



TOURNAMENT RULES

41st EDITION - CHALLENGE BROSSARD

INTERNATIONAL TOURNAMENT VASSALLO-BERNIER

July 31st to August 2nd 2026

The tournament is conducted in accordance with the FIFA Laws of the Game
and the rules published by Soccer Québec and ARS Rive-Sud.

1. ORGANIZING COMMITTEE

The tournament organizing committee is responsible for all matters relating to the organization and conduct of this tournament. With respect to any question involving the interpretation of these rules and procedures (other than matters that fall exclusively within the jurisdiction of the tournament disciplinary committee), or any matter not specifically addressed by these rules and procedures, the decision of the tournament organizing committee shall be final. The tournament organizing committee, ARS Rive-Sud, and Soccer Québec cannot be held responsible for any theft, loss, or accidents that may occur.

2. PLAYER ELIGIBILITY – PLAY FORMAT – ROSTER – GAME LENGTH AND NUMBER OF GAMES

	7v7	9v9	11v11
Categories	U9 (2017) U10 (2016)	U11 (2015) U12 (2014)	U13 (2013) U14 (2012) U15 (2011) U16 (2010) U17 (2009) U18 (2008) U21 (2005)
Divisions <i>ELITE (AAA / OPDL / PLSJQ / LDP / iModel)</i> <i>D1 (AA / LDIR / Ontario Regional)</i> <i>D2 (A / LR / CR / District League)</i>	D1 D2	D1 D2	Elite (not for U13) D1 D2
Player format	6 + 1	8 + 1	10 + 1
Number of players	Min: 5, Max: 15	Min: 6, Max: 18	Min: 7, Max: 18
Team officials maximum	3 + 1 therapist	3 + 1 therapist	3 + 1 therapist
Number of games**	3		
Duration of games***	2 x 25 minutes		2 x 30 minutes

* It is possible to have more players on the roster at the time of registration.

** Some teams may play 4 games to meet the needs of their division.

*** In any game, a difference of six (6) goals automatically ends the game.

All players on a team must meet the age and date of birth requirements of the age group for which the team is registered. Teams must provide (see point 15) proof of age for each player (affiliation card, list of players with photos, etc.). Under no circumstances will players older than the age group be allowed to play in that age group. Teams that violate this rule will be expelled from any other tournament, their registration fees will be confiscated, and this infraction will be reported to Soccer Québec, which may exercise its authority to impose additional disciplinary measures against the offending team. **No player may register and play for more than one team during the tournament.**

IMPORTANT – Verification process at the first game: See point number 15.

All games shall consist of two (2) halves of 25 minutes or 30 minutes (depending on the category) with a five (5) minute half time. In each category, the duration of each game shall be as shown in the table above. **Note: there is no time added to games in case of an injury.** The referee is the only timekeeper of the game.

3. INSURANCE/LIABILITY

AS Brossard will provide qualified medical personnel at the main tournament venues for players. There may be a charge for taping or other related services. However, the organizing committee and the host club will not be held responsible for any injuries sustained by any participant in the tournament, whether on or off the field. All teams must carry and provide proof of personal injury liability insurance while participating in the event.

4. TEAM ELIGIBILITY & GUEST PLAYERS

All participating teams must be registered with their provincial association. All teams from outside the jurisdiction of the ARS Rive-Sud must present an authorized travel permit from their governing association. Participating teams are required to submit a region approved team list or equivalent prior to the start of the tournament (see point 15).

Any team may field a maximum of five guest players from another club who compete in the same or a lower category. Each guest player must meet the maximum age requirement for the category in which the team is registered. If guest players are not included on the official team roster submitted during tournament registration, the following documents are required for those players:

- A trial permit signed by their club
- Players invited from another club must have in their possession their player card/passport.

Players without proper documentation will not be allowed to play.

