

***Kinsmen Minor Soccer Association***  
House League Playing Rules  
1. General

PHILOSOPHY

The Kinsmen Minor Soccer Association recreational programs are intended to provide an opportunity for players and coaches to enjoy developing, playing and coaching in a well-balanced, fun environment which promotes sportsmanship and development over competition and winning. The club attempts to balance all recreational youth teams to provide fair and equal competition to the greatest degree possible. It must be recognized that this cannot provide a guarantee of totally balanced teams as many factors come into play. In the end some teams will win and others will lose. The mix of players, the skill of the coach, the commitment and effort on the part of coach and players all influence the results. Something as simple as losing a strong player after the start of the season can have a significant impact. It isn't possible to plan for, or adjust for, all of the variables that can affect a team's results.

Coaches are expected to do the best they can with the situation as it unfolds. Players are not affected as much by winning or losing as by the attitude shown towards it by coaches and parents. There are many examples of very happy and well motivated teams who did not win many games. There are also many examples of teams who started out losing and, through hard work and a positive attitude progressed dramatically. In fact, those are the teams and the seasons you often remember the best.

## GENERAL RULES

The general rules that follow apply to all house leagues (i.e. those run entirely within the Club). The Kinsmen Minor Soccer Association uses the FIFA (Federation of International Football Association) playing rules with the modifications and additions noted in this document.

## PLAYER'S EQUIPMENT

- a) All players must wear regulation soccer shoes or running shoes. Hard soled shoes are not allowed.
- b) Shin guards completely covered by socks are MANDATORY for all players in games and practices. There will be no exceptions. Players not wearing shin guards will be sent off the field of play until they are properly equipped.
- c) Goal keepers must wear a shirt which is distinctly different in colour from the other players of both teams.
- d) Players may be required to remove watches, rings, earrings and any other nonstandard equipment as requested by the referee.
- e) Players will be allowed to play with casts, knee braces and similar aids and protective equipment as long as there is no apparent danger to the wearer or other players, in the opinion of the referee. Wrist casts should be wrapped in foam rubber or cloth. Coaches should obviously use good judgment in determining if a player is ready to play, and if such protective aids are safe. If in doubt, it is best to err on the side of caution.

## BALL SIZE

- a) A size #3 ball shall be used for U5, U6 and U7 Divisions.
- b) A size #4 ball shall be used for all MINI Divisions and FULL FIELD teams up to and including U11 boys and girls Divisions.
- c) A size #5 ball shall be used for all other divisions.

## REFEREE

- a) The referee is in control of the field of play. No one may enter or leave the field of play without the referee's permission.

## COACHES

- a) During a game, all coaches and assistants are to remain within their own half of the field (i.e. team bench side) and are not permitted to cross over the centre line into the opponent's half of the field.
- b) Coaching of players by the team's coach and assistant(s) during a game is permitted only from one side of the field and, as noted in a) above only from within their respective team's bench half of the field, from the centre line to the goal line.

## GAME SHEETS

- a) Gamesheets will be provided to coaches. Gamesheets must be submitted to the referee. Blank gamesheets will be available at the canteen.
- b) The referee is responsible for submission of the game sheet to the Club Office after the game . The referee will record the score on the wall sheets provided.

## EQUAL PLAY

Playing time will be divided as evenly as possible. The following guidelines should be met for every game.

- a) All players play a minimum of  $\frac{1}{2}$  of the game, unless the player has specifically stated that they would prefer to play less.
- b) All players must substitute least once per half providing that there is at least one substitute available.

## INJURIES

- a) Any player who is openly bleeding from an injury must leave the field of play and not return until the bleeding is stopped or the injury is dressed.
- b) Any injury which requires hospitalization must be reported to the League Director within 24 hours of occurrence, and appropriate insurance forms must be completed.
- c) Substitution may be made at any time, with the permission of the referee, for injury or illness. If a player must leave the field because of injury or illness, the referee must be notified so that the player may be replaced. The player must return to the field of play as soon as he/she is able to do so.

## FORFEITURE

- a) A grace period of not more than five (5) minutes from the scheduled game start time is permitted for teams to be ready to play with at least the required minimum number of players.
- b) If a MINI team fails to field at least four (4) players, or a FULL FIELD team fails to field at least seven (7) players for a game by kick-off time, then that team shall forfeit the game to the opposition. In this case the game will be recorded as a 1-0 win. If neither team fields at least the minimum players specified above, no points will be given.
- c) A forfeited game will be recorded as a 1-0 win for the team that had sufficient players. If neither team had sufficient players, the game will show as a loss by both teams and points will not be awarded.
- d) In either case, a "fun" game may be organized to ensure maximum playing time for all players. A proper game sheet is to be filled in, stating the reason for the forfeiture. If a referee does not appear, it is the responsibility of the coaches to ensure that this game sheet is delivered to the Club Office within twenty-four (24) hours.

