

SPECIFIC RULES FOR RECREATIONAL SOCCER

All games are played in accordance with FIFA rules, FSQ rules, ARS Lac St-Louis policies and as modified by the following rules and regulations of the League. *U11 and U12 will play 9 v 9 soccer, U13-U18 will play 11 v 11 soccer.*

FSQ rules and regulations: http://www.federation-soccer.qc.ca/index.php?option=com_content&view=article&id=162&Itemid=87

A forfeited game leads to a 3-0 score (or the score stands – the better of the two for the winning team) and a 1-point loss from the standings.

LLJ = Ligue Local Juvenile = Youth Local League U11 to U18

LLJ-1 COACHES' RESPONSIBILITIES

- a) Coaches and team staff must behave in a responsible manner (FIFA Law 5).
- b) Coaches and team staff, of both teams are responsible for the security of all players, coaches, spectators, referees, and assistant referees, before, during and after game.
- c) All coaches should be working towards becoming a "Certified Community Coach"
- d) A proof of coaching certification must be presented in order to complete the affiliation cards.
- e) A team's head coach should hold an N.C.C.P. coaching certification as per the following schedule: If they do not they will be asked to attend the LLJ Regional Symposium please refer to LLJ-1 g)
U11 and U12 9 v 9 Soccer Community Soccer S3
U13 to U18 11 v 11 Soccer Community Soccer S7
**Certification should be obtained before July 15th
- f) – reserved –
- g) All Coaches that do not have the required certification listed in LLJ-1 e) will be asked to attend the LLJ Regional Symposium in order to better prepare themselves for the upcoming summer season.
- h) Coaches of teams should provide active F.S.Q. players' and coaches' affiliation cards and a preprinted official Youth League game sheet to the referee at least 15 minutes prior to the start of the game. The game must not start later than 15 minutes after the scheduled start time. If the Players' and Coaches' cards and game sheets are not present by 15 minutes after the scheduled start time, it will result in a 3-0 forfeit and a fine of \$25 will be levied to the offending team. The game will not be played.
- i) All players, (incl reserves) coaches, team staff must carry active affiliation cards validated for the current season. Failure to comply will result in a **3-0** forfeited game and a fine of **\$25**.
- j) To qualify as a reserve, a player must be registered with a lower age category and must show to have played at least 4 games throughout the season with the permanent team.
- k) Once a game starts, any coach or club official who withdraw their team from a game or refuses to continue their teams participation in a game will forfeit the game **3-0** (or the score stands – the better of the two for the winning team), lose 1 point from the standings (-1) and be fined **\$50**.
- l) Before signing the game sheet, the coaches or team staff, must ensure that the absentees are crossed off and that the game score, the scorers, cautions & expulsions are correct upon collecting of the affiliation cards & official league game sheets. Any intended protest must be noted on the game sheet immediately after the game and filed with League within 2 days. It is the coach's responsibility to collect his game sheets and affiliation cards after the game. Game sheets must be completed in their entirety including date, team name, category, game number, full name of players, coaches and monitors with affiliation card numbers and any other require information (i.e. reserve player ("R"), player serving suspensions, etc...). Failure to do this will result in a fine of **\$25**. No addition(s) or modifications will be permitted by the teams' staff on the game sheet after the game is started.
- m) All teams must have a registered coach at each game. Failure to have a coach will result in a **3-0** forfeited game.
- n) –reserved–
- o) –reserved–