The organizing committee reserves the right to accept or reject the application of any team wishing to participate in the tournament. Depending on the number of entries received for a particular age group or division, the organizing committee may decide to combine age groups and/or divisions. The organizing committee may also place individual teams in appropriate age groups or competitive divisions in order to ensure a fair and competitive event. In all such cases, teams will be contacted before any changes are made.

5. DIVISION

The tournament will consist of three divisions of play. Not all age categories will include all three divisions.

- ELITE = AAA / OPDL / PLSJQ / LDP / iModel (U14 and over)
- D1 = AA / LDIR / Ontario Regional
- D2 = A / LR / CR / District League

Recreational level teams authorized to play competitively may also participate.

6. TOURNAMENT STANDINGS

The qualifying rounds are played in the form of a Round Robin tournament within the different groups of a given category. If the groups do not have the same number of teams, then inter-group games may be played.

The standings of the teams will be established by points awarded as follows:

- Win: 3 points
- Tie: 1 point
- Loss: 0 points
- Forfeit: Minus one (-1) point

Tie breaking procedure

If at the end of the round-robin series, there is a tie, the ranking of teams will be determined according to the following ordered criteria:

1. Team with the highest number of points considering only games between tied teams
2. Team with the highest goal difference considering only games between tied teams
3. Team with the highest goal difference of all the games
4. Team with the lowest number of goals against of all the games
5. Team with the highest goals scored of all the games
6. Penalty shootout - 3 shots

If more than two teams are tied after round-robin play, the above tie breaking procedures will be adhered to in order, and without interruption until only one team remains. If, for example, three teams are tied and rule (3) eliminates one of the three teams, the process does not start over at (1) but continues through (4) etc., until the next team is eliminated.

In the event of a tie-breaker during round-robin play for 7 team divisions to determine the schedule for the third game, the first rule (1) does not apply.

Playoff round

The qualification criteria depend on the number of groups in the category (see the standings chart):

- Categories with 1 group: The two first place teams will face each in a final (position 1 vs position 2), so no semi-finals.
- Categories with 2 groups: the top two teams from each group advance to the semi-finals. The semi-final matchups are **1A vs 2B** and **2A vs 1B**.
- Categories with 3 groups: The team with the most points from each group and the best 2nd-place team across all three (3) groups, based on points, advance to the semi-finals. See below example: semi-finals are: **1A vs 2B / 1B vs 1C**

#	Group A	Group B	Group C
1	Team 1A (9 pts)	Team 1B (6 pts)	Team 1C (6 pts)
2	Team 2A (3 pts)	Team 2B (4 pts)	Team 2C (3 pts)
3	Team 3A	Team 3B	Team 3C
4	Team 4A	Team 4B	Team 4C

- If a semi-final match ends in a draw, a penalty shootout will take place immediately after the match. One kick will be taken by each team. If the tie remains, the shootout will continue in alternating kicks until a winner is determined.
- If a final match ends in a draw, there are two (2) overtime periods of 5 minutes each. The "golden goal" rule does not apply, meaning the full overtime must be played. If the tie remains at the end of overtime, the winner will be determined by a penalty shootout – 3 penalty kicks.

7. FORFEITS

All teams must report to the playing field 30 minutes before the start of the game. In addition, a team that fails to show up for a match could lose the match and even be disqualified from the tournament. All such incidents will be reported to the organizing committee whose decision will be final.

If a team is unable to field the minimum of players 10 minutes after starting time, the game shall be forfeited and the game will be recorded as a 3-0 victory for the opposing team.

A team that does not show up, without a valid reason, will be fined \$100.00 which must be paid to the AS Brossard within thirty (30) days. In the event that the fine is not paid, the ARS Rive-Sud regional association and Soccer Québec will be informed of the team's performance and appropriate disciplinary measures will be taken.

Failure to appear, without valid reason, may also result in the expulsion of the team(s) from the remainder of the tournament and for the forfeiture of the team's or teams' entry fee(s). In these instances, the tournament discipline committee will be the sole judge as to whether the team or teams should be expelled from the remainder of the Tournament.