## GAME DURATIONS

- a) The referee shall be the sole timekeeper.
- b) It shall be the referee's responsibility to ensure that games start and end on time. Due to time limits with 2 games per night on most outdoor fields (and 1-hour limits on indoor games), the referee is authorized to shorten a game to ensure that it ends on time.
- c) In the event of darkness, bad weather or any unforeseen circumstances, a game may be shortened or abandoned by the referee. Both coaches shall be advised of any such change/decision, however, the decision of the referee shall be final.
  - i) For a regular season game, if half ( $\frac{1}{2}$ ) of the game has not been completed before play ceases the game shall be rescheduled, otherwise, the result at close of play shall stand.
  - ii) For a playoff game, if the midway point of the 2<sup>nd</sup> half has been reached, and the gamescore has at least a 2 goal differential, the game shall stand. If the game is called before the midway point of the 2<sup>nd</sup> half, the game will be replayed in its entirety. If the game is called after the midway point of the 2<sup>nd</sup> half, and the game score has less than a 2 goal differential, the game will be replayed in its entirety.

## GAME CANCELLATIONS

- a) the Board of Directors of the Kinsmen Minor Soccer Association, has the authority to take fields out of service if conditions would cause damage to the fields..
- b) Unless the Club has formally cancelled a game due to bad weather, field closure or other reasons, coaches and their teams must show up at the field. As long as a game is still scheduled, the referee shall have the sole authority to cancel the game, immediately prior to game kick-off, due to unsuitable field or weather conditions. Outdoor games will normally proceed even if it is raining but must be halted by the referee in the event of lightning.
- c) In the event that lightning is sighted at a field, the referee must use his best judgment with respect to delaying the kickoff, canceling the game (whether or not it has already begun), or calling for a temporary delay.

## REFEREE - NO-SHOW

- a) In the event of the official referee being late, or failing to appear for a game, it is the responsibility of the two coaches to proceed with the game. (This is still considered an official game.) The coaches must agree on a substitute referee or agree to a designate from each team to each referee one-half of a game.
  - b) When a coach, or his designate, is acting as the referee, he/she must demonstrate the highest standard of fairness and impartiality. If at all possible, an assistant coach should take control of his/her team while the coach is acting as the referee. c) If the official referee arrives late, he/she must take charge of the balance of the game. d) If a referee does not appear, it is the responsibility of the coaches to ensure a proper game sheet is filled in and delivered to the Club Office
- ### PENALTIES, DISCIPLINE AND APPEALS
- a) The referee shall give individual warnings (yellow cards) for pertinent rule infractions by players. b) Two such warnings (yellow cards) to a player, in any one game, shall mean automatic eviction from the game, plus an automatic suspension from the next scheduled game. No substitution may be made for a player who is sent off for the remainder of that period [this is an intentional deviation from FIFA rules so as to avoid conflict with equal play rules].

c) Three yellow cards in separate games will also result in an automatic one-game suspension for the next scheduled game following the game in which the third yellow card was given.

d) The referee will issue a red card and send a player off the field for the rest of the game if he/she commits a serious offense (e.g. acts of violence or serious foul play; foul or abusive language; or continues to break the laws of the game). The offending player will be automatically suspended from the next scheduled game and may be subject to further discipline. No substitution may be made for a player who is sent off .

e) The Club discipline committee shall may review any incidents or situations, initiate a discipline hearing, and assign penalties as appropriate. Such penalties may be in addition to automatic penalties as specified above.

f) In the case of discipline problems on the part of coaches, parents or other spectators, the referee will file a report with the club within 24 hours, providing specifics of the incident (a yellow or red card is not appropriate for this type of situation). A referee may direct coaches or spectators to leave the immediate area of the field (i.e. to an area well away from the game) if their actions are seriously detrimental to the proper conduct of the game. He/she may abandon a game if his/her directions/requests to coaches, parents and/or spectators are not being respected and adhered to. This power of the referee is to be used very sparingly and only in those cases which truly warrant it.

g) Any discipline problems must be reported on the game sheet by the referee and a report sheet completed on proper disciplinary report sheets, and submitted, along with the game sheet, to the Club Office.

h) Game protests must be in writing. The house league director must be notified within 2 days of the game. The Convenor and/or House League Director will rule on the issue. No protest dealing with a decision of the referee will be accepted. A fee of \$25.00 must accompany any protest. This shall be refunded if the protest is upheld.

l) Appeals may be lodged against disciplinary decisions made by the Club. The appeal must be sent, in duplicate, by registered mail to the House League Director and must specify the exact nature of the appeal.

j) The appeal must be lodged within two business days of the original decision having been communicated. The date of the postmark shall be taken as the limiting date in all cases. A copy of the appeal must be sent by registered mail to the Kinsmen Minor Soccer Association at P.O. Box 843, Main Station, Cornwall, Ontario K6H 7H6.

k) The club will not be liable to provide any refunds to players who lose playing time due to suspensions. .

## POINTS AND STANDINGS

Standings shall be based on total points. Three points shall be awarded for a win, one point for a tie and zero points for a loss. In the event of a tie in the standings, to determine the winner, the tie breaking criteria shown below will be applied. These are applied once each, in the sequence shown, until a winner is determined. At every step, in a multi-way tie, the teams which fail to meet the criteria will be eliminated.