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- p) Standings, statistics and actual game scores are posted on the web site (www.tsisports.ca). Teams are required to enter their stats within 24 hours immediately after their game. The referee will validate the stats from 24 – 48 hours following the game. Should there be irregularities, the team has 48 hours following the game validation to communicate with the League Statistician. Any review request after 96 hours from game kick-off will not be considered. All games are to be validated by the Statistician as soon as possible but no later than 21 days after the scheduled date (FSQ r.f. #23.3)
- q) Spectators and coaches and team staff, are not allowed to be behind the goal lines or to run up and down the touchlines coaching. Spectators must be located on the side of the field opposite that of the teams at all times and at least two (2) metres from the touch line. Players and coaches must remain within their technical area as defined by FIFA (1 m from the touch line and 1 m from each end of the players' bench), if the field permits. Player substitution must be made at the midfield line.
- r) Coaches and team staff must ensure that their spectators never enter the field of play. Failure to comply will result in a **3-0** forfeit to the offending team. Teams will be subject to further disciplinary action by the LLJ League Committee or regional discipline.
- s) Only identified LLJ Committee Members, LSL officials, referees, personnel and players with affiliation cards are permitted on the field or on the teams' side of the field at any time. A maximum of three (3) coaches & managers (excluding physio or athletic therapists) a maximum of 25 players (for 9 v 9) or a maximum of 25 players (for 11 v 11) are permitted in the team's technical area. They must all be listed on the game sheet. Failure to comply will result in a **3-0** forfeit by the offending team. ONLY in the event of an injury requiring the help of a spectator or a trained first-aid giver, the referee may approve the presence of an extra person on the field or in the team's technical area during the time required to provide medical attention.
- t) Coaches and team staff are responsible for tracking their team's suspensions on PTS-League.
- u) Coaches are responsible for ensuring that the referee checks off the players participating in the game (see LLJ1.I). Any names not crossed off are deemed to have played the game. All other names must be crossed off before the start of the second half. Only members of the coaching staff listed on the game sheet are permitted to arrive during the second half of the game.
- v) Smoking is not permitted at the players' bench at any given time before, during or after a game. Failure to comply will lead to sanctions from the LLJ Committee.
- w) No alcoholic beverages or drugs are permitted in the team's technical area. Failure to comply will lead to sanctions from the Regional / Zone League Committee/regional discipline.
- x) Coaches and team staff will not attempt to unduly influence the referee's decisions. Coaches are not allowed to address the referee during the game. The LLJ Committee Disciplinary may take disciplinary actions.

LLJ-2 LATE ARRIVALS

- a) If a team is unable to meet the following minimum requirement of players at 15 minutes after the scheduled start time of the game, the game will be awarded to the opposing team by a score of **3-0**:
 - i. 9 v 9 (U11-U12): 6 players + 1 coach
 - ii. 11 v 11 (U13 to U18): 7 players + 1 coach
- b) Late arrival exceptions noted under LLJ-3.

LLJ-3 TEAMS FAILING TO APPEAR

- a) Any team unable to appear for a scheduled game must notify their club representative & the league statistician at least 3 business days in advance. The game will be awarded to the opposing team by a score of **3-0**. Two such forfeits by any team will result in a fine of **\$50**.
- b) If a team fails to give the 3 (three) business days' notice, the game will be forfeited by the forfeiting team by a score of **3-0**. 1 point will be removed from its standings (-1), will be fined **\$75** and may be disqualified from participating in the Playoffs.
- c) The LLJ Committee may address any exceptional circumstances.

LLJ-4 VALID AND INVALID GAMES



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- a) A game will be forfeited to the opposing team by a score of **3-0** if a team fields less than **6 (9 v 9 game)** or **7 (11 v 11 game)** active players; plays a suspended or illegal player(s); plays players without valid affiliation cards; or if a suspended coach is present within the technical area during the game or is listed as a coach on the official League game sheet.
- b) On a game sheet, if a team is comprised of more than the allowable call-up reserve players, the game shall be forfeited and awarded to the opposing team by a score of **3-0**. (Please refer to LLJ-15)
- c) The duration of the game shall be set as follows:

Age Category	Length of Game
U11 - U12	2 equal periods of 30 minutes
U13 – U14	2 equal periods of 35 minutes
U15 – U16	2 equal periods of 40 minutes
U17 – U18	2 equal periods of 45 minutes

- i. No time will be added if games end in a tie during the regular season League games
- ii. **MERCY RULE:** As soon there is a goal difference of 6, the referee will record that score on the game sheets as a final result. Should both coaches wish to continue playing the game at this point, they can continue playing as a "friendly". The mercy rule will be administered by the LLJ Committee.