8. PLAYING RULES

Games will be played in accordance with FIFA Laws of the game and in accordance with the rules published by Soccer Québec and the ARS Rive-Sud.

8.1 Equipment

- Ball size:
 - U9-U13: Size 4
 - U14 and over: Size 5
- Shoes and shin pads
 - All players must wear shoes which conform to the requirements of FIFA (Law 4).
 - Shin pads are mandatory.
- Jersey
 - Players: Each team must have two sets of jerseys in different colors. In the event of a color conflict, the visiting team listed on the schedule will be required to change jerseys or wear pinnies. Teams must provide their own alternate jerseys or pinnies.
 - Goalkeeper: The goalkeeper's jersey must be distinct from those of their team, the opposing team, and the referee.
- Glasses
 - Only sports eyewear is permitted, and only if it does not pose a danger to the wearer or to other players (for example, plastic sports glasses or protective goggles such as construction or squash goggles). Regular glasses are not permitted during games. Eyewear made of materials such as metal or glass is not allowed.

8.2 Throw-ins, Free Kicks, and Goal Kicks

Free Kicks

- Same as FIFA's Law 13 on free kicks applies to all matches, with the following modifications
- 7v7 Soccer:
 - All free kicks are direct
 - All free kicks that are indirect in 11v11 soccer and are against the defending team inside the penalty area are taken from the nearest point outside the penalty area where the infringement occurred. These free kicks are direct
 - When a free kick is taken, the opposing team must stand at least 6 meters away.

Throw-ins:

- Same as FIFA's Law 15 on throw-ins, with the following modifications:
- 7v7 Soccer:
 - Throw-ins are made with a ground pass using the feet or by dribbling the ball into play. The player taking the throw-in may not score directly if the ball enters the goal without being touched by another player. However, the player may score after touching the ball a second time while dribbling it into play. In the event of an infringement, the throw-in is awarded to the opposing team. Opponents must keep a distance of 2 meters.

Corner Kicks:

- The same provisions as FIFA Law 17 on corner kicks apply, with the following modifications:
- 7v7 Soccer:
 - Corner kicks may be taken with the feet or by dribbling the ball into play. A goal may be scored directly from a corner kick.

Goal Kicks:

- Same as FIFA's Law 16 on goal kicks, with the following modifications:
- 7v7 Soccer:
 - During a goal kick, the opposing team must position themselves at a distance equivalent to one-third of half the field, or at the very least 5 meters before the midfield line. The opposing team may move forward only once the goalkeeper has touched the ball to take the goal kick. Only goalkeepers are allowed to put the ball back into play on a goal kick.

8.3 Offside

- U9-U10: No offside. Retreat line, one third of the field.
- U11-U12: Offside applied - no retreat line.
- U13 and over: The FIFA offside rule (Law 11) is in effect for all games.

8.4 Substitutions

The number of substitutions is unlimited. They are permitted in the following situations, after notifying the referee and obtaining the referee's authorization: during a goal kick, when a goal is scored, at half-time, when replacing an injured player, and during their team's throw-ins. Note that if one team makes a substitution, the other team may also make one at that time.

8.5 Injured players

In the event of an injury, substitution will be allowed for the injured player only. A player who is bleeding must leave the field for treatment and will not be allowed to resume playing until the Referee and Medical Staff have verified that the area of the body (other than the inside of the nose or mouth) from which the player was bleeding has been properly covered and that the bleeding has stopped. In the case of a nosebleed or an internal mouth injury, it will be sufficient for the Referee and Medical Staff to confirm that the bleeding has stopped before the player is allowed to re-enter the game.

8.6 Technical area and spectators

During a game, players on the bench must remain seated at all times, except during warm-up. The same rule applies to coaches. Only one (1) coach at a time may stand and give instructions.

