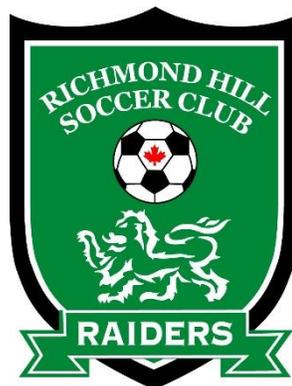


# **Richmond Hill Soccer Club**

## **House League Rules & Regulations (Outdoor)**

Document Version v3.8

June 15, 2018



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## Revision History

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January 22, 2009	2.0	Version passed by RHSC Board of Directors.	RHSC
February 7, 2013	3.0	Updates to U8 and U11 rules plus housekeeping.	B. Malloch
February 12, 2018	3.7	Update to 4.1, 4.2, 4.3, 5.1, 5.4, 7	E. Henderson, S. Penkarski, S. Markou, B. Malloch, B. Lennox, R. Gorewicz, D. Salvadori
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# 1 Introduction

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The purpose of this document is to provide all members with an understanding of how the House League operations of the Richmond Hill Soccer Club ("RHSC" or "the Club") are conducted. In particular, it describes registration procedures and the playing rules that are used for the various age groups organized by the Club.

Members can refer to the Club Library of documents for further information on Club operations:

1. RHSC Constitution
2. RHSC Policies and Procedures
3. House League Rules and Regulations
4. Competitive Team Policies and Procedures

A definition of terms used in any of our documents can be found in the Club Definitions document.



Club Definitions

Any member who has questions or concerns about the Club can submit an email to [info@richmondhillsoccer.com](mailto:info@richmondhillsoccer.com).

## 2 Registration

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1. All Players and Team Officials must be registered with RHSC on Ontario Soccer's computerized system. Players will be assigned to their respective teams in the League database by Club officials.
2. A Player must be registered twenty-four (24) hours prior to playing in any League, Cup or Playoff game.
3. Age groupings shall be taken from Ontario Soccer's relevant documentation.
4. A Team found guilty of using an ineligible player shall forfeit the game to their opponent, with a 3-0 score being recorded, and may be subject to further disciplinary action at the discretion of the Discipline Committee.
5. The League Committee shall rule on all disputes with regard to player registration, and the Committee's decision will be final.

### 2.1 Player Requests

When registering a player, a parent may request that their child be placed on a team with another child. Requests are subject to the following conditions:

1. Requests must be one-to-one player reciprocated requests i.e. each player must have requested that they be on the same team as the other.
2. Requests must be made when registering the player.
3. Requests will not be taken after the deadline specified on the RHSC registration form.
4. The reciprocal player request must also be made by the deadline on the registration form.
5. The Coach, one Assistant Coach and Sponsor may each have one matching request for their children.
6. Requests are accepted at the discretion of the RHSC. Submitting a request is not a guarantee that it will be provided.
7. Any appeals for exceptions to this policy must be made in writing to the League Committee.

## **2.2 Withdrawals & Refunds**

All requests to have a player withdraw from a program must be made in writing clearly stating the player's name, the age and team currently registered with (if known) and the reason for the withdrawal. All requests must be mailed or delivered to the Club. Withdrawal and refund requests will not be handled over the telephone.

Consideration for refund requests will be given according to the following guidelines:

<b>Situation</b>	<b>Details</b>	<b>Refund Information</b>
Refund request received up to and including the second week of the program.	Written notification is received up to and including the second week of the program.	Receive a refund less a \$75 administration fee.
Refund request received after the second week of program.	Written notification is received after the second week of the program.	No refund or credit will be issued.
Program is cancelled.	A player cannot be accommodated due to divisions being full, insufficient enrolment in a program, or other reasons as determined by the Club.	A full refund will be made.
Participant is removed from the program by the Club.	A player is removed from the program by the Club due to discipline, breach of Club Policies or other issues.	No refund or credit will be issued.
Participant can no longer attend due to medical reasons.	Written notification is received. A doctor's note must accompany the request for withdrawal for a refund to be considered.	A pro-rated refund for any games remaining as of the date the refund request is received, accompanied by a doctor's note.