- d) A game shall be declared valid when the following time has elapsed:

Age Category	Valid Game
U11 - U12	30 minutes out of 60 minutes
U13 – U14	35 minutes out of 70 minutes
U15 – U16	40 minutes out of 80 minutes
U17 – U18	45 minutes out of 90 minutes

- e) Should the referee abandon a game for reasons other than weather and before the above period has been played, the LLJ Committee, will decide on the validity of the game following receipt of the referee's report.
- f) In the event that circumstances do not permit the playing of the full duration of a match, and when the referee has prior knowledge of such before the **game kicks off**, the referee has the power to shorten each half so as to make them equal and of sufficient duration to complete a valid game (see LLJ-4.d). In such situations, both coaches must be advised of the reason for the alteration in time and of the new duration of the halves. The referee is obliged to report the irregularity in writing on the official league game sheet and in PTS LEAGUE.
- g) In the event that 2 unequal halves are played for reasons other than LLJ-4.f, but more than the time required for the game to be valid, the final score will stand. The referee shall be obliged to report the irregularity in writing on the official league game sheet and in PTS LEAGUE.
- h) In the event that the referee ends the first half before the end of its official time, the referee may after advising the opposing coaches of his decision:
 - i. Play the missing time before the start of half time, starting with a drop ball from the position where play ended or at center field.
 - ii. Play the second half equal in time to the first half, providing that the total time played equals the minimum time for a valid game
 - iii. Play the correct length of time for the second half providing that the total time played equals the minimum time for a valid game
 - iv. Coaches will not attempt to unduly influence the referee's decision.
 - v. The referee shall be obliged to report the irregularity in writing on the official league game sheet and in PTS LEAGUE

N.B. any disruption to a game's normal progression or refusal to start a game can constitute a withdrawal

LLJ-5 LEAGUE STANDINGS

- a) Point are awarded as follows:
 - 3 (three) point for a win
 - 1 (one) point for a tie
 - 0 (zero) points for a loss
 - -1 (minus one) point for a forfeit
- b) League standings shall be determined by points gained or removed according to LLJ-5.a.

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- c) In the event of a tie at the end of the regular season, **at the end of the play-offs, or in the Regional Finals**, the final standings shall be determined by the following (FSQ competitions art. 59):

2-Team Tie:

- i. The highest number of points obtained;
- ii. The highest number of points obtained in games between the teams concerned (**who beat who**);
- iii. The goal difference (in games between the teams concerned);
- iv. The greatest number of wins;
- v. The greatest goal difference overall;
- vi. The highest number of goals scored;
- vii. Random draw.

3 or more Teams Tied:

- i. The highest number of points obtained;
- ii. The greatest goal difference overall;
- iii. The highest number of goals for (GF) overall;
- iv. The least number of goals against (GA) overall;
- v. The greatest number of wins;
- vi. Random draw

LLJ-6 COOLING-OFF PERIOD

- reserved -

LLJ-7 PLAYER REGISTRATION

- a) Player registration shall be in accordance with the F.S.Q "règles de fonctionnement" (section 1) or as modified by Lac St. Louis Region.
- b) By the Friday **prior to** the beginning of the season, the player lists must be entered in PTS-REG within the following parameters (FSQ art. 35.9.4):
 - i. **9 v 9 (U11): min. 12 → max. 25 players**
 - ii. **11 v 11 (U12 to U18): min. 14 → max. 25 players**All LLJ affiliation cards must be validated by the Region.
Player's affiliation card must be ready prior to the team's first game of the season, if not they will not be eligible to play.
Reserve players must be noted on the game sheet in the comments column.
- c) All reserve players must carry an active and validated affiliation card. Failure to comply will result in a **3-0** forfeited game and a fine of **\$25**.
- d) Any player suspended by a club or by the region for administrative reasons will not be able to affiliate with another club while the suspension is in force (rev. 16-Feb-11, Presidents' meeting).
- e) Any team who plays a suspended player will forfeit their game by a score of **3-0** and have 1 point removed from their standings).

