must be served in the next game of the team associated with the suspension. The coach will not be able to take part in any match until the suspension has been served.
- 8.6. Any expulsion will automatically be the subject of a disciplinary report written by the referee. Following the consultation of the said report, the Organizing Committee reserves the right to apply additional sanctions if necessary.

9. DELAYS AND FORFEITS

- 9.1. Teams will be required to arrive on the field 30 minutes prior to the start of each match. Teams have 10 minutes from the scheduled time of the game, to present a minimum of 7 players (including the goalkeeper) on the field. Otherwise, the offending team will lose by forfeit.
- 9.2. A team unable to be on the field at the scheduled time due to uncontrollable circumstances; All efforts having been made to arrive in time at the place of the game, the Organizing Committee may decide to set the postponement of the said game.

10. EXCEPTIONAL SITUATIONS

- 10.1. Before a match, the Organising Committee decides whether the game can be played following a soggy pitch, a storm or darkness.
- 10.2. The Organizing Committee may decide to change the location of a game.
- 10.3. For a game that has already started, it is the referee's responsibility to make a decision to stop the game momentarily and consult with the organizing committee to determine next steps.
- 10.4. If the game must be stopped or cannot be played, a delay of 15 minutes is granted. After this period, the organizing committee has provided for a procedure in 10.2 and 10.5. The decision of the organizing committee will be final and without appeal.
- 10.5. Weather Contingency Plans: Contingency plans are applicable to all matches involved in the said emergency (applicable to one or more pitches depending on the situation):

10.5.1. **Situation A**

Matches temporarily stopped. Following the event, the courts remain passable (according to the opinion of the organizing committee).

Application of Contingency Plan A:

- Matches that have already started with less than 80% of the regulation time, will have to continue until they reach this percentage.
- Matches that have played more than 80% of the regular time will be considered played and valid.
- Games that have not started will be shortened to 2 halves of 10 minutes each.
- Contingency Plan A applies until the backlog is caught up

10.5.2. **Situation B**

Unable to resume matches due to impassable pitches (according to the opinion of the organizing committee).

Application of Contingency Plan B:

- Matches that have played more than 80% of the regular time will be considered played and valid.
 - Matches that have not started as well as those that have already started with less than 80% of the regulation time are cancelled. A result of 0 to 0 will then be applied.
 - In the event of a playoff match, the winning team shall be determined by means of a penalty shootout in accordance with FIFA laws on a field determined by the organizing committee.
- 10.6. Cases not provided for in these situations will be decided by the ISJYPG organizing committee and will be final.

11. MATCH DURATION

- 11.1. All matches in the tournament will be 2 x 25 minutes in length.
- 11.2. There is no overtime in the preliminary games.
- 11.3. If the score is 6 goals apart during the match, the match is automatically over (this rule applies for the duration of the tournament).
- 11.4. From the (1/4) quarter-finals and (1/2) semi-finals, if there is a tie after regulation time, there will be a penalty shootout in accordance with FIFA laws. For the finals, there will be a 2 x 5 minute overtime and the match ends as soon as a goal is scored. So, the golden goal rule applies. If the tie persists, there will be a penalty shootout in accordance with FIFA laws.
- 11.5. Interrupted game: To be considered valid, a game must last at least eighty percent (80%) of the regular time and if there is overtime, it must also last eighty percent (80%) of the scheduled time. This measure is only applicable in cases of force majeure (not to be confused with the weather clause).

12. AWARDING OF POINTS

- 12.1. Points will be awarded as follows:
- Win = 3 points
 - Draw = 1 points
 - Loss = 0 points
 - Forfeit = -1 point (with 3 points and 3 goals for the winning team)

13. CLASSIFICATION

- 13.1. Depending on the number of teams competing in each category, the following will be divided, as well as the criteria on which the rankings will be based to advance to the next phase:

Category composed of 4 teams

- 1 pool of 4 teams;
- According to the overall ranking, the teams face each other in the semi-finals in the format: 1 vs 4 & 2 vs 3.

Category composed of 5 teams

- 1 pool of 5 teams;
- Teams will play 4 qualifying matches;
- The top 2 teams in the overall standings get their ticket directly to the final;
- The teams that finish third and fourth in the overall standings compete for the bronze medal.

Category composed of 6 teams

- 1 pool of 6 teams;
- 3 preliminary matches;
- The top 4 teams in the overall standings qualify for the semi-finals and compete in the format: 1 vs 4 & 2 vs 3.

Category composed of 8 teams

- 2 pools of 4 teams;
- The top 2 teams from each pool advance to the semi-finals. The 2 winning teams face each other in the final and the 2 losing teams compete for the bronze medal.