Submission of a refund request does not guarantee a refund. Please allow four to six weeks for refund processing. Note that non-attendance does not constitute a notice of withdrawal.

## **2.3 Failed Payments**

All instances of failed payments when depositing cheques or processing deferred credit card transactions will be subject to an administrative fee of \$30.

### 3 General Playing Rules

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#### 3.1 Referees

1. All participants must respect the Referee or Game Leader ("**Game Officials**").
2. The Referee's decision is final.
3. Games will be officiated primarily by youth referees. Coaches must use discretion and show respect at all times when dealing with these young officials. The Club will not tolerate the abuse of any Game Official, of any age, for any reason.
4. The Club will do its best to assign referees to all U9 to adult games, pending referee availability.
5. Each Coach must sign the Game Sheet prior to the start of the game.
6. In the event that a Referee does not show up to officiate a game:
  - a. Each team must provide a referee for ½ the game unless the Coaches agree on an official for the entire game.
  - b. The appointed Referee(s) will have the same authority as any Club assigned Referee.
  - c. The Game Sheet must indicate that the Referee is a "no show" and the Coaches agree on the official(s) selected.
  - d. Once the game has begun, the game is considered an official league game. The game will not be rescheduled or replayed.

#### 3.2 Uniform

1. Players must wear the full uniform provided by the Club. This includes the proper shirt, shorts and socks.
2. Teams are not allowed to put individual Player names on the uniform.
3. Players must wear shin guards for the duration of all practices and games.
4. Shoes appropriate to the season and facility must be worn. E.g. outdoor cleats or indoor soccer shoes. Under no circumstances are metal studs to be worn.
5. No jewellery of any kind can be worn.
6. No headwear may be worn except for the following cases:
  - a. A soft cloth bucket cap may be worn by players in the U6 or younger divisions.
  - b. Goalkeepers may wear a soft-brim hat.
  - c. A headscarf can be worn on the field as long as it is not attached to the jersey and it does not pose any danger to the player wearing it or any other player on the field. It can only be worn by female players. The head scarf should match the colour of the uniform if possible.
  - d. Turbans / patkas / keski are permitted; however, the head covering must be safe and not pose a danger to the wearer or other participants. Please refer to the following images of appropriate head coverings. Please note that these images are examples only and are not a comprehensive listing of all acceptable head coverings:

**Figure 1: Acceptable Head Coverings**



7. Players are allowed to wear a soft cast made of soft lightweight padded materials as long as it does not present a danger to the individual or any other player. The referee will make the final decision as to the acceptability of any cast.
8. Ontario Soccer has stipulated that players can wear an insulin pump on the field as long as the player has a medical note stating the necessity for it and it does not present a danger to the individual or any other player.

### **3.3 Identification**

Players in U18 or Senior Divisions must bring photo ID to their games. If a player can not produce a photo ID at the request of the opposing coach and takes part in the game, the referee will report that to the Club. This could result in a game forfeit and possibly further disciplinary action.

Any official document or card with a name and picture on it is acceptable.

### **3.4 Ball Size**

1. U6 to U8: Shall play with a size 3 ball.
2. U9 to U12: Shall play with a size 4 ball.
3. U13 to adult: Shall play with a size 5 ball.

### **3.5 Location of Players, Team Officials & Spectators**

The following applies to age groups U6 – U7:

1. For ages U6 to U7, one coach from each team is allowed on the field, out of the way of the ball and out of the penalty area.
2. Parents or spectators must not be behind either goal and must be on the opposite side of the field from the players bench.

The following applies to age group U8:

1. For the U8 age groups, one coach from each team or Game Leader is allowed on the field, out of the way of the ball and out of the penalty area for the first 3 games of the season.
2. Parents or spectators must not be behind either goal area.