LLJ-8 NUMBER OF PLAYERS

9 v 9 game: A maximum of 25 uniformed (club colours) active players may be listed on the game sheet or participate per game. Players sitting at the bench **should** wear a bib/pinnie at all times. No other players are allowed in the team's technical area. Failure to comply will result in a forfeit of **3-0**.

11 v 11 game: A maximum of 25 uniformed (club colours) active players may be listed on the game sheet or participate per game. Players sitting at the bench **should** wear a bib/pinnie at all times. No other players are allowed in the team's technical area. Failure to comply will result in a forfeit of **3-0**.

LLJ-9 FIELD OF PLAY & EQUIPEMENT



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- a) FIELD OF PLAY: Clubs must ensure that their fields are in safe and playable condition at all times. Referee or coaches must indicate any non-respect of rule LLJ9.on the game sheet. The following points must be respected
- i. All fields MUST be properly marked and equipped with two (2) player benches on one same side of the fields and goals on opposite sides.
 - ii. All goals must have nets that are in good condition: no holes or openings larger than 15 cm x 15 cm (6 in x 6 in) and are properly attached to the goal frame on all sides and to the ground to a distance of at least 1 m (3 ft 3 in) behind the goal line.
 - iii. For 2015 9 v 9 games, 7 v 7 or 11 v 11 goals may be used, for 2016 11 v 11 goals will be required
 - iv. All goals must be anchored and secured to the ground or designed and approved for use on artificial fields.
 - v. Approved corner flags at least 1.5 m (5 ft) high, must be installed for every game. Games can be played in the absence of 4 corner flags however the club may be fined.
 - vi. It is the receiving Club's obligation and responsibility to address any issues with their borough/city and to advise the LLJ League Committee of any condition affecting the safety of the players and/or changes to the schedule caused by field conditions.
 - vii. All fields should have bathroom facilities.

No protest will be heard in relation to the condition of the field.

b) BALL:

- U11-U13: Size 4 circumference 25-26 inches (62-65 cm)
Weight 12-14 ounces (330-390 gm)
- U14-U18: Size 5 circumference 27-28 inches (68-71 cm)
Weight 14-16 ounces (397-453 gm)

All balls must be inflated to a pressure of 8.5 – 15.6 lbs. per square inch. Unstitched, vulcanised balls are not permitted. COACHES MUST ENSURE THAT GAME BALLS ARE PROPERLY INFLATED. The home team coach is responsible for providing one (1) or two (2) official league game balls. If not available, the referee may approach the visiting team for theirs or use any other appropriate ball, which must be in playable condition and meet the appropriate specifications.

c) PLAYERS:

- i. All players must wear complete club-issued uniforms (jersey, short, socks) of the same colour as registered by their Club (as per FIFA Law 4).
- ii. Goalkeepers must wear a jersey of a colour distinguishable from those of the other players of both teams and the referee. They may wear either shorts or pants. Shorts, pants and socks may be of a different colour than that of their team mates. If a keeper is replaced and wishes to play on the field, he/she is required to comply with LLJ-9.c) i. above.
- iii. All players, including the goal keeper, must wear the jersey tucked in at all times. Team jerseys must be numbered (with different numbers) on the back (6" minimum) and must have unrolled sleeves. Tape may be used to modify the number for reserve players, if the tape falls off during the game the player must be substituted at the next stoppage of play to correct the number on the jersey.
- iv. *-reserved-*
- v. Players may not switch numbers during the course of a game without permission from the referee. Under no circumstances may a player remove his/her shirt on the field of play.
- vi. Shin guards are mandatory in accordance with FIFA regulations and must be covered at all times during the game.
- vii. FIFA approved headgear may be worn. FIFA Law 4 – The Players' Equipment: modification to the provisions by which male & female players can now wear head covers are posted on fifa.com.
- viii. No jewellery or dangerous objects may be worn.
- ix. Players are no longer permitted to wear prescription eyewear. Approved sports glasses or goggles only. The wearing of hearing aids are permitted.
- x. No hard casts may be worn (plaster or fiberglass).
- xi. Orthopedic devices must not expose any metal parts and must be covered by a Neoprene sleeve.



