

North Leeds league
RULES AND REGULATIONS
2011

Rule 1 Registration, Eligibility & Age groups

- 1.1 The Club will be responsible for the registration of players.
- 1.2 A player must be registered two (2) business days before his/her first game to be eligible to play.
- 1.3 A new player must be signed by a team 14 days after the first game of the season.
Does not apply to Timbits,
- 1.4 New players can only be assigned to a team by the Director of House League.
- 1.5 The age groups are as follows: Timbits- 3 years to 5 years
 - Novice- SK- Grade 1 or U-6 and U-7
 - Atom- Grades 2&3 or U-8 and U-9
 - Mosquito- Grades 4&5 or U-10 and U-11
 - Peewee- Grades 6, 7&8 or U-12, U-13, U-14

Rule 2 Area Conveners

- 2.1 Area Conveners shall be the official representatives to the Board of Directors and will work under the direction of the Director of House League.
- 2.2 Upon the request of the Board of Directors, the Convener will investigate any complaint, dispute or violation of the Rules and Regulations by teams.

Rule 3 Coaches

- 3.1 All teams must have an adult (16 years of age or over) coach with the Level One Coaching Certificate. It is recommended that the all other coaches complete, as a minimum, an OSA technical Child Level 1 course. For teams playing on full-size field, it is recommended that coaches complete Youth Level 2 certification.
- 3.2 The coach is responsible for the conduct and safety of players while at the field/park.
- 3.3 There must be one adult (normally the coach) present at all youth games (18 and under). If the coach cannot be present, another adult must be appointed to assume the coaches responsibilities.
- 3.4 Coaches will not automatically add players to their recreational teams, or switch players amongst themselves, or change game dates and times without the Club's permission.
- 3.5 All coaches must have a Police check before being allowed to coach. If they have police checks done at the schools they are asked to get a copy from the schools that they have been volunteering at.
- 3.6 All coaches shall be approved by the Club with an Application form from the club.
- 3.7 A coach found to be abusive (physically or verbally) will be suspended and subject to further sanctions by the Clubs Discipline Committee.
- 3.8 All coaches must attend a mandatory coaches meeting as well as read and sign off that they have read and will follow the league rules before the start of the season.

Rule 4 Transfer & Movement of Players

- 4.1 A player may play in an age group one playing level above their age, as long as the NLSA board has approved it.

4.2 After a player has been assigned to a team and wishes to be moved to another team, he/she or the parent/guardian may apply to the Club in writing to have the player moved to another team. The reasons for wishing to change in teams must be stated. The decision of the Club is final.

4.3 Individual lower age group players may be brought up to the next age group. Such players will only be permitted to play if the team is short of players at the start of the game. A shortage is defined as there being 2 or less substitutes available for players on the field for mini field teams and there being 4 or less substitutes for full field teams.

4.4 No call-ups can be used during the end of year tournament.

Rule 5 Game Officials

5.0 One coach per team for Novice will be allowed on the field. However, coaches must not be between the ball and their own team's goal.

5.1 The Club shall be responsible for the referees for its league operation.

5.2 The Club will select, schedule, provide training and pay all referees.

5.3 The game fees paid to the game officials shall be set by the Board of Directors before the beginning of each season.

5.4 The minimum age for referees and assistant referees (AR) will be as follows:

- a) Novice- Referee - fourteen (14), no AR's
- b) Atom – Referee – fourteen (14), no AR's
- c) Mosquito – Referee- fourteen (14),
- d) Peewee – Referee – fifteen (15), AR's - fourteen (14)

5.5 The Director of Referees or a Board designate will assign referees to games.

5.6 The referee is the sole timekeeper.

5.7 The referee must be at the game field 15 minutes prior to the scheduled game.

5.8 If a referee fails to show up for a game, then a registered referee qualified for that level attending the game may, with his/her agreement officiate the game without the teams consent. The NO SHOW referee will be fined the cost of the game.

5.9 If a person who is a registered referee but not qualified for the level of game in question is to be used, then both teams must agree to his/her use. Once appointed to do the game in question on an emergency basis, this referee shall be accorded all the rights of a properly qualified referee for that level. All decisions by this referee are final.

Rule 6 Harassment

6.1 Any player, coach, assistant coach, manager or team supporter who, impedes, harasses or intimidates the referee, players or coaches may be subject to disciplinary action.

6.2 Any member of a team's support party who refuses a referee's request to leave the field/park area will cause the game to be abandoned and forfeit by the offending team, and disciplinary action may follow.

