



## ARS LAVAL NATIONAL – 2020 TOURNAMENT RULES

### 1. Tournament Committee

The organizing committee is responsible for the general organization of the tournament. The teams will be checked at the place designated by the Organizing Committee. All decisions of the Committee regarding the interpretation of its rules will be final and without appeal. Any case not provided for in these rules will be settled by the organizing committee.

### 2. Team registration & player registration

Each team will have to provide, before the start of the competition, a list of the participating players and team personal in the PTS-Tournoi system following the reception of the access code. Access code will be provide by the organizers at least two weeks before the start of the competition.

No changes can be made after the Friday 12h00 preceding the tournament weekend.

Players and coaches must be validated by their club / region for the Winter 2019-2020 season.

Girls are allowed to take part in the tournament within a boy team.

A team may register a maximum of 18 players on the game sheet for the duration of the tournament.

- For 5-a-side soccer, there are 5 players on the field (including goalkeeper). The minimum number of players required to play is 4 (including goalkeeper)
- For 7-a-side soccer, there are 7 players on the field (including goalkeeper). The minimum number of players required to play is 5 (including goalkeeper)
- For 9-a-side soccer, there are 9 players on the field (including goalkeeper). The minimum number of players required to play is 7 (including goalkeeper)

Team personal and players must present themselves at least **60 minutes** before their first game in the registration room to check players and team staff. **Player and coach verification will be done electronically with the PTS Tournament system as well as field sheet checks on the field. However, you must bring the membership cards in case.**

**For teams OUTSIDE of Quebec: Please note that it is mandatory for you to have your official identification cards for the registration procedure.**

**You don't need to print the game sheets**

#### **Group Age (Été 2019)**

U-08 born in 2012(FESTIVAL)	U-14 born in 2006
U-09 born in 2011	U-15 born in 2005
U-10 born in 2010	U-16 born in 2004
U-11 born in 2009	U-17 born in 2003
U-12 born in 2008	U-18 born in 2002
U-13 born in 2007	

### 3. Team personal

Refers to all coaches and managers of a team.

Only three (3) validated team personal are allowed on the bench. At all times, there must be at least one (1) coach with an affiliate card on the bench during a game. If a team personal is expelled during a match and his team is left without team personnel for the remainder of the match, the team forfeits the game.

A health professional who is a member of a recognized professional order is eligible in the technical zone, on presentation of his professional card, issued by his professional order, or of a student, issued by his academic institution. He does not need a valid affiliate card to be on the team list or in the technical area.

### 4. Eligibility and substitutions

- No player may be registered or play for more than one (1) team.
- Substitutions are unlimited and are made on the fly, during play or when the game is stopped. However, the returning player must wait until the player to be replaced is within one (1) meter of the line to enter the field, moreover, the exchange must be done in the middle of the field.
- For all violations of this rule, the referee may award the opponent a direct free kick at the place where the illegal substitution was made. The referee can penalize this fault by a card to the offending player.



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### **5. Game sheets**

All game sheets are electronic. Tournament delegate will be present on each field to check players and team personal. He will verify bracelet given at the team registration, so they be able to participate in the game.

Teams must use the overpass to cross the field to the dome and match delegate tables twenty (20) minutes before the scheduled match time.

### **6. Travel permit**

The travel permit is required to participate in the tournament. No team may play a game if it has not release its travel permit. If it has not been given before the tournament, it can be returned to the registration table before their first match. Electronic travel permit completed in good and due form are accepted.

### **7. Equipment**

U-07 to U-13 category games will use #4 balls and U-14 to senior category games will use #5 balls. If the U-13 and U-14 categories are combined, a #5 ball will be used. Game balls are provided by the home teams.

Cleats are recommended (metal is prohibited). Shin pads are compulsory. If two teams wear the same colour jerseys, the visiting team must change jerseys or wear numbered vests.

Any player who does not have the required equipment will be excluded from the field in order to gather the proper equipment and will not be allowed to return until the referee has verified the equipment during stop of play.

The player will receive a warning for repeated offenses. No jewelry will be allowed (FIFA Law 4).

### **8. Reserve players (Joueur reserve)**

Describes a player of the same club that participates in one or many club games in a higher or equal category from his own and of equal or higher ranking than his own and if applicable in a higher division if the team is of the same category and ranking. Use of reserve players is unlimited.

### **9. Trial players (Joueur à l'essai)**

A trial player is a player who has been authorized to take part in one or many games with another club or soccer group of higher ranking, category or division than that of his team's. A team may use a maximum of three (3) reserve players. The team must provide the guest players' permits to the Tournament representative in order to be eligible.

### **10. "Muté" Players**

Refers to all the players who changed the club, no matter the reason, will be awarded the title "muté" for a period of two (2) years. The number of players "muté" allowed during the tournament is unlimited. However, the total number of players on your team sheet is limited under article 3 of this regulation.

