



RULES

NATIONAL DE SOCCER DE LANAUDIÈRE-NORD

1 – General rules

The rules in effect during the National de soccer de Lanaudière-Nord will be those of Soccer Québec except for the following specific rules:

2 – Categories

The tournament is open to U9 to SENIOR male and female teams in the Local - LR (A) - LDIR (AA) classes. Only teams from recognized associations or clubs are eligible.

3 – Eligibility

- All teams accepted must be registered and in good standing with the F.S.Q. and their respective association. All players must be in possession of a valid soccer passport for the current year.
- A maximum of three (3) staff members per team may be on the bench during games. They must have a coaching passport, valid for the current year.
- No names may be added to the list of players once it has been validated at team registration.
- A maximum of 15 players (7-a-side soccer) and 20 players (9-a-side and 11-a-side soccer) can be registered on the "Game sheet".
- Each team may field a **maximum of 3 trial players¹** for the tournament.
- The use of reserve players² from a lower category and/or class is unlimited.
- A team may use a **maximum of three (3) reserve² players from the same category and class.**
- No team may use ineligible players, failing which it will forfeit the tournament.

Is ineligible a player who :

is double upgraded without the necessary authorisations (more than 2 categories, example: U11 to U14)

¹ A trial player is a player from a soccer club who has been authorized to take part in one or more matches with another soccer club or association, of a higher class, category or division than the team he is affiliated to. A team may use a maximum of three (3) trial players. The team must provide the tournament organizer with a trial player's permit to be eligible.

² A reserve player is a player from the same club who takes part in one or more matches with another team from his club, in a category equal to or higher than his category of affiliation and in a class equal to or higher than his class of affiliation and, if applicable, in a higher division if it is a team in the same category and class.

Is ineligible a player or a staff member who :

Æ is suspended

Æ who falsifies its identification

Æ who does not appear on the game sheet at the start of the game

Æ who is refused for any other reason justifiable by the tournament rules. The case will be brought to the attention of his association and Soccer Québec.

4- Player equipment

- The color of the jerseys must be distinct. If two teams are too similar in color, **the visiting team must change jerseys or wear bibs. It is the teams' responsibility to have a second jersey or bibs.**
- No hazardous protective equipment, such as helmets, face masks, knee and elbow pads made of soft lightweight, padded materials, are permitted, so are goalkeeper's caps and **sports goggles.**

5- Game duration

- In all categories, the game is divided into **two 25 minutes halves** with a **5 minutes half-time.**
- If, **after the first half** or **during the second half**, there is a **difference of six (6) goals, the game will automatically end** (for ranking purposes, a difference of 6 goals is considered). This rule also applies to the finals.

6- Specific rules for U9 & U10

For these 2 categories only, the following rules will apply:

- Withdrawal line 5 meters before midfield when the ball goes out behind the goal. The line will be marked by cones if not already marked on the field.
- Throw-in will be by foot. The player then has the choice of driving the ball or passing it to the ground.
- The goalkeeper may not volley the ball.

7- Specific rule for U11 & U12

For these 2 categories only, the following rules will apply:

- Withdrawal line 10 meters before midfield when the ball goes out behind the goal. The line will be marked by cones if not already marked on the field.

8- Referee

- For all categories and at each game, the club will assign, within the limits of possibility, one (1) federated referee in 7-a-side soccer, and three (3) federated referees in 9-a-side or 11-a-side soccer.
- In the case of sanctions, the referees must make a report at the end of the game.
- The referee's decisions are final on all points concerning the rules of the game.
- No protest will be accepted concerning a referee's judgment.

The referee is the only master on the field. He remains the sole judge of time from the beginning to the end of the game.