Rule 7 Ineligible Players

7.1 In the event a team is suspected of playing an ineligible player or players, the referee shall be notified. The referee shall record the name of the team and the players, and will report the matter to the referee coordinator. If the team is found to have played an ineligible player the game will be forfeited.

7.2 Coaches are not to play any individual whose name does not appear on the official team list provided by the Club. A coach found playing an unregistered individual will be immediately suspended from the team, until it is dealt with the Discipline Committee.

Rule 8 Player Ejections and Discipline

8.1 A player that has been ejected (red card) from the game by the referee may not play the rest of that game. A player ejected from the game shall miss the following game as well. A player ejected from a Novice or Atom or Mosquito game may be replaced with another player. A player ejected from a Peewee game may not be replaced and the team shall play a player short, per ejection, for the remainder of the game.

8.2 All cautions (yellow cards) and ejection's (red cards) shall be reported to the Director of Referees, whom shall keep a record of them.

8.3 A player must be allowed to discover the reason he/she was cautioned or ejected from the game.

8.4 The length of suspensions, as per OSA rules, are as follows:

- a) player receives 3 yellow cards, not more than one per game, over the course of the season, including the tournament: 1 game suspension
- b) player receives 4 yellow cards, not more than one per game, over the course of the season, including the tournament: 2 game suspension
- c) player receives 5 yellow cards, not more than one per game, over the course of the season, including the tournament: suspended for the remainder of the season.
- d) Dismissed for "Receiving a second caution in the same game" or straight red card: first offence-1 game suspension, second offence- 3 game suspension, third offence- suspended for the remainder of the season. All suspensions are effective immediately and player remains suspended until SOSA disciplinary ruling.
- e) Dismissed for "Receiving a second caution in the same game" for which at least one of the cautions was directed at the game official(s): first offence- 2 game suspension, second offence- 4 game suspension, third offence- suspended for the remainder of the season.
- f) Dismissed or reported by game official for "Using offensive, insulting or abusive language and/or gestures" directed at anyone other than the game official(s): first offence- 1 game suspension, second offence- 3 games suspension, third offence- suspended for the remainder of the season.
- g) Dismissed or reported by game official for "Using offensive, insulting or abusive language and/or gestures" directed at the game official(s): first offence- 4 game suspension, second offence- 6 game suspension, third offence- suspended for the remainder of the season.
- h) Dismissed or reported for "using offensive, insulting or abusive language and/or gestures" directed at a game official(s) after having been previously dismissed or reported: first offence- 6 game suspension, second offence- 8 game suspension, third offence- suspended for the remainder of the season.
- i) Dismissed for "Denying an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball": first offence- 1 game suspension, second offence- 2 game suspension, third and any following offence(s)- 4 game suspension.

- j) Dismissed for "Denying an opponent a goal or an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or penalty kick": first offence- 2 game suspension, second offence- 4 game suspension, third offence- 6 game suspension.
- k) Dismissed for "Serious Foul Play". (Must occur on the field of play, against an opponent when challenging for the ball, while the ball is in play): first offence- 2 game suspension, second offence- 4 game suspension, third offence- suspended for the remainder of the season.
- l) Dismissed or reported for "Spitting at an opponent or any other person", other than a game official: first offence- 4 game suspension, second offence- 8 game suspension, third offence- suspended for the remainder of the season.
- m) Dismissed or reported for "Violent Conduct": first offence- 3 game suspension, second offence- 6 game suspension, third offence- suspended for the remainder of the season.
- n) Re-enters the field of play or player bench area after having been dismissed from the game by the game official: first offence- 2 game suspension, second offence- 5 game suspension, third offence- suspended for the remainder of the season.
- o) **Game Official Assault** for "striking, spitting, kicking, or any form of violent conduct, or attempted violent conduct": first offence- suspended for the remainder of the season.

Rule 9 Scheduled Time & Abandoned Games

9.1 All games will be played as scheduled unless cancelled:

- i) at the discretion of the referee due to weather, field or light conditions
- ii) at the discretion of the league Convener up to 1 hour prior to the scheduled game
- iii) or with the agreement of both coaches and the referee

9.2 If the referee stops the game due to weather, field or light conditions, he/she must wait 15 minutes to see if the game can be restarted. If the game cannot be restarted, then the referee must report such to the Club in writing.