The following applies to age groups U9 and older:

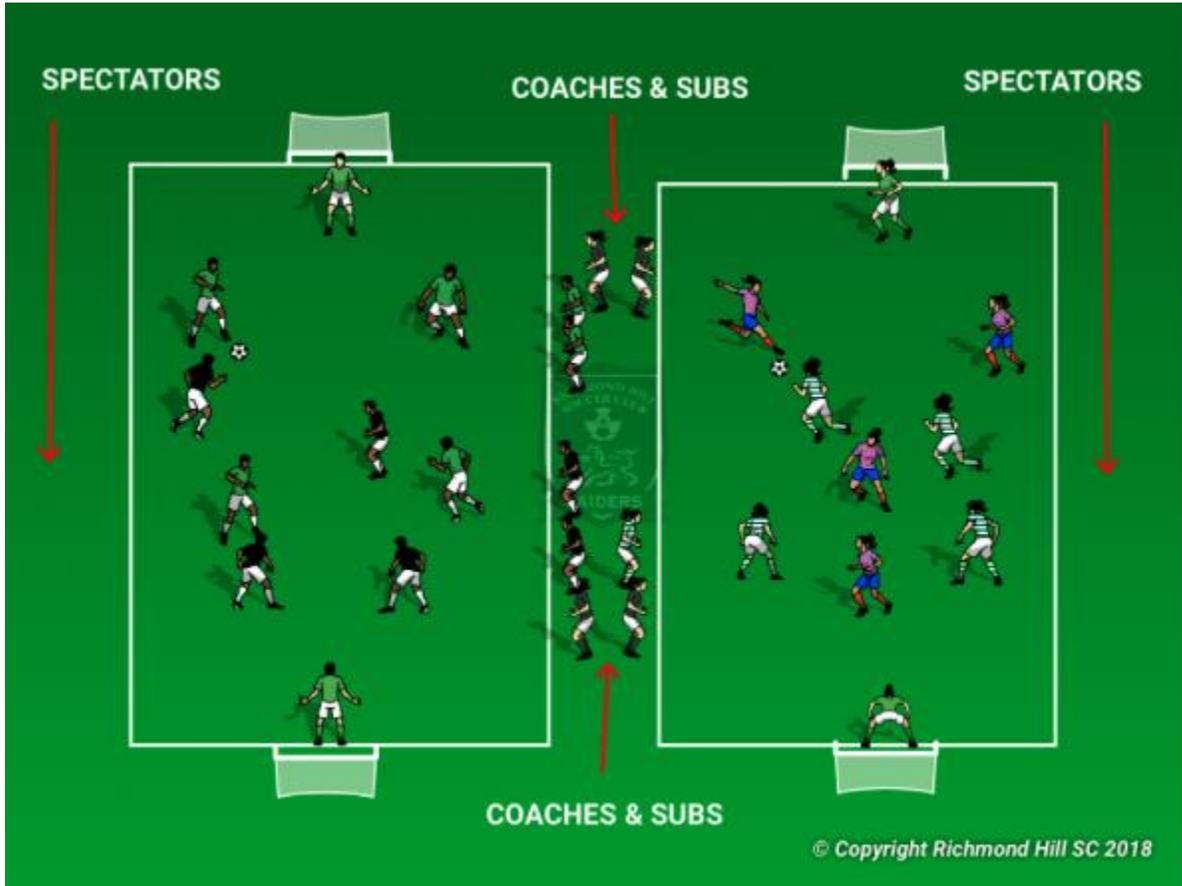
1. The only Players and Team Officials allowed on the team bench are those who are registered with that Team and listed on the game sheet. In addition, they must be on the official roster on record at the Club.
2. Coaches and Players must be at the designated technical area (bench) on one side of the field.
  - a. In the event that a field does not have a bench, Coaches and Players should be on the opposite side of the field from spectators.
  - b. Team Officials are not to cross the centre line and interfere with the opposing team.
3. Parents and spectators are to remain on the opposite side of the field from the technical area of Coaches and Players. Nobody can be behind either goal area.

**In all age groups, Parents should not leave children unattended at games. Coaches must notify all parents of this.**

The following diagrams show the location of Team Officials and Parents for the two main field configurations:

- Figure 2: Field Layout (Two Mini Fields); and
- Figure 3: Field Layout (Single Junior or Senior Field)

Figure 2: Field Layout (Two Mini Fields)



**Figure 3: Field Layout (Single Junior or Senior Field)**



### **3.6 Fair Playing Time**

Coaches must make every effort to ensure each player receives a fair amount of play in every game. Exceptions to this rule include situations where a player becomes injured or ill during a game or is removed for discipline.

