



All games will be played in accordance with IFAB and Soccer Québec rules and basic Lac St-Louis Youth League rules with the modifications/exceptions noted below.

- 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. **Only the VP Competition is allowed to communicate decisions.**
- 2. TEAM CATEGORIES / PLAY FORMATS / PLAYER LISTS:** The Tournament is open to all U09 to Senior teams accepted by the Committee. A Festival is offered to U8 teams (no standings).

	5 v 5	7 v 7	9 v 9	11 v 11
Categories	U8	U9 + U10	U11 +U12	U13 - Senior
Player format	4 + 1	6 + 1	8 + 1	10 + 1
Player roster max.	13	16	18	18
Team officials max.	3	3	3	3
Min. to play game	4 players	5 players	6 players	7 players
Guest players max.	3	3	3	3

- 3. PROOF OF AGE:** Players and team officials must have a valid affiliation card from the FSQ or a player permit issued by the governing body of another Canadian province.

4. ELIGIBILITY:

U08 born 2011	U11 born 2008	U14 born 2005	U17 born 2002
U09 born 2010	U12 born 2007	U15 born 2004	U18 born 2001
U10 born 2009	U13 born 2006	U16 born 2003	Senior born 2000 or before

4.1. Players may be listed with one team only for the duration of the tournament.

4.2. Categories may be combined at the discretion of the organizers.

5. TEAM REGISTRATION:

5.1. During the week before the tournament, a team representative must register the team **by email** before **noon on Friday** by sending the following documents:

- Your game sheets (1 numbered copy for each of your games plus 3 non-numbered copy identified « sans nom » in PTS-Cup);
- Your travel permit (for teams coming from outside of the Lac St-Louis region);
- Your list of your players/coaching staff (printed from PTS-Reg for Quebec teams);
- Your permit for a trial player if applicable.

Your **stamped** game sheets will be given to you at your first game. The team representative will receive enough wristbands for each player as well as up to 3 team officials.

5.2. The team representative will be given enough bracelets for each of their players and a maximum of 3 team officials.

5.3. Before their first game, each team **MUST** present itself to the Field Marshall, at least 30 minutes before kick-off, at their field, to have their game sheet and affiliation cards verified and to make sure that each player and team official has a bracelet.

5.4. Should a player or team official lose or break their bracelet, a team representative must ask the Field Marshall on site for another one. The player or team official must already be printed on the game sheet and must have a valid 2019 affiliation card. **No addition of team officials or players by hand.**

5.5. Players will not be allowed to play without a bracelet, except with Field Marshall approval and verification, and only due to Lac St. Louis running out of bracelets.

6. PLAYING RULES:

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

7. PLAYING EQUIPMENT:

7.1. U8 to U13 games shall be played with a size 4 ball.

7.2. U14 to Senior games shall be played with a size 5 ball.

7.3. Home team must supply 2 game balls. If the home team doesn't have the 2 balls, the visiting team can be asked for balls. If there are absolutely no balls available, the home team will lose the game by forfeit, by a score of 3-0,.

7.4. Players shall wear suitable footwear in accordance with the IFAB Laws of the Game. .

7.5. shin guards are MANDATORY in accordance with IFAB Laws of the Game.

7.6. Only Soccer Québec approved sport glasses will be permitted. Regular prescription glasses are prohibited.

7.7. Players shall wear uniforms of the same color with unique 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 visiting team must change into jerseys of a different colour. If the visiting team does not have alternate jerseys, they will forfeit the game by a score of 3-0. Goalkeepers must wear a jersey of a colour distinguishable from those of the other players of both teams and the referee.

- Teams should bring jerseys of an alternate colour.
- Jersey numbers must be printed → TAPING OF NUMBERS IS PERMITTED.

8. SUBSTITUTIONS:

8.1. 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 extra time 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.

9. EJECTIONS:

9.1. A player or a team official receiving a red card will automatically be suspended from their team's next game in the tournament/festival. Team officials are not shown a card but may be ejected nonetheless

and be subject to further sanctioning. Players receiving a total of 3 yellow cards during the tournament/festival will be suspended from their next game in the tournament. Further disciplinary actions may be taken by the Organizing Committee.

