



COUPE SOCCER INTERNATIONALE DE LAVAL

RULES

The laws and rules of the F.I.F.A., the Q.S.F. and the A.R.S.L. are applied and modified as follows:

1. Tournament committee

The committee is responsible for the organization of the tournament. All decisions made by the committee, concerning the interpretation of its rules will be final. Sanctions will be imposed on the players, coaches whose behavior will have been a subject of incident or disorder before, during or after the games.

2. Age group

Senior born before 01.01.2000

U18 born after 01.01.2001

U17 born after 01.01.2002

U16 born after 01.01.2003

U15 born after 01.01.2004

U14 born after 01.01.2005

U13 born after 01.01.2006

U12 born after 01.01.2007

U11 born after 01.01.2008

U10 born after 01.01.2009

U09 born after 01.01.2010

U08 born after 01.01.2011 (festival)

According to the amount of team's register, some categories or levels can be grouped together. Example: U15 A and U16 A or U17A and U17AA

3. Number of players and minimum required

Five a-sides

U8 and less: 4 player's minimum, **12 maximum.**

Seven a-sides

U9 and U10: 5 player's minimum, **16 maximum.**

Nine a-sides

U11 and U12: 6 player's minimum, **18 maximum**

Eleven a-sides

U13 to Senior: 7 player's minimum, **20 maximum.**

- No player can be registered for more than one (1) team.
- The players must be seated at all time during the game.
- Players and coaches must show up thirty (30) minutes before each game.

Forfeits and/or ejection of tournament

3.1 Game format allowed

- Five a-sides for U8 and less
- Seven a-sides for U9 and U10
- Nine a-sides for U11
- Eleven a-sides for all the others

It's not allowed for a goalkeeper to get the ball in his hands on a pass kicked deliberately by a team-mate. The 6 second rule for the goaler will be applied (LAW XII)

4.1 Eligibility of teams and players

All teams and players must be registered with their respective federation or association. Teams outside the Laval region must present an original travel permit before their first game.

Before your first game a final player's roster must be submitted. No modifications can be made afterward. Player card will be verified before the tournament and must be made available at anytime afterward. Any team found with an ineligible player and/or coach will be ejected from the tournament. Also any participant and/or spectator causing any damage to any equipment will be ejected from the tournament.

All the players and the trainers are obliged to have a bracelet of the tournament to play and/or participate.

4.2 Double over-ranking

Double over-ranking means the affiliation of a player in three (3) or four (4) categories superior to his according to the category of competition. He can be granted only for a player of U10 to U16. On reception of a medical certificate in the effect that the player incurs no additional danger for his health as well as the form of double over-ranking, the committee of the tournament can grant the double over-ranking (FSQ-R.F. Article 5.2).

4.3 Reserve player

Indicate a player of the same club which takes part in one or several matches with another team of his club, category superior or equal to its category of affiliation and level equal or superior to its level of competition and if necessary, in a superior division if it is about a team of the same category and about the same level. The use of the player's reserves is unlimited.

4.4 Trial player

No trial player is allowed.

Indicate a player of a club of soccer who received the authorization to take part in one or several matches with another club, of level, category or division superior to the team with which he is affiliated.

4.5 "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 3.2 of this regulation.

4.6 Permits players (senior only)

Designate a senior player from a club or a soccer group that received approval of its affiliate club to participate in activities organized by other clubs and/or soccer group. The number of Permits players authorized during the tournament is unlimited. However, the total number of players on your team sheet is limited under the article 3.2 of this regulation.

5.1 Eligibility of the trainers - Youth categories

Every team can have a maximum of three (3) coaches on the bench during a match. Any time and for all the categories, at least (1) trainer with passport must be present on the bench during a match. If the coaches are expelled from the game by the referee and what a team is left without coaches for the rest of the game, the game will be stopped by the referee and the team in question loses the game by forfeit.

5.2 Eligibility of the trainers – senior categories

Every team can have a maximum of three (3) trainers on the bench during a match. Every team relating to the category Senior will have to register within its staff a coach or a player also possessing a valid coach player card. Nevertheless, teams of the category Senior have no obligation to have a trainer registered on the game sheet to be eligible to play a match.

