

York Region Soccer Interlocking House League



RULES & REGULATIONS

Revised March 26, 2018

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1.0 LEAGUE ENTRY & RULES

1. Any club within the York Region Soccer Association (YRSA) may enter recreational teams in the interlock league by declaring such interest to the interlock league committee (Appendix A-Participating clubs) prior to the final spring meeting and confirming their final number of teams by age and gender at this meeting.
2. All teams entered into the interlock league must be house league caliber and cannot be selected or a former competitive team.
3. Any club wanting to enter a team into the interlock league must enter all their teams in that particular age and gender.
4. Any changes to the rules and regulations must be approved by the York Region Soccer Association. Member clubs will be notified within 14 days when changes are made.

2.0 APPLICATIONS

1. Any YRSA based club wishing to enter teams in the interlock league must declare their interest via email to the designated committee before the first interlock meeting in March or April. There will be no fee to enter a team into the league, however all clubs agree to adhere to a proportionate share of costs for "league items" (trophies, playoff referee fees, etc.)
2. For each age group and gender, one of the participating clubs shall be designated as the Host Convenor and shall be responsible for creating and publishing the schedule and maintaining records for the league (game sheets, team officials, etc.)
3. The Host Convenor may also host the year end playoff tournament.
4. The host of the year end playoff tournament shall be responsible for assigning and paying the referees. Each participating club shall be responsible for a proportionate share of the costs of medals and referee fees for the year end tournament regardless of whether their team participates or not in the tournament.
5. For the payment of playoff medals, this is based on the total number of teams that began play in ALL interlock league divisions at the commencement of the season as a percentage of the total number of teams in the entire interlock league program.
6. For the payment of playoff referee fees, this is based on the total number of teams in each age/gender division that began play at the commencement of the season as a percentage of the total number of teams in each division/gender and the cost of referees for that specific division tournament.

3.0 RESPONSIBILITIES OF CLUB AND TEAM OFFICIALS

1. The Club is responsible to assign soccer fields that are appropriate for the specific age division. Fields shall be properly marked and maintained with proper nets and corner flags.
2. The Club is ultimately responsible for all its players, team coaches/managers and spectators at all times (prior to, during and after the game until all have left the grounds and parking lots). Their representatives shall conduct themselves in a responsible manner in accordance with the laws of the game, playing rules dictated by the various governing bodies and acceptable social behaviour.
3. It is the responsibility of the Club to ensure the safety of all the participants and officials at all times.

4. All team officials and players must remain within the confines of the team's technical area. The technical area shall be at least 15 yards from the center line, 1 yard from the touch line, and no longer than 10 yards in length.
5. A team shall have no more than FOUR team officials entered on the game sheet and within the technical area.
6. Team officials and players must be registered as per OS & YRSA rules. A current team roster is to be provided to the Host Convenor for each team prior to the start of the season.
7. All participating clubs must provide the roster information so that the game sheets can be set up. No team shall play an unregistered player in any match.

4.0 GAME SHEETS

1. Each home team will present the referee with three, fully completed copies of the OFFICIAL YRSL interlock game sheet prior to the game. The referee must ensure that each team official reviews the game sheet and removes any player not participating in the match by crossing the name of that player off the game sheet.
2. The game official shall return one copy to each coach at the conclusion of the match and shall submit a copy to their home club.
3. The Host Convenor shall provide a game sheet template to each team coach with player names and OS numbers on the game sheet to all teams, provided their club has submitted the players and team officials' information to the host convenor.
4. Players and team officials who are entered on the game sheet are considered to have participated in the game unless stroked out on the game sheet. A team official is to initial all changes.
5. Players must wear a uniform with a number that corresponds to that listed on the game sheet.
6. The maximum number of players, per team, that can be registered is 21, except for the U12 divisions, which are restricted to 17 players.

5.0 PLAYER ELIGIBILITY

1. A player must be registered with their club no later than the day of a League or League Cup Game in order to be eligible to play.
2. Teams found to have used an ineligible player(s) or deemed to be an ineligible team, shall be subject to discipline by the YRSA.