### **3.7 Grace Period**

For age groups U13 and older:

1. A grace period of fifteen minutes will be allowed if a team has less than seven players for 11-a-side play at the appointed kick-off time.
2. The defaulting team shall forfeit the game and the points will be awarded to the opposing team. The score shall be recorded as a 3- 0 score in favour of the opposing team.
3. If both teams have less than the minimum required players
  - a. No points will be awarded to either team.
  - b. The game will not be rescheduled.
4. If either team has less than the minimum required players, teams are encouraged to play an exhibition game with those players who are present at game time.

### **3.8 Standings**

1. Standings will be kept for ages U13 to Adult in the Outdoor season only. U6 to U12 do not keep standings so the focus of the games can be on development and fun.
2. Determination of Group Winners:
  - a. Each team will be awarded three points for a win, one point for a tie and no points for a loss.
  - b. At the end of the regular season the division winner shall be the team with the most points.
  - c. If the teams are tied on points, the following shall be used to determine the winner (in descending order only):
    - i. Team with most points from head to head play.
    - ii. Team with the best goal differential. The goal differential will be capped at 5 goals per game.
    - iii. In the event that teams are still tied, FIFA kicks from the penalty mark will be used to determine a winner at a time and location to be determined by the League Committee.
    - iv. In the event that a shootout cannot be arranged, positions will be decided by a coin toss or draw.

### **3.9 Playoff Tiebreaker**

1. During all playoff rounds, in the event that teams are tied after regulation time, FIFA kicks from the penalty mark will be used to determine a winner.
2. If FIFA kicks cannot be completed due to weather or facility issues, they will be rescheduled by the Club.

### **3.10 Game Reporting**

1. It is the responsibility of the Referee to report on game results.
2. U6 to U8 Team Officials need only report if their game has been cancelled.
3. U9 to Adult Team Officials should report if their game has been cancelled, stopped early due to inclement weather, or if a referee was not present at their game.
4. Games where referees do not show should still be played and will be counted. The Home Coach must advise the Club within one week of a referee no-show and of the game results.

### **3.11 Game Cancellations**

1. All games will be played as scheduled unless:
  - a. The fields or indoor facilities have been closed by the Town of Richmond Hill.
  - b. The Game Official calls the game due to weather, discipline or unforeseen circumstances.
2. If games are cancelled and when possible, the Club will send an email to affected coaches or post a message on the Club's website by 4:30 pm. If no posting is on the website, all players are asked to attend the game.
3. Games cancelled when more than half the game has been played are considered final and will not be rescheduled.

4. Games cancelled due to field closures or inclement weather will be rescheduled at the discretion of the Club.
5. Games cancelled at the field by the Game Official must be reported to the Club by the Home Team Head Coach to be considered for rescheduling.
6. Rescheduled games may result in games be played on weekends where facilities allow.

### **3.12 Weather Conditions**

1. Thunder: In the event of inclement weather and thunderstorms, the following policy applies.

**If you can hear thunder, you can get hit by lightning. As soon as you hear thunder, quickly get to a safe location. All participants and spectators must vacate the field and seek shelter. Games are not to be restarted under any circumstances.**

Game scores and possible rescheduling will be determined based on sections 3.10 Game Reporting and 3.11 Game Cancellations.

2. Heat: Players must be given ample water extra breaks when playing in temperatures exceeding 30 degrees Celsius.

## 4 Outdoor Playing Rules

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The following section applies specifically to the Club Outdoor Soccer program. All other General Playing Rules also apply.