9.3 If a league game cannot be restarted for any of the reasons above, then the game result at the time when the game was abandoned will stand as final **IF** more than 2/3 of the game has been played. The game in question will be replayed in full if 2/3 or less than 2/3 of the game has been played.

9.4 The referee shall be the sole judge as to how much time was played.

9.5 The referee shall report in writing to the Club any instance of fan behavior, which results in the abandonment of a game. A Discipline and Appeals Committee shall decide the result of the game or if the game has to be replayed. (Note the committee can award the game to the team that was losing at the time the game was abandoned if it sees fit). If the Discipline Committee decides that the game is to be replayed, then the whole game must be replayed.

9.6 The game shall be a forfeit if a team cannot field the minimum number of players at the start of scheduled game time, where the minimum number of players is as follows:

- i) Mini-field - 5
- ii) Full-size field - 8

9.7 Both teams are required to be at the venue and ready to begin play for the official kick-off time prescribed in the schedule. A five (5) minute grace period is allowed before

the game is awarded to the team in attendance. Coaches are asked to report such an incident to the Convener.

Rule 10 Recommended Number of Players

10.1 Teams playing on mini-fields (Novice, Atom , and Mosquito) shall play 7 per side (6 players and a goalkeeper)

10.2 Teams playing on full-sized fields (Peewee) shall play 11 per side (10 players and a goalkeeper)

10.3 In the interest of fair play, if a team cannot field a full team, the opposing coach should consider reducing the number of players they would field.

Rule 11 Players Equipment

11.1 Player's equipment will consist of numbered jerseys, shorts, socks, shin guards, and shoes. Soccer shoes must conform to FIFA rules. Running shoes with good treads may be used.

11.2 Shin guards must be covered while player is on the field.

11.3 No jewelry or hair clips will be worn while on the field.

11.4 Ball size is determined by the age category, as follows:

i) Novice and Atom and Mosquito - Size 4

ii) Mosquito and Peewee - Size 5

Rule 12 Duration of Games

12.1 Regulation time for all games will be 2 X 25 minute halves with a 5 minute half time break.

12.2 In tournament play when a winner must be declared, a single 5 minute extra time period, with the silver goal rule, shall be played. If the game is still tied, a penalty shoot out shall take place (See rule 18).

Rule 13 Substitutions

13.1 Both teams must make substitutions when the referee calls for them.

13.2 An injured player may substituted at any stoppage in play with the referees permission.

Rule 14 Off sides

14.1 No off sides will be applied in Novice or Atom.

14.2 FIFA off side rules will apply to Mosquito and Peewee games.

14.3 Kick in only in the Novice Level and Throw ins in all other levels Atom, Mosquito and Peewee.

Rule 15 Free Kicks

15.1 The distance of opposing players from the ball during free kicks are as follows:

i) Mini-field – 7 yards, or goal line if necessary

ii) Full-size field –10 yards, or goal line if necessary

Rule 16 Sliding and Slide Tackles

16.1 Slide tackles are prohibited during all North Leeds games.

16.2 Penalty for sliding tackles where no contact with opponent is made is an indirect kick. If contact is made; a direct kick or a penalty kick (if inside the penalty area) will be awarded and the offending player will receive a yellow card.

16.3 A player may slide a ball if no opposing players are in the area, i.e.: to keep a ball in bounds.

16.4 A Goal Keeper may slide an opponent as long as he/she leads with his/her hands and not feet.

Rule 17 Bench Areas

17.1 The bench area shall be deemed to be one meter from the touchline and ten meters from each side of center. AT the discretion of the Coach and Referee.

17.2 Coaches, managers and substitute players shall be restricted to that area.

17.3 Both team bench areas will be on the same side of the field.

17.4 Fans and parents will sit on the opposite side of the field that the bench area is located.

17.5 No one is allowed behind the goals.

Rule 18 Shoot Outs

18.1 Where penalty shots are required to decide a winner of the game, the following procedure will apply:

i) Players on the field at the end of the regular playing time are to take penalty shots.

ii) Teams will select five (5) players to shoot alternately.

iii) If teams are still tied after each team has taken their first five (5) shots, then the sixth (6) and subsequent penalty shots become sudden death. For example, if one kicker scores and the opposing kicker fails to score, the game is over

18.2 A player from the first five (5) cannot be used again until the team has used all its players that were on the field at the end of playing time.

