

EPIPHANY

SOCCKER LEAGUE

Rules & Regulations

Updated: May 22, 2018

1) **REGISTRATION**

Proper registration forms must be completed and payment received by the League Registrar prior to any child being assigned to a team. The child must be registered into the OSA registration system before being able to participate in any League soccer activities. Any special requests (e.g. siblings or neighbours who wish to be on the same team) must be made at time of registration. These special requests cannot be guaranteed as the League strives to maintain equality and balance of teams.

2) **SPORTSMANSHIP AND FAIR PLAY, AND HARASSMENT**

In keeping with the FIFA sanctioned regulations, players, coaches and parents should display sportsmanship at all times during the course of a game. Proper conduct should also be displayed to all game officials (referees and linesman). While your own team is of great concern to you, it must be remembered that the overall good of the League must be the primary concern of all players and team officials.

In general, any comment, conduct or gesture directed toward an individual or group of individuals which is insulting, intimidating, humiliating, malicious, degrading or offensive is regarded as harassment. The League will not tolerate this type of behavior and will take immediate action.

In the spirit of sportsmanship, coaches are to encourage players to shake hands at the conclusion of each game.

3) **PLAYING TIME**

Players will be guaranteed a minimum of 50% playing time in each House League game. This excludes any All-Star or Competitive team games during the season.

4) **GAME DURATION**

The game duration for each Division is as follows:

Beginners (Under 5)	N/A
Squirts (Under 7)	will play 2 periods of 25 minutes each
Atoms (Under 9)	will play 2 periods of 30 minutes each
Mosquito (Under 11)	will play 2 periods of 30 minutes each
Mosquito II (Under 14)	will play 2 periods of 35 minutes each

5) **START OF GAME**

A game can begin as soon as both teams are able to field seven (7) players, one of whom is the goalkeeper. Failure of one team to field seven players within 15 minutes after the scheduled kick-off time shall result in the forfeiture of points to the opposing team as a '1-0' score. After August 1st, the grace period will be reduced to 10 minutes.

In the event that neither team can field seven (7) players, no points shall be awarded and the game must be rescheduled at a later date by the Division Coordinator, with the consent of both coaches and the League.

The minimum number of players required to play in the Squirts Division is five (5), one of whom

is the goalkeeper.

All teams will play each other 'even up' until the maximum eleven (11) are available (i.e. if one team only has eight (8) players, the opposing team will only be allowed to play eight (8) players).

6) **SUBSTITUTIONS**

There will be unlimited substitutions in a House League game. Substitutions will be allowed any time the ball is out of play, provided the referee is advised first. There will be NO substitution allowed on free kicks or penalty kicks. Any player on the sidelines MUST BE SEATED near their respective coaches.

A goalkeeper can only be substituted during the halftime (regular or extra time) or injury. If an injury takes place, the injured goalkeeper must stay on the sideline for the remainder of the game.

7) **HOME TEAM RESPONSIBILITIES**

The Home Team will supply a game sheet and a game ball. The game ball size used in each Division is as follows: "size 3" for Beginners and Squirts, "size 4" for Atoms and Mosquito, and "size 5" for Mosquito II. The Home Team will occupy the side of the field opposite the visiting team. The Home Team is recognized as the first team listed on the schedule. Each team will supply two (2) corner flags.

8) **DELAYS/POSTPONEMENTS/ABANDONMENTS**

If the referee is late or has advised the League he cannot attend, the League will appoint a referee for the game.

If a game is postponed due to poor weather conditions, the Division Coordinator will reschedule it. Only the referee may decide if the weather is adverse to playing conditions and thereby unsafe. The referee's decision is final. If no referee is present, the Division Coordinator and/or the Referee Coordinator decide if the game should be stopped due to the weather.

In the regular season, if a game is abandoned prior to the half-time, the game will be rescheduled in its entirety. If the game is abandoned after half-time, the game's second period will be rescheduled with the two teams continuing with the score from the first period. However, if a game is called with less than five (5) minutes to play, the score at the time will stand as the final score.

In a playoff game, if a game is abandoned at any time, the entire game will be subject to rescheduling.