### 4.1 Number of Players

Age Group	Number of Players
U6 – U7	<ul style="list-style-type: none"> <li>• Maximum of 4 players per team on the field (no goalkeeper).</li> <li>• No Minimum: Coaches must work together to share players across the 2 teams, so an enjoyable game can be had for all players.</li> </ul>
U8	<ul style="list-style-type: none"> <li>• Maximum of 5 players per team on the field (one goalkeeper and 4 players).</li> <li>• No Minimum: Coaches must work together to share players across the 2 teams, so an enjoyable game can be had for all players.</li> </ul>
U9 – U10	<ul style="list-style-type: none"> <li>• Maximum of 7 players per team on the field (one goalkeeper and 6 players).</li> <li>• Minimum of 5 players per team.</li> <li>• Coaches must work together to share players across the 2 teams, so an enjoyable game can be had for all players</li> </ul>
U11 – U12	<ul style="list-style-type: none"> <li>• Maximum of 9 players per team on the field (one goalkeeper and 8 players).</li> <li>• Minimum of 6 players per team.</li> <li>• Coaches must work together to share players across the 2 teams, so an enjoyable game can be had for all players</li> </ul>
U13 - Adult	<ul style="list-style-type: none"> <li>• Maximum of 11 players per team on the field (one goalkeeper and 10 players).</li> <li>• Minimum of 7 players per team.</li> </ul>

### 4.2 “4 Up 1 Up”

For games U6 to U12, if a team goes ahead by 4 goals the opposing team can add 1 player to the team on the field. If the score is reduced to a 3-goal difference, the teams will play equal number again with the team with the additional player removing one of the players. If the game was to go to an 8 goal difference, the losing team can add another player so they would now have 2 more players than their opponent. A team cannot add more than 2 players.

### 4.3 Game Duration

The duration of outdoor games is as follows:

1. U6: 2 X 15 minute halves.
2. U7 & U8: 2 X 20 minute halves.
3. U9 & U10: 2 X 25 minute halves.
4. U11 & U12: 2 X 30 minute halves.
5. U13: 2 X 35 minute halves.
6. U14 & U15: 2 X 40 minute halves.
7. U16 to Adult: 2 X 45 minute halves.

**Where ages are combined, the duration for the oldest age will apply.**

#### **4.4 Age-Specific Outdoor Rules**

The following rules apply to specific age groups:

1. Micro (U6 – U7):
  - a. Referees are not required. Game Leaders and Coaches must work together to ensure basic rules are followed.
  - b. There are no off-sides.
  - c. A player may dribble or pass the ball to re-start the game when the ball is out-of-bounds. There are no throw-ins.
  
2. Micro (U8):
  - a. Referees are not required. Coaches must work together to ensure basic rules are followed.
  - b. There are no off-sides.
  - c. A player may dribble or pass the ball to re-start the game when the ball is out-of-bounds. There are no throw-ins.
  - d. Retreat Line development tool is enforced. Refer to section 4.6 for additional details.
  
3. Mini (U9 – U10):
  - a. There are no off-sides.
  - b. Penalty kicks are taken 6 yards from the goal line; all players behind the ball outside the penalty area.
  - c. A player may dribble or pass the ball to re-start the game when the ball is out-of-bounds.
  - d. Retreat Line development tool is enforced. Refer to section 4.6 for additional details.
  
4. Youth (U11 – U12):
  - a. Standard FIFA rules are to be followed, with the sole exception being the number of players on the field (9v9).
  - b. Retreat Line development tool is enforced. Refer to section 4.6 for additional details.
  
5. Youth and Adult (U13 and up):
  - a. Unless stated otherwise in this document, standard FIFA rules are to be followed.

## 4.5 Field Layouts and Goal Sizes

The following field layouts will apply:

Age	Field Dimensions		Goal Size
	Length	Width	
U4 – U6	25m to 30m	18m to 22m	6-foot pop up net
U7	30m to 36m	25m to 30m	4x8 foot Bownet
U8	30m to 36m	25m to 30m	4x8 foot Bownet
U9 - U10	40m to 55m	30m to 36m	6x16 foot
U11 – U12	60m to 75m	42m to 55m	6x18 foot
U13 – Senior	90m to 120m	45m to 90m	8x24 foot

## 4.6 Retreat Line Development Tool (U12 and younger age groups)

The retreat line development tool comes into play when the goalkeeper has the ball in his/her hands following a save or the ball has gone out of play for a goal kick. Opponents must retreat behind the retreat line, (which is equal to ½ field in 5v5 and 1/3 of the field of play in 7v7 and 9v9) until the ball is in play.