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LLJ-10 GAME RULES

- a) On the taking of a corner kick, opponents must remain at least 9.15 m (10 yards) from the corner arc until the ball is in play. On the taking of a free kick, opponents must remain at least 9.15 m (10 yards) from the ball until the ball is in play. In both cases, the ball is in play when it is kicked and moves. The Referee must ensure that this distance is respected.
- b) On the taking of a goal kick, all opponents must remain outside the penalty area and not less than 9.15 m (10 yards) from the ball until the ball is in play. The ball is in play when it is kicked directly out of the penalty area. Referee must ensure that this distance is respected.
- c) Fouls and Misconducts – FIFA rules will prevail for all direct & indirect kicks
 - i. If a foul, which incurs a direct free kick, is committed inside the penalty area by the defending team a PENALTY KICK will be awarded to the attacking team.
 - ii. If a foul, which incurs an indirect free kick, is committed by the defending team inside the penalty area, an INDIRECT FREE KICK will be awarded to the attacking team. The ball will be positioned where the foul occurred, unless the infraction occurs in the goal area, the ball will be placed in line with where the infraction occurred on the 6 yard line.
 - iii. If a foul, which incurs either a direct or an indirect free kick, is committed by the attacking team inside the penalty area; a FREE KICK will be awarded to the defending team. The ball will be positioned where the foul occurred, unless the infraction occurs in the goal area, the ball may be placed anywhere in the goal area. Opponents must remain outside the penalty area until the ball is in play. The ball is in play when it is kicked directly out of the penalty area.
- d) When restarting the game with a drop-ball within the goal area, the referee shall drop the ball on that part of the goal area line that runs parallel to the goal line, at the point nearest to where the ball was when play was stopped. The ball is in play when it touches the ground.
- e) The offside rules will apply for both 9 v 9 & 11 v 11.
- f) The “pass-back” rule (when the ball is passed to the goalkeeper directly from a deliberate foot pass or a throw-in from one of his/her own players) will be applied
- g) Players will only be allowed to have 1 attempt at thrown-ins.
- h) SUBJECT TO THE PRIOR PERMISSION OF THE REFEREE, unlimited substitutions may be made as follows:
 - i. after a goal;
 - ii. prior to a goal kick;
 - iii. at half time;
 - iv. when play has been stopped because of an injury (only the injured player may be substituted).
 - v. When play has been stopped and a player shown a yellow card, this player can be substituted by another player at the request of the player’s coach.
 - vi. at throw ins (substitution may be made by the team taking the throw in and ONLY if they make substitutions, may their opponent also substitute).
- i) 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. The safety of all players on the field of play is the referee’s responsibility. The injured player may be immediately replaced by another player, and allowed to come back at the next allowable substitution (See LLJ10.h). Due to the sensitivity of the position, reasonable time for recovery will be allowed for the goalkeeper. The referee has the final say for goalkeepers staying after an injury. All players with a bleeding injury (including the goalkeeper) must leave the field and may only return once the referee is satisfied that the bleeding has stopped.
- j) Team Handshake Exchange: the referee will oversee the shaking of hands.

LLJ-11 POSTPONED GAMES

- a) If a game must be postponed because of bad weather or poor field conditions, the Club Representatives must immediately inform the LLJ Committee and Club Referee Assignor. Coaches must make every effort possible to advise their counterparts in a timely fashion.
- b) If fields are closed by the city / borough, the Club representative must immediately notify the LLJ Committee & the club referee assignor of the details by phone and e-mail. The Club representative & Coaches must make every effort possible to advise their counterparts in a timely fashion.
- c) Should a game be cancelled by the referee, the referee must immediately notify the club referee assignor.