### **11. Double upgrade**

Double upgrade applies when a player is affiliated in three (3) or four (4) categories higher than his own. It can only be permitted for U10 to U16 players. The ARS can authorize a double upgrade upon reception of the following documentation: upgrade request form, parental and medical authorization stating that the player does not risk any extra health risk as well as the affiliation form. The team must present these documents to the Tournament representative in order to be eligible. (FSQ - R.F. Article #5.2).

### **12. Ranking**

During qualifications, points are allotted in the following fashion in order to rank teams in their respective groups:

- Win                    3 points
- Tie                     1 point
- Loss                   0 point
- Forfeit                -1 point

If teams' point rankings are tied, team ranking will be decided in the following fashion:

- The most games won
- The game(s) result(s) between the two teams (only in the event of a double tie)
- Difference between goals for and goal against
- Team with the higher goals FOR
- Team with the lowest goals against
- Team with the least red cards
- Team with the least yellow cards
- Shoot out (Coin toss if shoot outs cannot be held)



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### **13. Game length**

Each game will last a total of 35 minutes (continuous time); with only one half-time.

Teams must use the walkway to go to the other side of the field twenty (20) minutes before the scheduled game start time. No warm-up period is permitted on the field before the game.

A game is considered ended from the moment where there is a difference of 6 goals between the two teams. When the game is over, please leave the play area as quickly as possible and leave on the locker rooms side.

### **14. Ties (Semi-finals or finals)**

In the event that a winning team must absolutely be declared at the end of a game:

- Three penalty kicks will be made alternatively by each team by three players present on the field at the end of the game. The referee will toss a coin to designate the team first to kick.
- If the teams are tied after these three kicks, the players on the field will kick alternately until one team is ahead after an equal amount of kicks. All players (present on the field at the end of the game) must have kicked before a player may kick for a 2nd time.

### **15. Kickoff**

The team having won during the camp tryouts has the choice of sides. The other team kick off. A goal may be scored directly off a kickoff.

### **16. Free kick**

All free kicks are direct. If the ball touches the ceiling, a direct free kicks will be accorded to the opposing team at the point where the ball has touched the ceiling (net). The throw will be taken in the exterior of the zone nearest the point where the ball has touched the ceiling (net) with the exception of the goal zone. The wall must be placed at least 5 meters from the ball during a free throw.

### **17. Offside**

- 5 and 7 aside: No offside.
- 9 aside: The offside rule applies.

### **18. Fouls and unsportsmanlike conduct**

The law 12 applies as such under the laws of the Game.

The regulatory tackles are allowed.

### **19. Penalty kicks**

A penalty kick will be shot from a point 7 meters facing the goal. All other players must stay at least 3 meters behind the ball (behind in a line parallel to the goal line) with the exception of the player having drawn the penalty and the goalie.

### **20. Throw-ins**

Throw-ins are made with both hands conforming FIFA's law #15. A goal cannot be scored directly off a throw-in.

### **21. Corner kicks**

A ball is put back in play with a corner kick if the ball goes outside after having touched a defensive player. A ball is put back in play with a corner kick if it goes out of play behind the nets after having touched a defensive player. A 5 meter distance must be respected by the opposing players at the moment of the kick

### **22. Goal kicks**

The goalie can place the ball in the interior of the penalty surface and a 5 meter distance must be respected by the opposing players. A goal can be scored directly off a goal kick.

### **23. Goalies**

The goalie can clear the ball with his hands or feet. The ball may be cleared further than his half of the field. The 6 second rule is applied during this Tournament. A goalie cannot touch the ball with his hands off a deliberate pass kicked by his team member.

### **24. Warnings and expulsions**

A player or coach having received two (2) warnings in the same game will be expelled and suspended for the following game.

Warnings are cumulative during the Tournament. A player or coach having received three (3) Tournament yellow cards will be suspended during his next game.

A player or coach having received one (1) expulsion during a game will be suspended for the next game.



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### **25. Forfeits**

The Organizing Committee will be strict with the application of this rule.

- No team can be late at the start of a game or they will immediately be declared to have forfeited.
- No team can start a game without the minimum amount of required players on the field or they will lose by forfeit.
- For disciplinary reasons, if 2 players from the same team are expelled by the referee during the game, the team loses by forfeit.
- A team will be expelled and usage penalties will be imposed following two (2) forfeits during the Tournament.
- A team penalized by a game forfeit as sanction or irregularity will lose its points and goals scored during the said game.
- A forfeit is calculated as 3 to 0 and -1 point in the rankings.
- A team who is not present for its game for any reason loses the game by forfeit and can be expelled from the Tournament.

### **26. Protests**

No protest will be accepted.

### **27. Local usage/responsibility**

Any person breaking the rules in effect on the Tournament site or vandalizing the material will lose his access to the premises and sanctions will be taken against the player's team.

The Organizing Committee, ARS Laval and the Soccer Centre are not responsible for any robbery, lost or accident during the competition.