9- Discipline

- Players from both teams must be in the designated area along the field, at least one meter from the touchline. A maximum of three (3) coaches will be allowed on the players bench. Coaches may not enter the field of play at any time without prior permission from the referee.
- Team managers are responsible for the proper conduct of their players on and off the field. The same applies to spectators accompanying the team.
- Any player or coach expelled from the game by the referee (red card) must leave the field immediately and will be automatically suspended for one game and may be expelled from the Tournament by the Disciplinary Committee depending on the offence reported in the referee's report.
- An accumulation of two (2) red cards in the Tournament, by a player or a coach, will automatically result in expulsion from the Tournament and the case will be referred to the respective association as well as to Soccer Québec by the Disciplinary Committee.
- An accumulation of three (3) yellow cards in the Tournament, by a player or coach, will automatically result in a one-game suspension. Two (2) yellow cards in the same match will automatically result in expulsion and a one-game suspension.
- It is forbidden for players, coaches and spectators to walk along the touch lines or stand behind the goals.
- A referee may ask a spectator displaying unsportsmanlike behavior to leave the premises. If the spectator does not comply immediately, the team to which he or she is attached will have 5 minutes to ensure his or her departure, failing which the team will forfeit the match.
- Decisions rendered by the Disciplinary Committee are final and without appeal.

10- Delay

- Teams must arrive at the field 30 minutes before their scheduled game time. The game sheet will be checked by an on-site official. The game must start at the scheduled time.
- The minimum is five (5) players for 7-a-side soccer and seven (7) players for 9-a-side and 11-a-side soccer. **A team unable to reach this minimum will lose by forfeit. A match won by forfeit results in a 3-0 victory. A match lost by forfeit results in a 3-0 defeat and -1 point in the standings.**

11 – Registration

Only coaches or team managers are required to check in on Fridays between 17H00 et 20H00 or at least 1 hour before the first game, at L'École de l'Amitié (in the gymnasium) (1600 boul. L'Ange-Gardien Nord, L'Assomption, J5W 5H1) or at Louis-Querbes park (140 rue Saint-Viateur, Joliette, J6E 2V5) with :

- Electronic passports for all players and coaches
- Numbered game sheets
- 3 game sheets without number

- Official player list issued by your club
- Travel permit approved by their regional association (for teams from outside Lanaudière). For teams from outside Quebec, the travel permit must be approved by the team's regional association and provincial federation.

On site, the team will receive all the information concerning the Tournament.

- The following documents must appear in the team's file before it can take part in the competition: travel permit and list of players. If the team is unable to present both documents at registration, the team must leave a \$250 cash deposit in order to take part in the tournament. The \$250 will be returned to the team when it provides the missing documents for the tournament.
- The team has 30 days following the end of the tournament to provide the missing documents, failing which the Tournament will retain the \$250.
- For the tournament, the game sheet and passports must be checked by the field marshals or referee before each game, at the park where the team is playing.
- A team that has registered and cannot take part in the Tournament, with less than 2 weeks' notice, will not be reimbursed.
- All teams must play all matches on the official tournament schedule, except in cases of interruption or cancellation by the referee or tournament organizers.

12 – Protest

No protest will be accepted.

13- Preliminary rounds

Each team will play a minimum of three (3) games. Points will be awarded as following:

- Win: Three (3) points
- Draw : One (1) point
- Lost : Zero (0) point
- Forfeit: For the "winning" team: Three (3) points with three (3) goals.
For the "losing" team: minus one (-1) point in the standings.

In the case of a double or multiple tie in the ranking, the teams will be separated as following:

- If applicable, the result of the games between the teams concerned, (except in the case of a triple tie);
- The difference between goals for and goals against:
- The most goal for;
- The less goal against;
- The less red cards;
- The less yellow cards.

If the tie persists, five (5) penalty kicks will be awarded according to FIFA regulations to determine the winner.

Preliminary rounds are held as follows, depending on the number of teams registered in the division:

- **4 teams - 1 pool** : In the preliminary phase, each team will play 3 games, and the top 2 teams will face each other in final.
- **5 teams – 1 pool** : In the preliminary phase, each team will play 4 games, and the top 2 teams will face each other in final
- **6 teams– 2 pools – 2x 3 teams** : In the preliminary phase, each team plays 3 games against the three (3) teams from the other POOL , an overall ranking will be made after and the best two (2) teams will face each other in final.
- **7 teams – 2 pools – 1x 3 teams and 1x 4 teams** : In the preliminary phase, each team will play 4 games. Teams in the three (3) teams pool will play against the four (4) teams from the other pool & teams in the four (4) teams pool will play against the 3 teams from the other pool + 1 team from their own pool.

An overall ranking will be made after, and the best four (4) teams will face each other in the following order:

Semi-finals : 1st position VS 4th position & 2nd position VS 3rd position.

Finals : The winning teams from the semi-finals.

No final consolation.