Category composed of 10 teams

- 1 pool of 6 teams and 1 pool of 4 teams;
- The top 2 teams from the 6-team pool, the top team from the 4-team pool and the top team overall (excluding the 3 already qualified) advance to the semi-finals. The 2 winning teams face each other in the final and the 2 losing teams compete for the bronze medal.

Category composed of 12 teams

- 3 pools of 4 teams;
- The top team from each of the 3 pools, as well as the top team in the overall standings (excluding the 3 already qualified) advance to the semi-finals. The 2 winning teams face each other in the final and the 2 losing teams compete for the bronze medal.

Category composed of 14 teams

- 1 pool of 6 teams and 2 pools of 4 teams;
- The top 2 teams from the 6-team pool and the top team from each 4-team pool advance to the semi-finals. The 2 winning teams face each other in the final and the 2 losing teams compete for the bronze medal.

Category composed of 16 teams

- 4 pools of 4 teams;
- The top 2 teams from each pool advance to the quarter-final round. The 4 winning teams of this round face each other in the semi-finals. The 2 winning teams face each other in the final and the 2 losing teams compete for the bronze medal.

Category composed of 18 teams

- 1 pool of 6 teams and 3 pools of 4 teams;
- The top 2 teams from the 6-team pool, the top team from each 4-team pool and the top 3 teams overall (excluding the 5 already qualified) advance to the quarter-final round. The 4 winning teams of this round face each other in the semi-finals. The two winning teams face each other in the final, and the two losing teams play for the bronze medal.

For categories composed of 20 or more teams, the Organizing Committee will publish a memo explaining the classification procedure that will be in effect.

13.2. In the event of a double tie in the standings, the teams will be separated as follows and in order:

- 1) Result between the 2 teams (draw in case of a triple tie*);

- 2) Most wins;
- 3) Highest goals for and goals against differential;
- 4) Team with the most goals for according to the match sheets;
- 5) Team with the fewest goals against according to the match sheets;
- 6) Penalty shootout.* *The distribution continues downwards*

13.3. To decide between the best teams in the overall ranking between several pools, the teams will be separated as follows and in order:

- 1) The highest number of points*;
- 2) Most wins;
- 3) Highest goals for and goals against differential;
- 4) Team with the most goals for according to the match sheets;
- 5) Team with the fewest goals against according to the match sheets;
- 6) Penalty shootout.* *The distribution continues downwards*

14. SPECIFIC RULES

14.1. The rules of the game are the same as those of FIFA, except for the changes contained in these regulations.

14.2. Cases not provided for in these rules will be decided by the ISJYPG Organizing Committee.

14.3. The ISJYPG Organizing Committee is not responsible for accidents involving players and accompanying persons, theft or loss of personal belongings, transport of an injured person by ambulance or hospital expenses.

15. PARTICIPANTS

15.1. All players and coaches must be affiliated with their Soccer Federation and/or National or Provincial Association and must have a valid ID card for the current year.

16. TRAVEL PERMITS, MATCH SHEETS, PLAYER LISTS AND ID CARDS

16.1. Only one representative per team must report to the registration desk for the verification and authentication of the travel permit, match sheets, approved player list and player and coach ID cards, at least 120 minutes before the start of their first match.

16.2. The representative who registers his or her team must ensure that all players and staff members who will participate in the tournament are on the match sheets. He will confirm, by his signature, that he has validated all the match sheets before their approval by the registration managers. Once the seal has been affixed to each match sheet by the registration officers and given to the representative, no changes will be allowed to the said match sheets for the duration of the tournament.

16.3. A team from outside the Richelieu-Yamaska region who resides in Canada will be required to provide a travel permit issued by their Regional Soccer Association.

16.4. Teams from outside Canada must obtain a travel permit from their National Soccer Association.

17. TEAM CLASSIFICATION

17.1. According to article 7.13 of Soccer Quebec, teams from outside Quebec will have to provide an official document from their Soccer Association attesting to the classification of their players. Failure to produce this document will result in the team participating in higher class matches or being declined.

18. RESPONSIBILITY OF THE ORGANIZING COMMITTEE

- 18.1. The ISJYPG Organizing Committee, the Granby Cosmos Soccer Club, Granby Multi-Sports, ARSRY and Soccer Quebec cannot be held responsible for theft, loss or accident that may occur on the field.

19. TRANSLATION CLAUSES

- 19.1. In the event of a discrepancy between the French and English versions of the tournament rules, the French version shall take precedence.

20. GENERAL INFORMATION

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