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- i. **LIGHTNING:** At the first sight of lightning followed by thunder within 30 seconds, game stops and teams must seek shelter. Game will resume after 10 minutes have passed without lightning or thunder. Teams cannot leave the premises until the referee officially calls the game and completes the game sheets. If enough time remains to resume the game, the referee must adjust his time and send in a report (LLJ-4.f).
- d) Once the official schedule is published, games may only be rescheduled for tournaments, for any previously unscheduled and unknown official school or religious function, ONLY if 4 or more players are missing or 2 players and 1 goalie are missing. These requests must be submitted to the LLJ Committee.
- e) Within 7 (seven) days of a posted postponed game, it is the receiving Club's responsibility to propose 3 dates to the Competitions Scheduler who will confirm the one most fitting the existing schedule all the while respecting field availabilities and team blackout dates. A confirmation notice is then sent to the clubs involved, the club referee assigner and League Statistician. Games must be replayed on these scheduled dates unless LLJ11.d applies. Should the receiving club fail to provide rescheduling dates, the visiting team becomes the host and proceeds to offer 3 new dates.
- f) Games may be rescheduled on weekends.
- g) - reserved -
- h) - reserved -

LLJ-12 WHEN A REFEREE FAILS TO APPEAR

For U11 to U16 Local Divisions

- a) The opposing coaches themselves must assume the responsibilities of the referee. They must referee one half of the game, with the home team coach refereeing the first half of the game.
- b) The coaches must check the players of the other team and the affiliation cards of players and coaches. They must sign each other's game sheets indicating the absence of the referee before the start of the game.
- c) A designated adult or alternate referee may be selected with the accord of both coaches who must both indicate their accord on the game sheet prior to the start of the game.
- d) The home team coach is responsible for ensuring that the game sheets are filled in with all pertinent information and he/she must send by fax or scan the game sheets to the League within 48 hours. No protests will be allowed for said games.
- e) Any yellow or red cards received by players will remain in effect. A report must be submitted to the Discipline Committee within 48 hours.
- f) Teams refusing to follow this procedure:
 - i. Must indicate their disaccord on the game sheet that must be submitted to the League statistician within the proscribed time period.
 - ii. Will forfeit the game by a score of **3-0**
 - iii. - reserved -

For U18 Local Division

- a) If the appointed referee fails to appear by 15 minutes after the scheduled start of the game in the U18 "L" category, the game will not be played. The LLJ Committee will reschedule the game in accordance to the rescheduling rules



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The home club shall assign and pay for qualified referees and assistant referees to officiate game, except for U17/18 where the head referee shall be assign by ARS Lac St-Louis. The "Home Club" Referee assignors will assign & pay a qualified referee & assistant referee(s) according to the chart:

	Men	Women
U18 L	Regional Referee Regional Assistant Referees	Regional Referee Club Assistant Referees
U17 L	Regional Referee Regional Assistant Referees	Regional Referee Club Assistant Referees
U11 to U16 L	Club Referee Club Assistant Referees	Club Referee Club Assistant Referees

Discipline reports for ejection must be filed with the Regional Discipline Committee for all U11 to U18 games.

LLJ-13 CLUB COLOURS

- a) At the time of registration, all teams shall declare their official club jersey, shorts and sock colours.
- b) All teams must carry numbered jerseys or pinnies of an alternate colour to every game.
- c) Jerseys must be numbered
 - i. numbers must be at least 6" high on the back
 - ii. numbers must be clear & distinctive
 - iii. each jersey or pinnie worn by team members during a game must have a unique number
- d) The home team must wear their declared colours.
- e) If there is a conflict the visiting team must change.
- f) There will be a fine of **\$10** if the visiting team does not have alternates and the game shall be forfeited and awarded to the home team by a score of **3-0**.

LLJ-14 AUTOMATIC LEAGUE SANCTIONS

Unless otherwise specified, a suspension = no regional soccer activities until suspension has been served. This applies to all functions an affiliated member may hold (player, coaching staff member, referee).