- Technical area: Teams (players, coaches, managers, and trainers) will be located on the

players' side of the field. No more than four team officials are permitted on the players' side of the field (e.g., Coach, Assistant Coach, Trainer, and Manager). A certified coach must be present at every game. Teams must remain within their designated technical area along the touchline.

- Spectators: Any person present at a game, whether participating or not, and who disrupts the smooth running of the game, will be excluded from the field by the referee or any person responsible for the tournament. Each team is responsible for the behavior of its spectators. The referee MAY STOP THE GAME if supporters, coaches or players enter the field without the referee's permission. The offending team may forfeit the match and may be disqualified for the remainder of the tournament. The organizing committee reserves the right to expel from the tournament any team whose behavior is undesirable and/or unsportsmanlike.

9. REFEREE AND ASSISTANT REFEREES

A central referee will be designated by AS Brossard for all games. The referee's authority begins as soon as they enter the playing field. Assistant referees will be designated only for U11 and over games.

10. WEATHER

Due to the possibility of severe thunderstorms occurring during the tournament, it is necessary that all teams present understand the following procedures:

- Only the referee, head referee, or tournament committee is authorized to suspend, postpone, or cancel a game.
- The game (and score) will be official only when:
 - 7v7 and 9v9 game: 1 half (½: 25 minutes) and 10 minutes = Total of 35 minutes has to be played.
 - 11v11 game: 1 half (½: 30 minutes) and 10 minutes = Total of 40 minutes has to be played.
- In the event of conditions that may be dangerous to players and spectators, the referee or tournament organizing committee will suspend play until conditions allow for a safe continuation of the schedule.
- Coaches and their teams must report to a tournament official near their playing field one-half hour before the scheduled game time, regardless of weather conditions, or they forfeit the game.

11. PRIZES

Details will be communicated to the head coach and/or manager.

12. GAME REPORTS

A field marshal will ensure that each team has submitted a tournament game sheet to the referee before the start of the game. This document must be signed by the coach or team manager before submission. It then becomes the game report. The game report will remain with the referee from the start of the game and will be returned to the field marshal at the end of the game. The referee will record goals scored during regular time and any penalty shootouts, as well as any cautions and send-offs, on the game report. The referee will verify the accuracy of the game report by signing it at the end of the game.

13. DISCIPLINE

- **Protest:** NO PROTESTS WILL BE ACCEPTED.
- **Yellow Card:** If a player/coach receives 3 cautions during the qualification round, they will be suspended for one match.

- **Red Card:** Players and/or coaches sent off by the referee during a match are automatically suspended for the following match and may be banned from the tournament by the Committee.
- Players and/or coaches may be banned from the tournament by the Committee in the case of serious misconduct.

14. TOURNAMENT CANCELLATION

AS Brossard, the organizing committee, the tournament discipline committee, and ARS Rive-Sud shall not be responsible for any expenses incurred by a team or an individual if the tournament is cancelled in whole or in part.

If the tournament is cancelled in its entirety, the tournament will refund the registration fees paid by each team. Teams that voluntarily withdraw from the tournament after July 1st, 2026 will not be eligible for a refund.

Unless otherwise specified in these rules, all FIFA laws shall apply.

15. TEAM REGISTRATION PROCEDURE

The following documents must be submitted through the GotSport platform **BEFORE July 1st 2026**:

- Travel permit for teams outside ARS Rive-Sud
- Player roster and team staff list with photos
- Trial permit form, if needed

After July 1st 2026, the player roster **cannot** be modified.

To ensure a smooth start to the tournament, we ask team managers to please print the following documents:

- Match Cards (available in GotSport once scheduling is completed)

All teams must report to the field supervisor 30 minutes before the start of their first game for on-field verification.

The player roster will be checked by the field supervisor during this first game check-in.

A supervisor may also verify the player roster at any point during the tournament.