



ARS LAVAL NATIONAL – TOURNAMENT RULES

1. Organizing committee

The organizing committee is responsible for the overall organization of the tournament. The team registration and verification of membership cards will be held in the location designated by the Organising Committee. All decisions of the Committee regarding the interpretation of its regulations shall be final and binding. Any case not provided for in these rules shall be settled by the organizing committee.

2. Inscription

Each team must register, before the start of the competition, a list of all the participating players in the system PTS-Tournament. No changes will be allowed after the start of the competition. Players must be registered with a proof of age. Only the membership cards from the 2011 soccer federation constitute an acceptable proof. The 2012 membership cards cannot be used as a proof of age for this tournament. Coaches must also show a membership card at registration. Only three coaches with membership card at most are allowed on the bench.

60 minutes before their first game, the players and coaches must present themselves at the registration room to validate their membership cards and game sheets. Each team must provide a game sheet for all of their assigned games and three others without game number.

At registration, teams that have not yet done so should submit their official roster approved by their region.

Age category (Summer 2012)

U-08	born in 2004 (FESTIVAL)
U-09	born in 2003
U-10	born in 2002
U-11	born in 2001
U-12	born in 2000
U-13	born in 1999
U-14	born in 1998
U-15	born in 1997
U-16	born in 1996
U-17	born in 1995
U-18	born in 1994
SENIOR	born in 1993 or more

3. Number of players

Maximum of player register by a team is 18 on the game sheet for the duration of the tournament.

- For the soccer at 7, there are 7 players on the field (including the goal keeper). Players minimum required to play is 5 (including the goal keeper)
- For the soccer at 9, there are 9 players on the field (including the goal keeper). Players minimum required to play is 7 (including the goal keeper)
- The substitutions can be done at any time. The number of substitutions is unlimited and must be executed in the center of the field.
- The substitutions are unlimited and are made on the fly, during the game or during a stoppage time. However, the player entering has to wait until the replacing player is in a 1 metre of the sideline before entering the field; furthermore, the exchange has to be made in the middle of the field.
- For all offence of this rule, a free kick is granted to the opponent at the place where the illegal substitution was made. The referee can sanction this fault by a card to the faulty player.
- No player may enter the game after the start of it. Special situations will be reviewed by the organizing committee.

4. Game sheets and travel permit

All the game sheets must be printed from PTS-Tournament after each team have received their access code. The access code will be given to each team prior to the tournament. The players and coaches' line up must be made from PTS-Tournament. If a team outside Laval did not give is travel permit, the team can do it before her first game at the registration room.

5. Equipment's players

Games from U-07 to U-13 will be played with a no. 4 ball. Games from U-14 to Senior will be played with a no. 5 ball. If the U-13 and U-14 categories are combined, a no.5 ball will be used. The match ball will be supplied by the receiving team. Shoes with cramps are recommended (metal prohibited). Shin pad are obligatory. If two teams have the same jersey color, the visitor team will have to change jersey.

Any player who does not have his equipment in a tidy condition will be excluded from the field and asked to tidy up and he will be able to return only after being checked by the referee during a time out. In the event of subsequent offence, the player will receive a warning. No jewelry is accepted (Law 4 of the FIFA).

6. Guess and reserve player

Use of reserve player is unlimited. A team can use a maximum of three (3) invited players or on approval; except for Senior where invited or guess players are unlimited.



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7. Standing

During the qualifications, points will be assigned in a following way to classified the teams in their respective group:

Win	3 points
Tie	1 point
Lost	0 point
Forfeited game	-1 point

In the event of equality of points, the classification of the teams is established in the following way:

- Most wins
- The results between the two teams (non applicable for triple equality)
- Difference between goals for and goals against
- Team having the biggest number of goals FOR
- Team having less goals AGAINST
- Team having less red card
- Team having less yellow card
- Penalty (tail or face if the shoot outs cannot take place)

8. Length of the match

Each match will last 35 minutes (continuous time): only one half-time.

The teams must use the footbridge to cross to the other side of the field twenty (20) minutes before each game.

No warm-up period is allowed on the field before the match.

Each game could be prolonged to allow the execution of a penalty kick.

With a difference of six goals between the two teams, the game will be stopped.

Once the game is finished, we ask the teams to leave the field on the side of the dressing room.