- a) All player suspensions are to be served with the team that they were "earned".
- b) All coach suspensions must be served at the category where he/she was ejected. The coach may NOT participate in any LLJ League activities until the suspensions have been purged. It is not necessary to show a coach a red card in order for an expulsion to be official.
- c) When a player accumulates 2 cautions in one (1) game, he/she is automatically suspended for the next game. **A \$20** fine is levied (art. DC-9). Additional sanctions may be applied if the cautions are a result of misbehaviour. (These 2 cautions will not apply to rule LLJ-14.e)
- d) When a player or coach that is expelled or red carded in a game, he/she is automatically suspended for the next game. **a \$20** fine is levied (art. DC-9). Additional red cards in the same season may lead to more suspensions and possible summons to appear before the Regional Discipline Committee (FSQ competitions section XI).
- e) When a player accumulates a total of three 3 separate cautions during the season, he/she is automatically suspended for the next game. (FSQ art. 26.1)
- ~~f) - reserved -~~
- ~~g) - reserved -~~
- ~~h) - reserved -~~
- i) Suspensions remain in force until the players and/or coaches have his/her name and affiliation card number indicated on the subsequent game sheet(s) for multiple game suspensions, as serving a suspension. Suspensions will carry over to the next LLJ game(s) ,including playoff, series, cup games and following year (even carry to U21 , metro or senior league)
- ~~j) - reserved -~~
- k) Additional discipline will follow the regional discipline guideline.
- l) The LLJ Committee or Regional Discipline Committee may decide that the governing club of any player, coach, parent, spectator, team or official found at fault in a major breach of rules will be required to post a one thousand dollars (\$1,000.00) behaviour bond for the remainder of the current season and the subsequent season.

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- i. The bond must be posted by the specified date otherwise all teams involved in any regionally sanctioned play will forfeit all subsequent games and honours for the current season and will be excluded from all subsequent playoff games for that year.
- ii. If the bond is not posted by the specified date, the club will be placed in bad standing.
- iii. If the bond is not posted the club will not be permitted to participate in any subsequent competitions until the full bond is posted.
- iv. This bond will be returned at the end of the subsequent season if no major breach of rules at any level occurs.
- v. This bond will be forfeited if any subsequent major breach of rules occurs at any level by any player, any coach, any parent, any spectator, any team or any club official. The LLJ League Committee, Regional Discipline Committee or Regional Board may impose additional fines, sanctions or placement of the club in bad standing. Another bond of one thousand dollars (\$1,000.00) must be submitted within one (1) week of official notification of forfeiture of bond.

LLJ-15 PLAYER MOVEMENT

a) Call-ups

- i. A player may play up one category or two (as indicated by the year of birth) i.e. a U13 playing U13/14 player is not permitted to play as a reserve with a U15/16 team. No player is allowed to play in a category lower than that for which they are registered. ALL reserve (call-up) players must present a valid regional affiliation card on the field prior to the start of the game.
- ii. A registered local call-up player shall only be allowed to play a maximum of seven (7) regular season or **playoff** games. Should it occur that a player be called for an 8th game, (including post-season playoff), the player would become an illegal player thus penalising the team according to the illegal player ruling. A registered call-up local player can only be a call up for one (1) higher category LLJ team during the entire season. They are, however, also allowed to be a call-up for a competitive (A or AA) team concurrently.
- iii. A team utilising call-ups for a league game must limit the game sheet to a maximum of **twelve (12) players for 9 v 9 and fifteen (15) players for 11 v 11**. Call-ups are not permitted if a club can field a team comprised of **twelve (12) players 9 v 9 and fifteen (15) for 11 v 11** regular players.
- iv. **The maximum number of call-ups that can participate in any given games per team shall be 4 players for 9 v 9 and 5 players for 11 v 11.**

b) Team-to-team Movement

- i. Clubs with more than one team in the same category may not have any movement of players between the teams during the season, if these teams are playing in the same division.
- ii. Players may change teams once during the season. All change requests must be made in writing addressed to the Regional LLJ V.P. and Zone League Committee Representative. **All roster will be frozen once a team reaches there 4 game of the season**

Failure to comply with rules LLJ-15.a and LLJ-15.b may result in a fine of **\$25, and loss of the game with a score of 3-0**. A second offence by the same team will be dealt with by the **Zone (U12-U16) and the LLJ Committee (U18)** and could lead to further sanctions. A third offence will automatically disqualify the team from the Regional Tournament.