- a) Most wins.
- b) Most wins against each other. In the event of a multi-way tie, this criterion will determine the winner (or those teams which should remain in contention in the case that all teams are not tied on this criterion) if one of the teams has more wins against all of the other tied teams (combined) than any of the others.
- c) Team with least goals scored against.
- d) Largest positive goal differential. That is, the team with the largest positive difference between goals scored for and against. (Maximum of 4 differential in any game)
- e) If none of the above steps establishes a clear winner, a "sudden death" format may be arranged. The Club reserves the right to establish the format and duration of any tie-breaker.

TIE GAMES IN PLAYOFF GAMES Ties shall be broken as follows:

- b) A series of five penalty kicks will be taken alternately by five separate players from each team [NOTE: this is not limited to the players on the field.. This is an intentional deviation from normal FIFA rules]. The full teams may sit in 2 groups near centre field while the penalty kicks are being taken. The referee records the shirt numbers in the order in which the kicks are to be taken. If still tied then,
  - c) Continue to alternate penalty kicks, one by one, with the other players from each team until the tie is broken. If still tied then,
  - d) Continue through the teams in the same order as before for as long as it takes until the tie is broken.

## MICRO SOCCER

MICRO SOCCER RULES (3-a-side) This format is used for players in the U4 to U6 age groups. It is a non-competitive format and thus there are no formal playing rules. The following are the guidelines used in scrimmages:

- a) The maximum number of players on the field is 3 per team.
- b) A number 3 ball is used.
- c) Offside rule does not apply.
- d) One player is designated as the defender at any given time. This player may handle the ball in the goal box.
- e) Players will be substituted in and out together as a unit of 3 if there are sufficient substitutes. The players will rotate through the defender position with each round of substitutions.

f) Substitutions should be done regularly (every 3 - 4 minutes) so that players are not sitting out for too long.

g) One coach from each team will be allowed on the field with the players during the scrimmage. The coaches will act as referees, in addition to coaching their players. Coaches may not interfere in the play in any way. Coaches must not stand within the goal area.

h) All players are to be encouraged to play the ball equally. That is: coaches should discourage strong players from hogging the ball.

i) No standings (formal or informal) for games won or lost or goals scored shall be kept. Coaches may wish however, to (confidentially) keep ratings of individual players and track progress against these.

#### MICRO SOCCER RULES (5-a-side)

This format is used for players in the U7 age groups. It is a non-competitive format and thus there are no formal playing rules. The following are the guidelines used in scrimmages:

a) The maximum number of players on the field is 5 per team.

b) A number 3 ball is used.

c) Offside rule does not apply.

d) One player is designated as the defender at any given time. This player may handle the ball in the goal box.

e) Players will be substituted in and out together as a unit of 5 if there are sufficient substitutes. The players will rotate through the defender position with each round of substitutions.

f) Substitutions should be done regularly (every 3 - 4 minutes) so that players are not sitting out for too long.

g) One coach from each team will be allowed on the field with the players during the scrimmage. The coaches will act as referees, in addition to coaching their players. Coaches may not interfere in the play in any way. Coaches must not stand within the goal area.

h) All players are to be encouraged to play the ball equally. That is: coaches should discourage strong players from hogging the ball.

i) No standings (formal or informal) for games won or lost or goals scored shall be kept. Coaches may wish however, to (confidentially) keep ratings of individual players and track progress

#### MINI SOCCER (7-a-side)

MINI SOCCER RULES This form of the game is currently used outdoors for the U9 to U11 age groups. The normal laws of soccer shall apply, subject to the following modifications:

a) The maximum number of players on the field at any time is seven (7) per team.

b) The game will be divided into periods.. Two (2) halves of twenty-four (25) minutes each, with a five (5) minute break between halves.

- c) Offside rule does not apply in the U9 division but does apply in the U11 division..
- d) Opposing players must stand at least six (6) metres away when a free kick, penalty kick or kick off is being taken.
- e) Penalty kicks will be taken from a spot eight (8) metres directly in front of the mid point of the goal.
- f) Unlimited substitutions are allowed at the following times with the prior approval of the referee:
  - i) at a goal kick by either team
  - ii) after a goal is scored by either team
  - iii) at the beginning of the second half or any overtime period
  - iv) on a team's own throw-in
  - v) on an opposing team's throw-in, provided the opposing team has requested substitutions first
  - vi) at the referee's discretion for an injury.

#### FULL FIELD SOCCER (11-a-side)

1 FULL FIELD RULES These rules will apply to Outdoor leagues over U11.

- a) The game will be divided into periods.. Two (2) halves of twenty-four (25) minutes each, with a five (5) minute break between halves
- b) Unlimited substitutions are allowed at the following times with the prior approval of the referee:
  - i) at a goal kick by either team
  - ii) after a goal is scored by either team
  - iii) at the beginning of the second half or any overtime period
  - iv) on a team's own throw-in
  - v) on an opposing team's throw-in, provided the opposing team has requested substitutions first
  - vi) at the referee's discretion for an injury.