9. Equality

If a winning team must be declared at the end of a match:

- Three penalties will be made alternatively by each team by three players who were on the field at the end of the match. The referee will designate by a toss which team will be the first to shoot.
- If the equality remains after these three shootings, the players on the field will shoot in an alternative way, until a team takes the lead with an equal number of shots.

10. Kick off

The winning team decides which goal it will attack while choosing the side. The other team proceeds to the kick-off. A goal can be scored directly on a kick-off.

11. Free kick

All free kicks are direct. All free kicks will be direct if the ball touches the ceiling (net). A free kick will be granted to the opposing team at the point where the ball touched the ceiling (net). Except in the case where the ball touches the ceiling in the goalkeeper zone, the free kick will be placed outside the zone at the point closest to the place the ball touched the ceiling (net).

At the time of a free kick, the wall will have to be placed at least at 5 meters away from the ball.

No sledging and tackle is tolerated except for the goalie inside the penalty area.

12. Off-side

For the soccer at 7: There is no off-side.

For the soccer at 9: off-side law will be applied.

13. Penalty kick

The penalty kick will be shot from a point located at 7 meters, facing the goal. All the other players will have to stand behind the ball at least at 3 meters (behind a line parallel to the line of goal) except the player shooting the "penalty" and the goalkeeper.

14. Throw-in

The throw-in is made with hands according to law #15 of the FIFA. A goal cannot be directly scored following a throw-in.

15. Corner Kick

If the ball leaves behind the goals after being touched by a player of the defensive team, there will be a corner kick.

The distance to be respected by the opposing team at the time of shooting is 5 meters.

16. Goal Kick

The goalie can place the ball inside the penalty area and the distance to be respected by the opposing team is 5 meters.

It is possible to make a goal directly on a goal kick.

17. Goalkeeper

The goalie will be able to make his clearance by hand or foot. His clearance could be sent beyond his half of the field.

The 6 seconds rule is effective during the tournament. The goalie can't pick up with his hands a pass made by a player of his own team.



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18. Warning and evictions

A player or a trainer who receives two (2) warnings in the same game will be expelled and suspended for the next match.
A player or a trainer who receives one (1) eviction during a game will be suspended during the next match.
Warnings are cumulative during the duration of the tournament. A player or coach who receives their third (3) yellow cards during the tournament will be suspended for the next match.

19. Forfeit

The organizing committee will be severe in the application of these rules.

- No time delay of team is allowed at the beginning of the game, in default the team is immediately declared forfeit.
- No team can begin a game without the number of players requested on the field; in default it loses by forfeit.
- For disciplinary reasons, if 2 players are expelled by the referee during the game, the team loses by forfeit.
- 2 forfeits in the tournament will cause the exclusion of the team and usual penalties will be imposed.
- A forfeit is calculated 3 to 0 and - 1 point for the standings.
- A team that does not show-up at its game for whatever reason loses its game by forfeit and could be expelled from the tournament.

A team who is penalized with a forfeit, as a punishment for an irregularity, will be withdrawn the points and goals scored in this game.

20. Buildings use/responsibility

Every person breaking the rules on competition site or plundering the material will see removing the access right from premises and penalties will be taken against the team the athlete of which belongs.

The organizing committee, the ARS Laval and the soccer center are not responsible for robbery, for losses and for accidents during the competition.

21. Protest

No protest will be accepted.

22. Coach

At any time and for all categories (except for Senior), each team must have at least one (1) coach on the bench with a valid passport when playing a match. If a coach is evicted from and his team is left without any coach for the rest of the match, this team will lose the match by forfeit.

For senior categories, it is accepted that no coach with a valid passport is on the beach, only if one player have a valid coach passport.

23. Faults and antisports behaviour

Identical to the law 12 on fouls and misconduct of the FIFA's laws of the game subject to the following modifications:

The slid tackles are forbidden. A slid tackle is an attempt to dispossess the opponent of the ball by means of a skid and by using feet. So that this technical gesture (movement) is forbidden, an opponent has to be near the ball and has to intend to play (it). A prohibited slid tackle will be considered as a dangerous play and will be sanctioned by a direct free kick, except when the breach by the defending team occurs inside the penalty area. In that case, the direct free kick must be executed outside of the penalty area in the point the closest to the place where the slid tackle was executed.

Only the goalkeeper can be allowed to slide, and it has to be inside his penalty area.