- **8 teams – 2 pools – 2x 4 teams** : In the preliminary phase, each team plays 3 games against the other teams in its own pool. The top 2 teams from the 2 pools will play against each other in the elimination phase in the following order:

Semi-finals : 1st position POOL B VS 2nd position of POOL A & 1st position POOL A VS 2nd position of POOL B.

Finals : The winning teams from the semi-finals.

A consolation final will be held between the losers of the semi-finals.

- **9 teams – 3 pools – 3x 3 teams** : In the preliminary phase, each team plays 2 games against the other teams in its own pool.

An overall ranking will be made after, and the best four (4) teams will face each other in the following order

- A match between the 8th and 9th place
- Quarter-finals: 1st place VS winner of the match between 8th and 9th place - 2nd place VS 7th place - 3rd place VS 6th place - 4th place VS 5th place
- Semi-finals : The winning teams from Quarter-finals
- Finals : The winning teams from semi-finals.

A consolation final will be held between the losers of the semi-finals.

- **10 teams – 3 pools - 2x 3 teams et 1x 4 teams:**

In the preliminary phase, each team plays 3 games against the three (3) teams from the other POOL. The teams from the four (4) teams POOL will play against the three (3) other teams from their POOL.

An overall ranking will be made after, and the best four (4) teams will face each other in the following order:

Semi-finals : 1st position VS 4th position & 2nd position VS 3rd position.

Finals : The winning teams from the semi-finals.

A consolation final will be held between the losers of the semi-finals.

- **11 teams – We will not accept a category with 11 teams. From there the teams will only be accepted 2 by 2.**

- **12 teams – 3 pools - 3x 4 teams:** In the preliminary phase, each team plays 3 games against the three (3) teams from their POOL.

Semi-finals : 1st position POOL A VS 1st position POOL B & 1st position POOL C VS the best 2nd position all POOL mixed up.

Finals : The winning teams from the semi-finals.

A consolation final will be held between the losers of the semi-finals.

- **14 teams – 3 pools - 2x 3 teams and 2x 4 teams:** In the preliminary phase, teams from the two (2) three (3) teams POOLS will face each other. The teams from the two (2) four (4) teams POOLS will play against the other teams from their POOLS.

Semi-finals : 1st position POOL A VS 1st position POOL D & 1st position POOL B VS 1st position POOL C.

Finals : The winning teams from the semi-finals.

A consolation final will be held between the losers of the semi-finals.

14- Temperature

- Games must be played even in the rain, unless ground or weather conditions are considered unsafe by tournament officials.
- All games must finish at the scheduled time, i.e. 60 minutes after the scheduled time of the game including the half; no delay will be tolerated. If the game was already started, the result at the time of stoppage, regardless of the portion elapsed, will be counted as the final result of the game.

- If the weather does not allow the game to start, a decision will be made by the organizing committee, at the ending time of the game, and on the field scheduled for the game.
- The committee may change the ground where the game is scheduled if the condition of the ground is bad.

15- Schedule change

The organizing committee reserves the right to make changes to the times and locations of the games, in the event of major force. It undertakes to inform the concerned teams as soon as possible, when it's decided.

16- Semi-finals and finals

The semi-finals and finals will be played according to the same parameters as the other games of the tournament, i.e. the game is divided into two 25-minutes halves with 5-minutes halves.

The following rules will be applied to break a tie in the semi-finals :

- Five (5) penalty kicks will be awarded in accordance with FIFA rules to determine the winner.

The following rules will be applied to break a tie in the finals :

- Five (5) minutes extension with the "gold goal" rule (the game ends as soon as there is a tiebreaker)
- If after this five (5) minutes extension there is still a tie; five (5) penalty kicks will be awarded in accordance with FIFA rules to determine the winner

17- Trophy and medals

Medals will be awarded to the winning teams (gold, silver and bronze).

At the André-Courcelles field (located at École de l'Amitié, 1600 boul. L'Ange- Gardien Nord, L'Assomption, J5W 5H1) for categories whose finals will take place in L'Assomption sector. And at the Louis-Querbes field (140 rue Saint-Viateur, Joliette, J6E 2V5) for teams whose finals will take place in the Joliette sector; and this within sixty (60) minutes following the end of the match.

IMPORTANT NOTICE: All situations not addressed in these rules will be analyzed, and a decision will be taken by the organizing committee.