



# TWIN RIVERS SOCCER LEAGUE

## Rules and Regulations 2016

Twin Rivers Soccer League consists of players eight years and older. Within Twin Rivers Soccer League players come from Paris Soccer Club, Burford Soccer Club, Ayr Soccer Club, St George Soccer Club and surrounding areas.

Paris Soccer Club  
P.O. Box 367  
303 Grand River North  
Paris, ON  
N3L 3T5

Burford Soccer Club  
P.O. Box 431  
Burford, ON  
N0E 1A0

Ayr Minor Soccer Club  
P.O. Box 1132  
Ayr, ON  
N0B 1E0

St. George Soccer Club  
P.O. Box 601  
St. George, N0E 1N0

If you have any concerns about the Rules and Regulations of the Twin Rivers Soccer League

Please feel free to call 519-442-6300.

## **Table of Contents**

RULE 1 PLAYER REGISTRATION	2
RULE 2 PLAYER AGES AND DIVISIONS	2
RULE 3 TEAMS	2
RULE 4 PLAYER TRANSFERS	2
RULE 5 GAMES	2
RULE 6 PLAYING TIME	3
RULE 7 SUBSTITUTIONS	3
RULE 8 ABANDONED GAMES	4
RULE 9 CHANGES IN SCHEDULE	4
RULE 10 GAME POINTS	4
RULE 11 PLAYERS' DRESS CODE	5
RULE 12 INELIGIBLE PLAYERS AND CALL-UPS	5
RULE 13 GOALKEEPER SAFETY	5
RULE 14 TOURNAMENTS	5
RULE 15 DISCIPLINE	6
RULE 16 DISCIPLINE: APPEALS	7
RULE 17 PROTESTS	7
RULE 18 AMENDMENTS TO THE RULES AND REGULATIONS	7
RULE 19 MISCELLANEOUS	7

## **RULE 1-PLAYER REGISTRATION**

1.1 Each individual Club is responsible for their registration of players.

## **RULE 2-PLAYER AGES AND DIVISIONS**

2.1 Players in the senior year in their Division shall be allowed to request, in writing, to play up in the next Division provided a waiver has been signed by parent/guardian at the time of registration. Placement is subject to available space.

2.2 Placement of a player in a Division different from the one for which he/she qualifies, shall only be made on an exception basis (i.e. special needs), and only at the discretion of the Twin Rivers Soccer League Executive.

## **RULE 3-TEAMS**

3.1 All house league teams that play in Twin Rivers League will be limited to 18 players for divisions U12 to U20. U10 will be limited to 13 players. Twin Rivers Soccer Executive may allow more than 18 players (or 13 players depending upon the division) depending on registration numbers.

3.2 All registered house league players will be divided into equal teams, based on age, gender, and if available, skills rating. This will be handled by the Division Convener for each individual Club.

3.3 Prior to the commencement of the season, each Club should review their teams for equal distribution of players and relative team parity. If deemed necessary, each Club could transfer players within the first 3 weeks of the season to achieve such parity.

3.4 Immediate family members of the same divisional age will be placed on the same team except where leagues are split into boys and girls. Coaches and their children will automatically be placed on the same team.

## **RULE 4-PLAYER TRANSFERS**

4.1 Transfers of players, instigated at the request of the player or parent/guardian prior to the first scheduled league game, shall be handled by each individual Club.

## **RULE 5-GAMES**

5.1 All house league games will be played at fields designated by each Club involved in the Twin Rivers Soccer League.

5.2 All games must be sanctioned by the Scheduler or the League Coordinator. Any unsanctioned game is null and void.

5.3 All games should start on time; otherwise the Referee shall commence play as soon after scheduled start time as 7 players for each team are available for U12 to U20 divisions or 6 players for each team in the U10 division.

5.4 A game shall be declared forfeit if a team cannot start the game with a minimum of 7 players for U12 to U20 and 5 players for U10 within a grace period of 15 minutes past scheduled game time; and the game shall be awarded to their opponents by a score of 1-0. If both teams cannot field the minimum number of players, the game shall be double defaulted and no points will be awarded.

5.5 Number of players on the field for U12 through to U20:

- a) teams that show up with 7 players, opposing team can play 10 players.
- b) teams that show up with 8 players, opposing team can play 10 players.
- c) teams that show up with 9 players, opposing team can play 10 players.

d) teams that show up with 10 players, opposing team can play 11 players.

Number of players on field for U10:

a) teams that show up with 6 players, opposing team can play with 7 players

b) teams that show up with 7 players, opposing team can play with 8 players

5.6 All games have field priority over practices. All practicing coaches and players must leave the field at least 20 minutes prior to a scheduled game commencing on that field.

5.7 The referee will input the game scores into the power-up computer system.

5.8 All coaches are to coach their teams from the designated coach's box.

5.9 All team officials must be written on the game sheet prior to the game, anyone not listed on the game sheet must sit on the opposite side of the field.