9) **DISCIPLINE**

A red card incurred by a player or team official (e.g. coach) in a game results in an automatic ejection from the current game and an automatic one (1) game suspension for the next game (regular season or playoff game). Two (2) yellow cards accumulated in the regular season results in an automatic one (1) game suspension for the next game (regular season or playoff game). Two (2) yellow cards accumulated in the playoffs results in an automatic one (1) game suspension for the next playoff game. After the suspension has been served, the card tally of the player or team official "is wiped clean", and the rules apply again as mentioned above. There is no carry-over of cards from regular season to playoffs.

The Discipline Board will meet on a regular basis to impose suspensions, or issue warnings to players or team officials found guilty of misconduct while on, or in the vicinity of the playing field. Players or team officials that have received a red card may be required to attend a disciplinary hearing and will be informed of such at least 48 hours before the hearing.

Red cards and yellow cards (cautions) requiring further action (in addition to automatic suspensions) will be dealt with at the next scheduled disciplinary meeting. Until that time, players and team officials can participate in games (after automatic suspensions have been served).

10) **GAME PROTESTS**

Game protests must be made to the Division Coordinator within 48 hours of the conclusion of the game. Saturdays, Sundays and holidays are excluded. A fee of \$20 is required with each protest filed.

A protest will be considered at the next scheduled League meeting and the League will advise the opposing team of protest upon its receipt.

11) **REGULAR SEASON STANDINGS AND TIE-BREAKER SITUATIONS**

A win is awarded 3 points, a tie is awarded 1 point, and a loss is awarded 0 points.

Rankings are determined by the greater number of points obtained in all the regular season games. The team with the greatest number of points obtained is declared the regular season winner.

If two or more teams are tied in points for first place at the end of the regular season, a playoff game(s) will be played to determine the regular season champion.

In all other cases, the following tiebreaker procedure will be in effect to determine rankings between teams that are tied in points:

- a) goal difference resulting from all the regular season games
- b) greater number of goals scored in all the regular season games

12) **PLAYOFF STANDINGS AND TIE-BREAKER SITUATIONS**

The Division Coordinator will determine the playoff format to be played at the end of the regular season. The format can be a round-robin, knock-out, or a combination of both.

In a round-robin playoff format, a win is awarded 3 points, a tie is awarded 1 point, and a loss is awarded 0 points. Rankings and teams advancing from the round-robin playoff, are determined by the greater number of points obtained in all the round-robin playoff games. If two or more teams are tied in points at the end of the round-robin playoff, the following tiebreaker procedure will be in effect to determine rankings and teams advancing from the round-robin playoff:

- (a) goal difference resulting from all the round-robin playoff games
- (b) greater number of goals scored in all the round-robin playoff games
- (c) regular season standings (see Rule #10 above)

In a knock-out playoff format, if a game is tied after regulation time, then an extra time will be played to determine a winner. The extra time will consist of two (2) periods of 7.5 minutes each.

After the extra time has been played (both periods have been played), the team which has scored the greater number of goals will be declared the winner. If the game is still tied after extra time, penalty kicks will be used to determine the winner. This process will be used for all final (cup) games.

13) **MOVEMENT OF PLAYERS – HOUSE LEAGUE & ALL-STAR/COMPETITIVE**

House League players can be offered trials by All-Star or Competitive teams in the same age group. When a House League player is requested for a trial, the All-Star/Competitive coach must clear the transaction first with the All-Star/Competitive Coordinator and then with the House League Division Coordinator, who will advise the player's coach that he/she has been requested to play All-Star/Competitive.

An All-Star/Competitive coach must choose the trial period he will need to assess the boy/girl. One (1), two (2) or three (3) game trials are available. The 3 game period can only be used in case of a regular player's lengthy absence through injury or travel.

At the conclusion of the trial period, the player must be maintained for the duration of the regular season, or returned to his house league team. A player should not be allowed to play for both house league and competitive teams.

For the purpose of providing a balanced house league, the League reserves the right to transfer any player in any age group.

14) **JERSEY NUMBER/EQUIPMENT**

A player is assigned a number at the start of the season and he/she must keep that same number throughout the season.

All players must wear soccer shoes, shin pads and a numbered jersey. Goalkeepers must NOT wear a jersey of a similar colour to the other players on either team.

Players must NOT exchange jerseys during the course of the game. Players and officials must tuck their jerseys into their shorts. Jewelry (watches, bracelets, etc.) and hats are not permitted.

15) **OTHER**

All rules and regulations not mentioned above will be taken from the FIFA Laws of the Game.