Rule 19 Playing Time in Games

19.1 All players are expected to play in all games they attend.

19.2 No player can be denied playing time because of poor technical skills.

19.3 All players are required to play an equal share of the game. The league will use a 5 minutes on 5 minutes off rule for Novice and Atom teams and 5 minutes on 5 minutes off rule for Mosquito and Pee wee teams.

19.4 A player may only be double shifted if the team does not have enough players for two full lines. No player may be double shifted two times in a row. A player who has double shifted may not have another double shift until all other players have had the opportunity to play a double shift. The only time a player may have a triple shift is when a team has few than 2 substitutes for mini games and fewer than 4 substitutes for full field games. No player may triple shift a second time until all other players have had the opportunity to triple shift.

19.5 A single goalkeeper may play the whole game in net. A field player may be subbed in as a goalkeeper but may not play as a field player again until they have been subbed off the field. EG: Little Johnny can not play forward for one shift, play keeper the next

shift and play mid field the third shift all in a row. He must be subbed off between shifts two and three.

19.6 A player removed from the game by a coach for disciplinary reasons may return to the game as the coach sees fit and a letter of explanation to be given to the Director of House League.

19.7 Failure by a coach to abide by these rules shall result in a request to comply on the first proven incident. A coach may be dismissed for any subsequent proven incident.

19.8 Players playing on competitive teams, may play on a recreational (house league) team in their age group. Those players who choose to do so will have as their priorities:

1st - Competitive Team games.

2nd – Recreational Team games

3rd - Competitive Team practices

4th - Recreational Team practices

Rule 20 Protests

20.1 All protests shall be heard by the discipline committee.

20.2 All protests shall be writing and shall be in the hands of the Discipline committee within 48 hours of the end of the game in question, weekends and statutory holidays excepted.

20.3 A written receipt of the protest/appeal shall be given (date/time/person).

20.4 A copy of the protest must be sent to the person or team or game official protested against. Such copy shall be hand delivered by a member of the Club.

Rule 21 Regular Season Standings

21.1 In league competition, 3 points shall be awarded for a win, 1 point for a tie, and no points for a loss.

21.2 In the event of a tie in points for any league position at the end of a leagues playing season, the final position in the league will be decided by any one of the following criteria in order:

i) The game results between the tied teams during the season.

ii) The team with the fewest goals against.

iii) The team with the best goal differential.

iv) Coin toss.

If there is a three way tie, the same order of tie breaker will be used until the top placed team is declared. The tie breaker between the other two teams will start the tie breaking order over.

21.3 Regular season standings will be used for the placement of teams into the tournament formula.

21.4 All teams will be entered into the end of year tournament.

21.6 No call ups can be used during tournament games.

Rule 22 Tournament Formula

22.1 3 Team League Round Robin-
1st vs. 3rd
2nd vs. 3rd
1st vs. 2nd

Top two teams move to the Championship game

22.2 4 Team league Round Robin- 1st vs. 4th
2nd vs. 3rd
1st vs. 3rd
2nd vs. 4th
3rd vs. 4th
1st vs. 2nd

Top two teams move to the Championship game

22.3 5 Team league First Round- 1st vs. 5th
2nd vs. 4th
3rd vs. 5th
1st vs. 4th
2nd vs. 3rd

First and Fourth place teams after the first round will make up the first semifinal and Second and Third place teams will make up the second semifinal. The winners of the semifinal games will move to the Championship game.

22.4 6 Team league First Round Pool A
3rd vs. 5th
1st vs. 3rd
1st vs. 5th
Pool B
4th vs. 6th
2nd vs. 4th
2nd vs. 6th

First place from Pool A will play second place from Pool B in the first semifinal and first place from Pool B will play second place from Pool A in the second semifinal. The winners of the semifinal games will move to the Championship game.

22.5 7 Team league First Round Pool A
3rd vs. 6th
1st vs. 3rd
1st vs. 6th
Pool B
2nd vs. 7th
4th vs. 5th
2nd vs. 5th
4th vs. 7th

First place from Pool A will play second place from Pool B in the first semifinal and first place from Pool B will play second place from Pool A in the second semifinal. The winners of the semifinal games will move to the Championship game.

Rule 23 Changes to Rules & Regulations

23.1 The Club may from time to time introduce and enforce new regulations that are not covered in these Rules and Regulations.

23.2 The Club may by motion at an AGM or at a Special General meeting called for that reason introduce new rules and regulations or change or delete old rules and regulations.

In such cases a simple majority of accredited delegates at such meetings shall be required to change the Rules and Regulations.