5.3 Eligibility of the medical staff

The tournament recognizes as accredited person to be at the bench, every individual with medical approval of a recognized profession and capable of giving care. This person will have to have possess is professional ID card at all time.

6. Suspended players and coaches

All players, coaches or teams under suspension further to decision of a provincial or national committee cannot participate in this tournament. The automatic suspension received in league will not be considered for the tournament.

7. Officials

Five a-side: U8 and less = 1 referee

Seven a-side: U9 and U10 = 1 referee

Nine a-side: U11 and U12= 1 referee and 2 linesmen's

Eleven a-side: U13 to senior = 1 referee and 2 linesmen's

The referee has the authority on the field at all time. A detailed written report on all incidents will be sent to the A.R.S.L., the Q.S.F. including the Regional Association of the culprit team. The referee will write down the score of each game on the official game sheet, but the organizing committee will determine the final score.

8. Substitutions

There are no limitations, but the referee must be advised and the authorization will be given on:

- Goal kick
- Goal scored
- Half-time
- Injured player (**Replacements allowed for both teams**).
- Offensive throw-in

9. Ejection

A player, a trainer or a manager who receives a (1) red card is expelled from a game and is suspended for the following game. A player, a trainer or a manager who receives a second (2) red card is expelled from the game and will be suspended for the rest of the tournament. A player, a trainer or a manager having accumulated three (3) yellow cards is automatically suspended for the following game.

A player, a trainer or a manager having accumulated during the same game two (2) yellow cards, will see itself expelled from the game and penalized in the same way as if he had obtained a red card. For the purposes of statistics, a red card will be recorded.

10.1 Duration of games (5 minutes half-time)

Qualifications and playoffs:

U7 to U11: 2x25 minutes

U11 to senior: 2x25 minutes

10.2 In case of bad weather:

- During the qualification games:

If 75% or more of the game is played the score will be taken into account, and stands as is. If not, the game is considered a tie, and a 0-0 score will be put into the standings.

- During a semi-final or a final:

If there is not 75% of the game played in spite of whatever the score is between both teams, there will be 3 penalty shots taken in alternation to determine a winner.

N.B.: The committee is impartial and would never take a decision to go against the security of the players.

11. Team colors and equipment

The **visitor team** will change jerseys if there is a conflict in colors. All players are obliged to have a team jersey of the same color with a number on the back. The goalkeeper must be distinct from the rest. A second set of jerseys is strongly recommended. Shin guards are obligatory.

12. Ball

U7 and less: No. 3 Ball

U8 to U13 No. 4 Ball,

U14 to Senior No. 5 ball.

The home team must provide two (2) regulation size balls per game.

In the case of teams U7 and U8 playing together, the ball used will be a No. 4. And in the case of teams U13 and U14, the ball used will be a No.5

13. Protests

No protest.

14. Qualification rounds

Round-robin games will be played in each group for qualifications. Points will be allocated as follows:

- Win: Three (3) points
- Tie: One (1) point
- Loss: zero (0) points
- Forfeit: minus one (-1) point and three (3) goals for winning team.

In case of double or multiple tie the following prevails:

- Highest number of wins
- The score between the tied teams (double tie only)
- Best goal difference (+/-)
- Highest number of goals for
- Least number of goals against

- Least red cards
- Least yellow cards
- Penalty shots

Once a difference of six (6) goals is reached, the game is over.

15. Playoffs

All playoff games must determine a winner. In case of a tie, three (3) penalty shots will be taken in alternation, including the goalkeeper, with only the players on the field at the end of the game. If a tie persists, one (1) shot per team will take place until a winner is determined.

16. Awards

- **Festival (U-08)**: A medal per player and coach.
- **Champions A, AA, AAA (U9 to U18)**: One (1) gold medal per player and coach and a team trophy. Maximum 20 medals per team.
- **Finalists A, AA, AAA (U09 to U18)**: One (1) silver medal per player and coach. Maximum 20 medals per team.