6.0 CALL-UP RULES

1. The YRSL interlock league is a Level 7 recreational league.
2. Teams may only use call-up players from their own Club. A call-up player may be used if:
 - i. *The player is a recreational player only at a younger age group.*
 - ii. *The player has not already played in six games as a call-up for that team in the current season.*
 - iii. *Not more than three players are playing as a call-up for any one team, in any game.*
 - iv. The maximum number of call-ups used by a team at any game must not exceed the number of rostered players that are absent from the game.

3. Teams may not use players from another club under any circumstances.
4. All players used as call-ups must be properly registered to their club.
5. Call ups must be recorded on the game sheet and identified as call-ups.

7.0 AGE GROUP SPECIFIC RULES

U-12 (9 v 9)

The U-12 divisions shall play 9 v 9 soccer in accordance with OS rules and the FIFA "Laws of the Game". For greater clarity the following apply:

RULES OF PLAY

Law 1 - The Field of Play

The field and goal dimensions as outlined below shall be considered as desirable guidelines. Failure to conform to the recommended field and goal dimensions shall not be the subject of protest.

Dimensions: The field of play must be rectangular. The length of the touch line must be greater than the length of the goal line. Recommended field dimensions are as follows:

Length: 65 to 90 yards Width: 45 to 60 yards

Field Markings: Distinctive lines no more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of ten (10) yards is marked around it.

The Goal Area: Conform to FIFA.

The Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, fourteen (14) yards from the inside of each goal post. These lines extend into the field of play for a distance of fourteen (14) yards and are joined by a line parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of ten yards from each penalty mark is drawn outside the penalty area.

Flag posts: Conform to FIFA.

The Corner Arc: Conform to FIFA

Goal: Conform to FIFA with the exception that the maximum distance between the posts is eighteen (18) feet and the maximum distance from the lower edge of the crossbar to the ground is six (6) feet. If a club is unable to provide the appropriate junior goals, then both goals must be equal.

Law 2 - The Ball: Size four (4).

Law 3 - The Number of Players: A match is played by two teams, each consisting of not more than nine Players, one of whom is the goalkeeper. A maximum of 17 Players can be dressed for a game.

Substitutions: Substitution shall be allowed only at kick-off, goal kicks, goal, stoppage for injury, and on a Team's own throw-in (piggy backing allowed). All substitutions are only allowed at the discretion of the Referee and the Referee shall be advised of all substitutions.

Number of Players to Start and Continue a Game: A grace period of fifteen (15) minutes shall be allowed in the event that a Team has less than six (6) Players at the appointed kick-off time.

At the end of the grace period, if one team is unable to field the minimum of six players, the opposing team shall designate players to play with that team so that a scrimmage game can be played.

If a team has the minimum number of players but less than a full team of nine, the opposing team may play "one-up" with one player more than the team with less than nine.

Law 4 - The Referee and Assistant Referees. Appointed by the referee assignor for the home team or designate in accordance and paid by the home team in full.

Law 5 - The Duration of the Match: Conform to FIFA with the exception of the match being divided into two (2) halves of thirty-five (35) minutes each. There shall be a half-time interval of five (5) minutes.

Law 6 - The Penalty Kick: Conform to FIFA with the exception the penalty mark is at ten (10) yards and that Players other than the kicker and the defending goalkeeper are at least ten (ten) yards from the penalty mark.

Law 7 – Goal Kick: Conform to FIFA with the exception that the opposing team must move behind the retreat line (1/3 of the total distance of the field from the goalline) prior to the keeper taking the kick. The opposing players shall not advance until the ball has been touched by another player or the ball passes the retreat line.

8.0 LEAGUE GAMES

1. Duration of games is as follows:

- i. U12 - 2 x 35 min. each*
- ii. U14 – 2 x 40 min. each*
- iii. U16 and up – 2x 45 min. each*

2. **The referee is the SOLE official timekeeper of the game.**

3. There will be no extra time or penalty kicks to determine a winner in the event of a tie.

4. Once the season has started there will be no changes to the schedules and no games rescheduled except for rain-outs and field closures.