5.10 Ball sizes and game durations are as follows:

**Length of Game**

U20: 2X45 minute halves

U16: 2X40 minute halves

U14: 2X35 minute halves

U12: 2X30 minute halves

U10: 2X25 minute halves

**Ball Sizes**

U10 #4

All other leagues #5

5.11 No slide tackles allowed (**a ball challenge that involves another player**) for the safety and well-being of all players.

**RULE 6-PLAYING TIME**

6.1 All Twin Rivers League players shall play at least half (50%) of every scheduled game including tournaments, playoffs & championship games, except by reason of injury preventing 50% minimum participation. A coach may sit out a player for disciplinary purposes, but must report action on the game sheet.

6.2 All players playing in Twin Rivers League listed on the game sheet before the game starts are entitled to play, whenever they arrive at the field, for the remaining duration of the game. However when a coach removes a player from the game sheet and replaces them with a call up the removed players is no longer eligible to play the game. If the coach has not completed the game sheet within 15 minutes after the start of the game the game could be a forfeit.

**RULE 7-SUBSTITUTIONS**

7.1 Substitutions will be allowed at the following stoppages of play:

1) when a goal is scored

2) at a goal kick

3) at the start of the second half

4) when a player is injured (at the Referees discretion)

5) on your team's possession throw-in

6) if possession team substitutes on a throw-in, then the opposing team may substitute as well.

7.2 In extreme cases of heat, substitutions may be made on any stoppage in play at the Referee's discretion.

## **RULE 8-ABANDONED GAMES**

8.1 If the second half has kicked off then the score stands as the final result, if the game becomes abandoned.

8.2 When a game is abandoned (for reasons other than default) with the second half not started, that game will be replayed.

8.3 In the event of an abandoned game and the second half has not started, coaches are required to notify the League Coordinator of the abandoned game within 48 hours. They will then make arrangements with the League Coordinator to reschedule the game. Failure to contact the League Coordinator within 48 hours could mean the game is forfeited, with no points awarded.

8.4 A game that hadn't started yet should be dealt with as in 8.3 above.

8.5 If a referee abandons a game for conduct issues, the game will not be replayed.

8.6 An abandoned game should be rescheduled to be played within 2 weeks of the original scheduled date.

## **RULE 9-CHANGES IN SCHEDULES**

9.1 No rescheduling requests by coaches can be made.

9.2 There shall be no postponed games except as follows:

- a) when ordered by the Referee for reason of unsafe field, unsafe weather or crowd control, or
- b) when ordered by the Home Team Club Executive for good & sufficient cause.

## **RULE 10-GAME POINTS**

10.1 In all games, 3 points shall be awarded for a win, and 1 point each for a tie game.

10.2 In any game played a maximum goal differential that will be recorded will be 5 goals (ex if the winning team scored 15 goals and the losing team scored 5 goals, the recorded game score will be 10-5). **This will apply to the regular season only not the play-offs.**

10.3 Final regular season and play-off standings shall be determined by:

- a) goals for – minus goals against for the tied teams
- b) head to head for the tied teams
- c) goals for, for the tied teams
- d) goals against for the tied teams
- e) coin toss

10.4 Should 2 or more teams finish with an equal total number of points for first place in a round robin play-off standings, 10.3 a) through e) above shall apply.

10.5 If at the end of a double knock-out tournament game, a winner shall be decided by penalty kicks. 5 players on each team will kick then go to sudden death penalty kicks until there is a winner. Each player must attempt a kick before a player can have a second kick. Any player can be included in the first 5 kicks, they do not have to be on the field at the end of the game. Goalies can be changed up.

## **RULE 11-PLAYERS' DRESS CODE**

11.1 All players will wear current season soccer uniform (shirt, shorts, and socks) as provided by the Twin Rivers Soccer League and/or individual Club, as well as shin pads and soccer cleats, in all games.

Exceptions to this rule are:

- a) Goalkeepers may wear track pants and soft brim caps.
- b) Sunglasses are permitted only if they are prescription and tinted.

11.2 Jewelry is not permitted.

11.3 Soft or hard casts are not permitted.

11.4 No two players on the same team will wear the same number.

## **RULE 12-INELIGIBLE PLAYERS AND CALL-UPS**

12.1 In the event a team plays an ineligible player or players, the game shall automatically be awarded to their opponents by a score of 1-0.

12.2 A player may be called up to the Division above his/her own to play. A coach can only use a call up from their own club's current registration list.

12.3 Suspended players cannot be called up.

12.4 No player can play with a club unless registered with that club; players can only register with one club within the Twin Rivers Soccer League.

12.5 A coach may call up as many players to bring his/her roster to no more than 16 players in total for U12 to U20, and 12 players total for U10. The call up must be identified on the game sheet and in the appropriate area in the game book. The regular player being replaced must be stroked off the game sheet. If the regular player decides to show up after start time and has already been stroked off the game sheet and replaced by a call up, they will not be allowed to play the game.