LLJ-16 REFEREE'S RESPONSIBILITIES

- a) Before kick-off, the referee must check the official league game sheet and the players' and team personnel's FSQ affiliation cards. Players whose affiliation cards are missing but listed on the game sheet **cannot participating in the game until they have arrived and must be presented to the senior assistant referee before entering the game.** After the game the referee must indicate the exact start time, players who scored goals, all cautions and ejections issued and enter the final score. **For all games the referee must verify / enter game results in PTS LEAGUE between 24 to 48 hours after the game.**
- b) **Team Handshake Exchange: the referee will oversee the shaking of hands.**

LLJ-17 ACCESSING THE POST SEASON SERIES



RULES – COACHES (LLJ)

(COMP- REV. April 2015)



- a) **Local U11-16:** The winning team of each Zone's playoffs competition will represent that zone in the regional tournament. Each Zone can choose to invite clubs that did not participate in the Zone LLJ League to participate in the Zone Playoffs and/or arrange a "Match de Barrage" to determine the Zone representative for the regional tournament.
- b) **Local U11-16 Regional tournament:** All participating teams will play 2 (two) games, randomly selected (to be played on Friday and/or Saturday). The first four teams (Standings will be determined per rules mentioned below) from each category will play in the final on Sunday.
 - The first place team will play the second place team (gold and silver medal).
 - The third place team will play the fourth place team (bronze and participation medal).
- c) **Local U18:** **The second week of June** a randomly selected schedule will set 4 preliminary games among all registered teams to create the LLJ U18 cup games tournament. Cup format will be adjusted in each gender according to the amount of registered teams for the year. Divisions of 12 teams and less will play semi-final and final, Divisions of 13 teams and more will first play quarter final. Winner of semi-final (Standing will be determined per rules mentioned below) will compete for gold and silver in a final, loser of semi-finals will compete for bronze and participation medal.

LLJ-18 SPECIFIC PLAYOFF AND REGIONAL CUP GAMES RULES

- a) Playoff games will be played in accordance with existing Lac St-Louis LLJ rules and by the following rules.
- b) Teams must arrive at least 30 minutes before each game.
- c) All players on the team must be allowed to participate in fair playing time.
- d) Every effort must be made to start games on time.
- e) The referee is authorized to adjust the length of the game to fit the time allowable to play as long as the total duration meets the minimum of one-half a regular game.
- f) Teams will be allowed the use of call up players from the category preceding theirs (in accordance with rule LLJ-15.a. If a team is using call-ups in a game, the total number of players on a game sheet cannot exceed **eleven (11) players 9 v 9 and thirteen (13) for 11 v 11**. All called up players must have a valid LLJ passport. And you are limited to **three (3) players for 9 v 9 and four (4) players for 11 v 11**
- g) **NOTE: No call-up will be allowed for the LSL Regional tournament**
- h) During the 4 preliminary play-off games, games can end in a tie, and no overtime or shoot-outs will be played. Quarter-finals and semi-finals that finish in a tie will go directly to shoot-outs (5 shooters). For the finals and consolation finals only, games that end in a tie will be followed by 2 **five minute periods of extra time will be played in full, followed by a kicks from the penalty mark if required.**
- i) Only players on the field of play at the conclusion of normal **time (extra time in finals)** will be entitled to participate in the **kicks from the penalty mark**. Substitutes on the bench cannot participate in the **kicks from the penalty mark** and must remain on the bench. **Only one coach will be allowed on the field for shoot-outs.**
- j) The choice of which team shoots first will be decided by a coin toss, the winner of the coin toss **may choose to kick first or second.**
- k) Teams will shoot alternatively.
- l) All of the first five players must shoot unless it is impossible for one team to tie.
- m) In the event of a tie, the **kicks from the penalty mark** will proceed to the remaining players and will become sudden death.
- n) If, after all eligible players on each team have taken a kick and the score remains tied, players will kick again, the format remaining sudden death.
- o) Standings shall be determined by adding the points gained. Standings will be kept to determine the participants to the next round. Points will be determined by the following rules:
 - Win - 3 points
 - Tie - 1 point
 - Loss - 0 point
 - Forfeit games won: 3 points (1 goal)
 - Forfeit games lost: -1 point
- p) In the event of a tie at the end of the playoffs, the final standings will be determined by the following rule LLJ-5,c