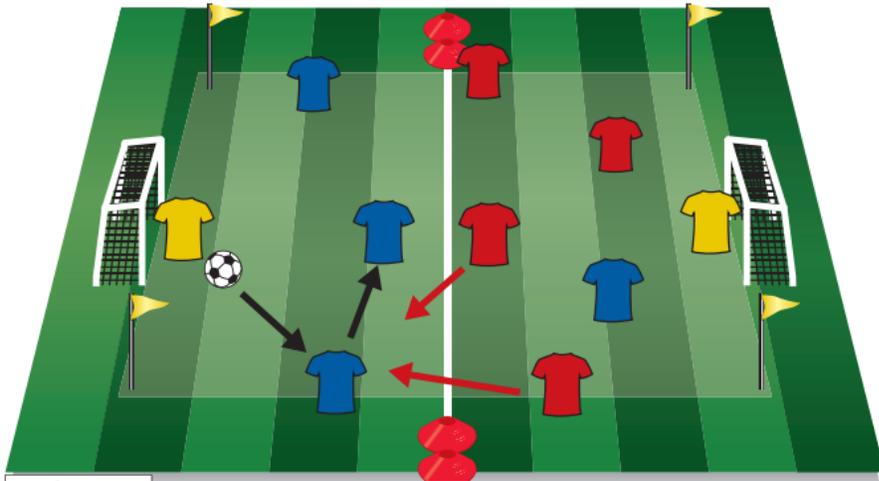
The ball is in play once it is touched by another attacking player, crosses the retreat line or leaves the field of play, whichever occurs first.

The goalkeeper in possession does not have to wait for the opposition to retreat and has the option to restart the game anytime; however, if the goalkeeper decides to restart the game before the defending team has time to retreat, the retreat line rule will become void for that play of the game (in the event of any mishaps from the goalkeeper).

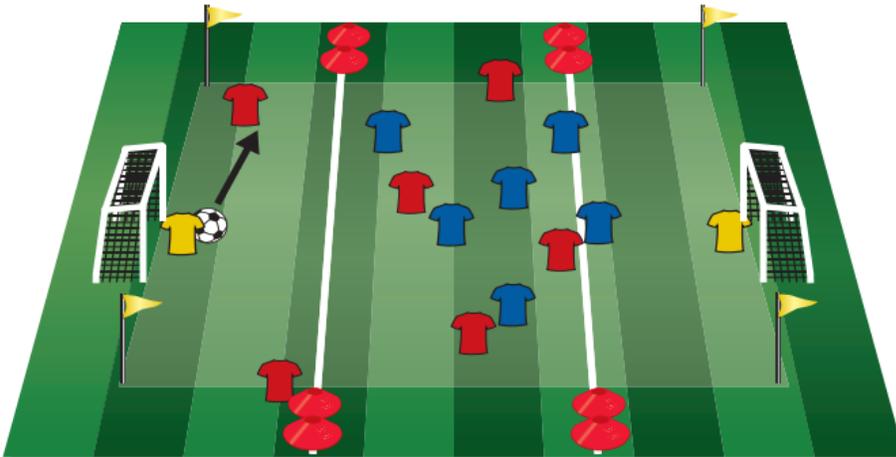
The following diagrams show where the retreat line is positioned for the various game formats:

Figure 4: Retreat Line Field Layouts

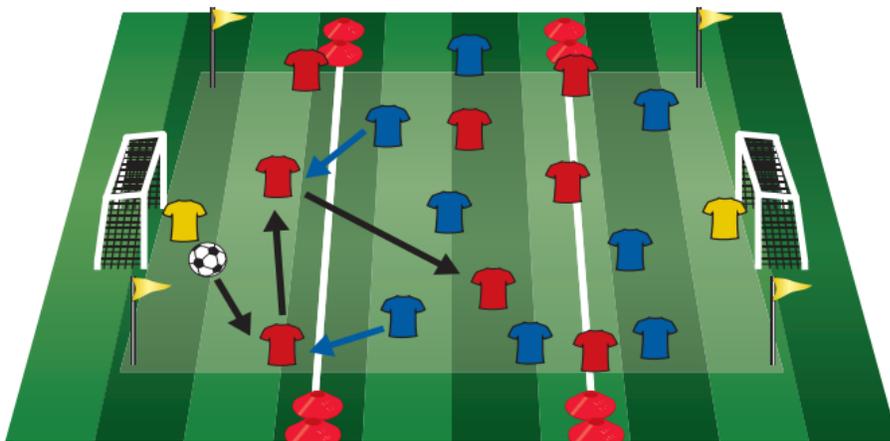
The diagram shows the location of the retreat line on the  $\frac{1}{2}$  way line of a **5v5** game. You will see that the red team players have all retreated behind the retreat line as the GK has the ball.