10. PROTESTS: No protests will be accepted.

11. REPORTING FOR GAMES:

- 11.1. Teams should report to their field at least 30 minutes before the kick-off time of their game. They must present the game sheet and affiliation cards to the field Marshall, for verification. Teams will be allowed a grace period of 10 minutes from the scheduled starting time, after which the game will be forfeited to the opposing team by a score of 3-0. Only when less than the required number of players is available may the start of a game be delayed for the 10-minute period (see chart in art. 2).
- 11.2. If a game is stopped in case of inclement weather, the Organizing Committee will make the final decision to the validity of the game.
- 11.3. The Organizing Committee may decide not to reschedule games that have been cancelled due to circumstances beyond their control.
- 11.4. In the event of delays, the Organizing Committee may decide to shorten games.
- 11.5. A game is declared valid after at least 75% of the playing time has elapsed.
- 11.6. No mercy rule will be applied.

12. DURATION OF GAMES:

12.1. All games shall consist of 2 halves with a half-time interval of 5 minutes. In each category the duration of each game shall be as follows. Please note that there will be no time added to games in case of injury.

<u>Age Group</u>	<u>Duration of Game</u>	<u>Game declared valid after</u>
U8 - U10	2 x 20 minutes	30 minutes
U11 - U12	2 x 25 minutes	38 minutes
U13 - U18	2 x 30 minutes	45 minutes
SEN	2 x 35 minutes	53 minutes

13. INJURED PLAYERS:

13.1. 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 and for any physical offence where the opponent is cautioned or sent off. In that case, the player can be assessed and treated quickly and remain on the field of play. 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.

14. OFFSIDES:

- 14.1. Offside are applied for 9v9 and 11v11.
- 14.2. No offside rule for 5v5 and 7v7.

15. TOURNAMENT STANDINGS (not applicable to U8) AND RESULTS:

15.1. 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 point
- Forfeit loss = -1 point

15.2. 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.

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

- A. The greatest number of points awarded;
- B. The winner of the game between concerned teams (apply only when two teams are concerned);
- C. The greatest number of wins;
- D. The greatest goal difference overall;
- E. The highest number of goals scored;
- F. Random draw.

15.4. Wild cards will be determined as above sequence and as they apply.

15.5. All results will be posted on TSI-Tournoi, under the Soccer Lac St-Louis Summer Tournament banner. The coaches are responsible for checking the displayed results. Only results displayed on TSI are valid.

16. TIE BREAKING & EXTRA TIME – not applicable to the festival:

16.1. There will be NO extra time during the entire tournament.

- A. If the score is equal at the end of regulation time, each team will alternately take 5 penalty kicks, in accordance with IFAB regulations.
- B. If the score is still equal, each team will shoot 1 shot on goal - this process is repeated until a result is obtained.
- C. Only players on the field of play at the end of extra time may take part in the penalty kicks;
- D. No player may take a penalty kick for a 2nd time until all team members on the field at the end of extra time have taken a kick (including the goalkeeper).

17. AFFILIATION CARDS:

17.1. Players' affiliation cards (electronic and physical) are to be made available to the referee and Field Marshals when requested. Players and team officials are not allowed to participate in a game without the Field Marshall having checked their affiliation card. Failure to produce a valid affiliation card on request may lead to forfeit of the game.

18. BEHAVIOUR:

18.1. Team officials and substitute players must remain in their designated technical area.

18.2. A referee may ask a spectator to leave the playing area if he or she does not respect Soccer Lac St-Louis's "Zero Tolerance" policy (play area, technical area, bleachers, full site, etc.). 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.

18.3. Soccer Lac St. Louis has adopted the "Zero Tolerance" policy. Team officials must act as responsible educators before, during and after the game and are responsible for the safety of all players, coaches, spectators, parents, referees, tournament organizers and employees of Soccer Lac St-Louis.

18.4. Parents and spectators under the responsibility of the coaches - responsible educators - must respect the rule of "Positive Silence" implemented at Soccer Lac St-Louis. The coaches are always responsible for the actions of their parents or spectators. The referee will be able to stop the game for inappropriate behavior such as inappropriate remarks aimed at negatively influencing the course of the game. Only words of encouragement and support will be tolerated. Any parent or spectator that does not respect this rule (Positive Silence) will have to leave the field otherwise the referee will stop the game. The game will then be lost by a 3-0 forfeit by the team in default and the team may be excluded from the tournament.

19. COMMITTEE:

19.1. The Organizing Committee reserves the right to cancel or merge a category with an insufficient number of teams.

20. REIMBURSEMENTS:

20.1. There are no refunds once a team's entry has been accepted into the tournament.

21. GENERAL:

21.1. During the course of the tournament, it may be deemed necessary by the tournament committee to amend the rules and regulations pertaining to the competition. All coaches and referees will be notified of any changes that may arise. All coaches must make their players aware of the RULES.