12.6 Teams will be finalized on July 1<sup>st</sup>.

## **RULE 13-GOALKEEPER SAFETY**

13.1 If the keeper has one finger on the ball, then the attackers must back off.

13.2 If the opponent prevents keeper from putting ball in play, or raises foot to kick or attempt to kick ball in keeper's possession, or opponent's play is deemed dangerous (such as kicking at the keeper while they are flat on the ground), the referee's discretion for the appropriate call could be a verbal warning up to and including an automatic red card.

## **RULE 14-TOURNAMENTS**

14.1 Game duration, including finals, may be reduced from lengths of normally scheduled games during the season. Game duration will be provided with tournament schedules.

14.2 All other game rules will be consistent with those already described herein and those of the regular season rules.

14.3 Teams can still use call-ups for tournament games as set out in 12.2.

14.4 A call-up can only play for one team during the tournament.

## **RULE 15-DISCIPLINE**

15.1 All discipline of players and team officials reported for misconduct shall be under the jurisdiction of the Twin Rivers Soccer League.

15.2 All suspensions are automatic and are from all organized soccer activities. The listed suspensions will start on the day following the game and if not increased, the player may resume activity on the day following the end of any suspension.

### **Red cards**

1<sup>st</sup> Red Card = minimum 1 Game Suspension (next game)

2<sup>nd</sup> Red Card = minimum 2 Game Suspension (next two games)

3<sup>rd</sup> Red Card = Automatic suspension until appearing at a Discipline Committee meeting, such meeting to be convened within 14 days of the incident.

### **Yellow cards (cautions):**

3 Yellow cards over the season = 1 Game Suspension (next game)

4 to 6 Yellow cards over the season = 2 Game Suspension (next 2 games)

6 to 9 Yellow cards over the season= Automatic Suspension until appearing at a Discipline Committee meeting, such hearing to be convened within 14 days of the incident.

**NOTE: 2 yellow cards in 1 game = 1 red card and automatic next game suspension; and the 2 yellow cards still count towards the potential yellow cards suspensions as listed above.**

15.3 Any cards received during regular season play, carry over to tournament play. Any suspensions received carry into tournament games.

15.4 Coaches are responsible to enforce the suspension of his or her players.

15.5 Should a player take part in a game during a period of suspension, that player will be further suspended for a period of 6 months to 1 full calendar year.

15.6 Players, whose names are listed on the team sheet but not on the field of play, committing any offence warranting a caution or a send off shall be treated as if they were actually playing.

15.7 All misconduct reports will be reviewed and further action may be taken against any player judged to have committed a serious offence, or a player who is a persistent offender. The Twin Rivers Discipline Committee will be informed and a hearing may be called.

15.8 When cards are handed out, the Referee must indicate the player(s) name and number on the game sheet and in the Power UP database. The Referee must then inform the Coordinator of the Twin Rivers Soccer League. The League Coordinator will then post the offences on [twinriverssoccer.ca](http://twinriverssoccer.ca) and inform the Twin Rivers Discipline Committee if needed.

15.9 Suspended players must be identified on game sheets and in the Team Game Books, where the suspension is being served.

15.10 Coaches ejected from a game shall receive the same punishment as for red cards as noted in Rule 15.2.

15.11 In addition to Rule 15.9, Referees will complete a Referee Special Incident Report, re: Coaches ejected from games or displaying abusive behavior, which will be sent directly to the Twin Rivers Discipline Committee to be dealt with.

#### **RULE 16-DISCIPLINE: APPEALS**

16.1 All appeals are under the jurisdiction of the Twin Rivers Soccer League.

16.2 A player wishing to appeal an automatic suspension and have a personal hearing must contact the Twin Rivers Soccer League within 48 hours of the end of the game. The requesting of a hearing will not delay the implication of a suspension.

Note: All players making appeals will pay a hearing fee of \$50.00. If the appeal is accepted, the hearing fee will be reimbursed.

#### **RULE 17-PROTESTS**

17.1 All protests arising out of games must be sent in writing to the Club President and the Twin Rivers Soccer League Coordinator within 48 hours of the game to which they relate.

17.2 A copy of the Protest must also be provided, by the Club President to the coach of the team against which the protest is lodged, within 48 hours of the game concerned.

17.3 Protests of Referee's decisions will not be entertained.

17.4 All other protests shall be dealt with by the Twin Rivers Soccer League Executive, at their next scheduled meeting, or at a special meeting called at the discretion of the Chairman of the Twin Rivers League Executive.

#### **RULE 18-AMENDMENTS TO THE RULES AND REGULATIONS**

18.1 The Rules and Regulations of the Twin Rivers Soccer League may be changed at any time by a majority of votes by the League Executive at a Board meeting of the club.

#### **RULE 19-MISCELLANEOUS**

19.1 All matters not included in these Rules and Regulations shall be judged in accordance with the constitutions of the Twin Rivers Soccer League.