The diagram shows the location of the retreat line on the  $\frac{1}{3}$  rds of the field of a **7v7** game. You will see that the blue team players have all retreated behind the retreat line as the GK has the ball.



The diagram shows the location of the retreat line on the 1/3rds of the field of a **9v9** game. You will see that the blue team players have all retreated behind the retreat line as the GK has the ball.



#### 4.7 Substitutions

1. U6 to U7: Substitutions are allowed at all times, with no limit.
2. U8 to Adult:
  - a. Substitutions are allowed during the following stoppages in play upon notification of the referee.
    - i. Goal Kicks.

- ii. After a Goal has been scored.
    - iii. Half Time
    - iv. On the team's own throw in. Piggy back substitution will be allowed on the opposing team's throw in.
  - b. There is no limit to the number of substitutions a team may make.
  - c. No substitution will be allowed at Free Kicks or Corner Kicks.
  - d. An injured player may be substituted. Other players cannot be substituted at the same time.
  - e. Referees must be made aware of substitutions otherwise a caution (yellow card) may be issued to the offending players.
3. All substitutions will be at the referee's discretion.

#### **4.8 Player Shortages**

1. U6 to U12:

When teams in the U4 to U12 age groups do not have enough players to field a team, coaches must work together to share players across the 2 teams, so an enjoyable game can be had for all players.

2. U13 and Up:

When teams in the U13 and older age groups do not have enough players, coaches have the option of calling players up from divisions one (1) year younger.

- Coaches must contact the Club two business days prior to the affected game.
- The Club will email the parents of the team that is:
  - 1 year younger than the requesting team.
  - The same colour as the requesting team.
- There can be no more than 3 call-ups used by a team in a game.
- Call-ups must be listed on the game sheet and marked as a call-up.
- The parent of the call-up must have proof of permission from the Club to show to the referee that they can be used as a call-up. (Permission will be sent by email. Hardcopy or electronic proof is acceptable).
- A player can be called up to a maximum of 3 times in a season.
- Call-ups cannot be used for Playoff Games.
- Call-ups can only be requested if a team will only be able to field 13 or less players at a game.

## **5 Code of Conduct**

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1. All participants agree to abide by the Code of Conduct contained in the RHSC Policies and Procedures v1.1, April 24, 2014.

## 6 Discipline

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1. A Discipline Committee shall be in place to adjudicate league misconduct and infractions. The committee shall consist of at least a chairperson and 2 more committee members.
2. In all cases of alleged physical assault on a Game Official, by a Player, Club or Team Official, he/she shall be suspended immediately until the case has been dealt with by the Discipline Committee.
3. A Player who receives a red card must leave the field immediately. All Players receiving a red card will automatically receive a one game suspension and may receive further disciplinary action in line with their offence. The player can appeal the red card within 48 hours of the game.
4. Any Coach, Manager, Team or Club Official ejected from a game must attend a hearing by the Discipline Committee. Notification of hearings is made by email or telephone.
5. Any Player, Club or Team Official reported for violent conduct during a match who is found guilty of such conduct, may be suspended for the remainder of the season.
6. Every Team is responsible to the League for the actions of its Players, Team Officials and Spectators and is required to take all precautions necessary to prevent spectators from abusing, threatening, or assaulting Game Officials, Club Officials, Players, and Facility Staff.
7. Anyone found guilty and subsequently penalized by the Discipline Committee, has the right to appeal the decision to the appropriate committee of the York Region Soccer Association in accordance with their Policies and Procedures on Appeals.
8. Any Player, Coach or individual under suspension as a result of disciplinary action, shall not be allowed to participate in any soccer games or practices until the suspension has been served.