



# TOURNAMENT RULES

## 40<sup>th</sup> SUMMER EDITION OF THE CHALLENGE BROSSARD

### August 1, 2 and 3 2025

The tournament is conducted in accordance with the FIFA laws of the game and in accordance with the rules published by Soccer Québec and the 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 relating to the interpretation of these rules and procedures (other than matters that fall exclusively within the jurisdiction of the tournament disciplinary committee) or for any matter not specifically addressed by these rules and procedures, the tournament organizing committee considers the regulations to 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 NUMBERS**

|   | <b>7v7</b>              | <b>9v9</b>               | <b>11v11</b>   |
|---|-------------------------|--------------------------|--|
| Categories<br><i>Division 1 and 2 - T1 and T2</i> | U9 (2016)<br>U10 (2015) | U11 (2014)<br>U12 (2013) | U13 (2012)<br>U14 (2011)<br>U15 (2010)<br>U16 (2009)<br>U17 (2008)<br>U18 (2007) |
| Player format                                     | 6 + 1                   | 8 + 1                    | 10 + 1   |
| Player roster maximum                             | 15                      | 18                       | 18   |
| Minimum player to play                            | 5                       | 6                        | 7  |
| 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 25 minutes   |

\* It is possible to have more players on the player list that is provided when registering.

\*\* 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 photo, etc.). Under no circumstances will players older than the age group level 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. **A player may play in a higher level (be "upgraded") but within the same division level. For example, a player in U11MD1 can play in U12MD1, but cannot play in U12MD2.**

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

All games shall consist of two (2) halves of 25 minutes with a five (5) minute half time. In each category, the duration of each game shall be as shown in the above table. **Please note that there will be 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 various main venues for the players. There may be a charge for taping or other expenses. However, the organizing committee and the host club will not be held responsible for any injuries sustained by any participant in the tournament on or off the field. All teams must hold and provide proof of personal injury liability insurance while participating in the event.

### **4. GUEST PLAYERS**

All participating teams MUST be currently 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 5 players from another club who play in the same or lower competition category. Any player must respect the maximum age of the category in which his team is registered. If the invited players are not on the official list of players of the team presented during the tournament registration, the following documents are therefore required for these 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.

### **5. DIVISIONS**

The tournament will consist of two divisions of play. Not all age categories will include both of these divisions.

- LDIR (Ontario: Regional, T1 or equivalent)
- LDR (Ontario: Competitive "T2" or equivalent)

Recreational level teams authorized to play competitively may also participate.

The organizing committee reserves the right to accept or to refuse the entry application of any team to participate in the tournament. Depending upon the number of entries that are received for any 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 offer a fair and competitive event. In all such cases teams will be contacted prior to effecting the change.

## 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 other in a final (position 1 vs position 2), so no semi-finals.
- Categories with 2 groups: The first teams of each group face each other in a semi-final (Group A - Position 1 vs Group B - Position 1).
- Categories with 3 groups: The team with the most points from each group and THE BEST 2<sup>nd</sup> PLACE FROM ALL THREE (3) GROUPS in terms of points, advance to the semi-finals.

|   | Groupe A          | Groupe B          | Groupe C           | Équipes qualifiées |
|---|-------------------|-------------------|--------------------|--------------------|
| 1 | Équipe 1A         | Équipe 1B         | Équipe 1C          | Équipe 1A          |
| 2 | Équipe 2A (5 pts) | Équipe 2B (8 pts) | Équipe 2C (12 pts) | Équipe 1B          |
| 3 | Équipe 3          | Équipe 3          | Équipe 3           | Équipe 1C          |
| 4 | Équipe 4          | Équipe 4          | Équipe 4           | Équipe 2C          |

If a semi-final match ends in a draw, there is a shootout immediately after the match. Three shots per side until there's a winner.

In the case of a final, 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 – Three shots per side until there's a winner.

## **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 Brossard Soccer Association within thirty (30) days. In the event that the fine is not paid, the Rive-Side 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 Equipement**

- Ball size:
  - U9-U13: Size 4
  - U14-U18: 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
  - Player: Each team must have two sets of jerseys in different colors. In the event of a jersey color conflict, the visiting team listed on the schedule will be required to change, or wear pinnies. Teams must provide their own 2nd jersey or pinnies.