9.0 SCHEDULE

1. UNDER NO CIRCUMSTANCES WILL TEAMS BE ALLOWED TO POSTPONE GAMES
2. All games will be played as scheduled unless:
 - a. At the discretion of the referee, postponement is necessary due to bad weather or field conditions.
 - b. A game is postponed at the discretion of the League.
 - c. A game is postponed at the discretion of the Parks official and/or Clubs.
3. A game is deemed to be complete when called by a game official due to weather or playing conditions if two thirds (2/3) plus 1 minute have elapsed prior to abandonment.

10.0 REFEREES

1. It is the responsibility of the Home team's club to provide a referee to all league games.
2. If the referee does not show after a fifteen minute grace period, there will be NO OFFICIAL GAME.
3. All referees shall be governed by the Code of Conduct and the Code of Ethics of the governing bodies which also includes attendance to games accepted. Failure to do so will result in discipline.
4. The referee is the sole authority in determining the safety and playability of a soccer field. The decision of the referee to cancel or abandon the game is final.
5. It is the responsibility of the referee to report all discipline issues that occurred in the game to the League office within twenty four (24) hours from the completion of the game. Failure to do so will result in disciplinary action as per OS policy.
6. When a referee has arrived to the field to officiate a game and must declare the game cancelled or abandoned prior to the start of the game, the referee shall be paid fifty (50) percent of the League's published game fee. The referee will be required by the League to collect the game sheets at the field and submit the game report in order to be compensated for the cancelled or abandoned game.

11.0 SPECIFICATIONS

1. Game ball shall be size 4 for U12 and size 5 for U14 and up. The Home team will be responsible for providing two acceptable game balls.
2. In the event that team uniform colours are similar, the Home team must change to distinct colours at the discretion of the referee.

12.0 REPORTING SCORES:

1. No scores or standings shall be published by the host club.
2. Referees are responsible to submit hard copies of game sheets to their home club within 48 hours.
3. The **home club** must then forward copies of all relevant game sheets to the host club within seven days.

13.0 DISCIPLINE

1. All required discipline shall be forwarded to the YRSA Discipline Committee.

14.0 FAIR PLAY IN LEAGUE GAMES

1. All coaches agree to abide by the principles of fair play and should take action if the difference in goals within any one game exceeds four. This may include reducing the number of players they place on the field.
2. Players should be afforded equal play across the game and across the season of play. Essentially, one player should not be substituted a second time until all other players have been substituted.
3. The referee may caution coaches not abiding by equal play rules and may note this on the game sheet.
4. This behaviour shall be reported to the club to which the team is registered.
5. Clubs agree to attempt to field relatively balanced teams when they have more than one team within an age group.
6. If a team has the minimum number of players but less than a full team, the opposing team may play NO MORE THAN “one-up” with one player more than the team with less than a full squad.
7. It is recommended that all clubs participating in the league have their players/parents sign a club code of conduct.
8. It is recommended that all clubs participating in the league have their team officials sign a club code of conduct.

15.0 SEASON-ENDING TOURNAMENT

1. Each age group shall participate in a season ending tournament, which may be hosted by the age group host or hosted by another club.
2. Each club hosting shall provide an event schedule that will also outline any related costs (referees, awards, field costs, etc.)
3. Such costs shall be equally shared by the clubs participating in each age group in proportion to the number of teams registered in that age group, regardless of whether one or more of their teams is unable to participate in the year end tournament.
4. All rules abiding play, including the “one up” rule (Rule 14.6) shall be in effect for the season ending tournament with the exception that the season-ending tournament will record scores and standings.
5. A trophy and medals shall be presented at the final game to the champions (gold medal) and medals to the finalists (silver medal). A bronze medal shall be awarded to the winner of the consolation final game, involving the two losing teams from the semi-final matches. The championship trophy is to remain with the host club after the championship celebrations and is to be promptly returned to the King United Soccer Club for safe keeping.

6. Each club shall provide the host of the season-ending tournament confirmation of each team participating in the tournament no less than 7 days prior to the opening day for the tournament. A team that has confirmed and is subsequently scheduled for the tournament is responsible for fielding a team for each tournament game scheduled. All no-shows and/or forfeits shall subject the forfeiting club to a fine of \$100 per game, to a maximum of \$200 per team.