- Goalkeeper: The goalkeeper's jersey must be distinct from those of his team, the opposing team and the referee.
- Glasses
  - Only sports glasses are accepted and only if they do not represent any danger either for the player wearing them or for other players (plastic sports glasses or protective glasses (construction or squash style). Wearing ordinary glasses is prohibited during games. Glasses made of materials such as metal or glass are not accepted.

## **8.2 Throw-ins, Free Kicks, Goal Kicks, and Corner Kicks**

FIFA's Law 13 on Free Kicks applies to all matches except for the following modifications for 7-a-side soccer:

### 7-a-side Soccer

- a) All free kicks are direct.
- b) All free kicks that would be indirect in 11-a-side soccer and are against the defending team inside the penalty area, are taken from the nearest point outside the penalty area where the offense occurred, and this free kick is direct.
- c) When taking a free kick, the opposing team must stay at least 6 meters away.

For throw-ins, FIFA's Law 15 applies with the following changes for 7-a-side:

### 7-a-side Soccer

Throw-ins are taken using a ground pass with the feet or by dribbling the ball. If there is an infringement, a throw-in is awarded to the opposing team. Opponents must stay 2 meters away.

## **Goal Kicks**

### 7-a-side Soccer (U-9 and U-10 only):

The opposing team must position themselves at a distance representing one-third of half the field, or at most 5 meters in front of the halfway line. The opposing team may only move closer 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.

### 9-a-side Soccer (U-11 and U-12 only):

Goal kicks must be taken from the horizontal line marking the penalty area, commonly referred to as the 16-meter line. The ball can be placed anywhere along this line. The opposing team must stay at most 10 meters in front of the halfway line. They may only move closer once the goalkeeper has touched the ball to take the goal kick.

Sanction: If players move beyond the 10-meter mark before the goalkeeper touches the ball, the goal kick will be retaken. If this happens repeatedly, the referee will issue a warning to the offending team.

## **a. Goalkeeper Clearances**

### U-9 to U-12 only:

Goalkeepers who have the ball in their hands inside the penalty area are not allowed to punt or drop-kick the ball directly in the air. The ball must be put back into play by throwing it, a ground pass, or a ground clearance after placing the ball on the ground.

Sanction: If the goalkeeper punts the ball in the air, the referee will stop play and return the ball to the goalkeeper with a dropped ball inside their penalty area to resume play.

**For corner kicks in 7-a-side soccer**, the opposing team must stay 6 meters away, and the kick may also be taken by dribbling the ball.

## 8.3 Offside

- U9-U10: No offside
- U11-U18: 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, during his team's throw-ins. Note that if a team makes a substitution, the other team can 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 after the Referee and Medical Staff has 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 nose-bleed or an internal mouth injury, it will be sufficient for the Referee and Medical Staff to ascertain that the bleeding has stopped in order for the player to be allowed to reenter the game

## 8.6 Technical area and spectators

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

- Technical area: Teams (players, coaches, managers and trainer) will take place on the player's side of the field. There shall be no more than a maximum of four team officials permitted on the player side of the field (ex.: Coach, Assistant Coach, Trainer and Manager). A certified coach must be present at every game. Teams shall restrict their movement within a 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 the Brossard Soccer Association for all games. Their authority begins to be exercised as soon as he enters the playing field. Assistant referees will be designated only for U13-U18 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 are 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: 35 minutes) and 10 minutes = Total of 45 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 must be signed by the coach or team manager before submission. This becomes the match report. The match report will remain with the referee from the start of the match and will be returned to the Groundsman at the end of the match by the referee. The referee will record goals scored during regular time and any penalty shootouts and will record any cautions and sending offs on the match report. The referee will verify the accuracy of the match report by signing it at the end of the match.

## **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**

The Brossard Soccer Association, the organizing committee, the tournament disciplinary committee, and the ARS Rive-Sud will not be held responsible for any expenses incurred by a team or individual if the tournament is canceled in whole or in part.

If the tournament is fully canceled, registration fees paid by each team will be refunded. Teams that voluntarily withdraw from the tournament after July 1, 2025, will not be eligible for a refund.

Unless otherwise stated in these rules, all FIFA laws apply.

## 15. TEAM REGISTRATION PROCEDURE

The following documents must be submitted through the GotSport platform **BEFORE SUNDAY, JULY 13:**

- Travel permit for teams outside the ARS Rive-Sud
- Player/staff roster with photos
- Trial permit form, if needed

After Sunday, July 13, the player roster **cannot** be modified.

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

- “Member Pass” for players and staff from GotSport
- Player and staff roster with photos

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.