# Provincial BMR G. Doyon Cup Tournament Regulations – HSF

## 1. Administrative Regulations

These regulations apply solely to the soccer tournament organized by the Dribbleurs du HSF soccer club, which will take place on July 10, 11, and 12. Any matters not addressed in these regulations will be settled by the Tournament Committee.

### 1.1 Interpretation

Masculine terms include both the feminine and masculine genders.

### 1.2 Compatibility with Regional, Provincial, National, and International Regulations

The FIFA Laws of the Game, as well as the regulations of Soccer Québec and the ARSE (Soccer Estrie), as applicable, apply in full, unless otherwise specified in these regulations.

### 1.3 Responsibility of the Tournament Committee

The Tournament Committee is responsible for the overall organization and conduct of the Tournament. All decisions of the Tournament Committee regarding the interpretation and application of these regulations shall be final and without appeal, and shall in all cases be made in the interest of the young participants and with respect for their integrity and development.

### 1.4 Disclaimer of Liability

The Tournament Committee and the Dribbleurs du HSF soccer club are not responsible for accidents, theft, or losses that may occur during the Tournament involving players, team staff, or spectators. They are also not responsible for any direct or indirect damages resulting from an accident, medical care, or ambulance transport of the injured. Note, however, that certain medical costs are covered by Soccer Québec's insurance for all its members. It is each member's responsibility to inquire about the terms with their home club.

## 2. Player and Team Registration

### 2.1 Registration

The team representative must report to the team registration table between 30 and 60 minutes before the first match and present the affiliation cards of all players, or the electronic list, as well as the list of all players and staff members accompanying the team.

### 2.2 Player List Prior to the Event

All teams must provide an official list of the players who will take part in the Tournament. Clubs are responsible for providing the Tournament organizer with a player list representative of the level at which the team registered. It is the responsibility of each club, through a technical representative, to ensure that the player list provided is representative of the correct competitive division. No changes may be made to this list after the first match.

### 2.3 Travel Permit

A travel permit issued by the team's regional association or federation must be provided by any team from outside the territory covered by the ARSE (Soccer Estrie). This permit will be verified during team registration. No team will be authorized to play without this official document from the federation, signed by their regional association.

# 3. Affiliation

## 3.1 Team Affiliation

Teams must be in good standing with their federation, regional association, and club, and must be duly registered with them.

## 3.2 Affiliation of Players and Team Staff Members

All players and team staff members must be affiliated with Soccer Québec or their federation and must hold a valid affiliation card for the current year. The electronic version of the affiliation card is accepted.

# 4. Categories and Divisions

## 4.1 Categories

The event is open to the following categories and divisions: Category / Division — U14F Local, U14M Local, U16F Local, U16M Local. Each team in this division will play a minimum of three (3) matches, with the possibility of advancing to the semifinal and final rounds, as applicable.

## 4.2 Number of Players and Team Composition

A maximum of twenty-two (22) players and three (3) staff members per team may take part in the tournament. At all times during a match, a team must be able to field the minimum required number of players (7) on the field, including the goalkeeper. As soon as a team is unable to field this minimum number of players due to injuries, expulsions, or any other reason, it loses the match by forfeit. A player who joins their team after the start of the match is permitted to play provided their name appears on the match sheet.

# 5. Equipment

## 5.1 Jersey Number

All players on a team listed on the match sheet must be identified by a different, visible number affixed to the back of their match jersey. This number must match the one indicated on the match sheet.

## 5.2 Player and Goalkeeper Attire

Required player equipment includes a jersey, shorts, and socks. The uniform (jersey, shorts, and socks) must be the same for every player on a given team. The goalkeeper must wear a jersey of a color that distinguishes them from the other players and the referee. They may wear pants and a cap subject to the referee's approval.

## 5.3 Shin Guards and Cleats

Shin guards are mandatory for all players and must be worn under the socks. Cleated footwear is also mandatory for every player.

## 5.4 Identical Colors

If the referee determines that the two (2) teams playing a match are wearing similar uniforms that create confusion, the visiting team must change jerseys or wear the pinnies provided by the Tournament. The goalkeeper must at all times wear a jersey that distinguishes them from the players of both competing teams, even in the event of a uniform change.

### 5.5 Dangerous Equipment Worn by a Player

A player must not wear any equipment that could be dangerous to their own safety or that of other players. This includes any type of jewelry, whether covered or not. In accordance with regulations in effect within the territory served by Soccer Estrie, the wearing of conventional eyeglasses is permitted. The Tournament Committee nonetheless recommends glasses free of glass and metal, in favor of sports glasses or glasses that adequately cover the player's lenses.

## 6. Conduct of Matches

### 6.1 Match Duration and Determination of Winners

The duration of each match, for all Tournament categories, is two (2) periods of twenty-five (25) minutes each, with a halftime break. Preliminary round matches may end in a tied score. Elimination matches must produce a winning team. In the event of a tied score in a semifinal match, the winning team will be determined by penalty kicks from the penalty mark, in accordance with FIFA rules.

### 6.2 Arrival on the Field

Teams must report to the designated field, be in uniform, and be ready to play twenty-five (25) minutes before the start of each match. No delay will be tolerated for the start of a match. A ten (10) minute grace period may be granted if a team cites a valid reason beyond its control for its delay. Absent a valid reason and authorization from the Tournament Committee to start the match late, the team at fault will lose the match by forfeit.

### 6.3 Stoppage of a Match Before Completion

If, during a match, the score reflects a difference of seven (7) goals, the referee immediately ends the match.

### 6.4 Substitutions

Any player substitution must first be authorized by the referee before being carried out. All substitutions must be made at the center of the field and only after the player being replaced has left the field. Substitutions are unlimited and permitted at the following stoppages: a. after a goal; b. on a goal kick; c. during an offensive throw-in; d. at the resumption of play at the start of each period; e. when a player is injured. When a substitution is made by one team following a situation listed in points c) or e), the opposing team may also make a substitution.

## 7. Standings

### 7.1 Awarding of Standings Points

Standings points will be awarded as follows: a win: 3 points; a draw: 1 point; a loss: 0 points; a loss by forfeit: -1 point. A score of 3–0 is recorded for a match declared a forfeit; this score is increased, however, if the winning team scored more than 3 goals in the match.

### 7.2 Conduct Points

A team has two (2) points deducted from the standings, in addition to any other sanction, for each red card received. A team that accumulates five (5) yellow cards has one (1) point deducted from the standings, in addition to any other sanction. One (1) additional point is deducted for each additional increment of two (2) yellow cards accumulated by the same team. An exclusion resulting from an accumulation of two (2) yellow cards counts as one (1) red card for the purpose of conduct point deductions.

### 7.3 Tiebreaking Procedure

If two (2) or more teams are tied in the standings at the end of the preliminary rounds, they will be ranked in the following order: a) the greatest number of standings points; b) the greatest number of wins; c) the greatest goal

difference (goals for minus goals against); d) the team with the most goals scored; e) the team with the fewest goals allowed; f) the team with the fewest red cards; g) the team with the fewest yellow cards; h) if the tie persists, the winning team will be determined by a penalty-kick shootout in accordance with FIFA rules.

# 8. Weather Interruptions

## 8.1 Weather

In the event of a storm, a waterlogged field, excessive heat, or darkness, the Tournament Committee reserves the right, before a match, to cancel, postpone, or relocate it. If a match is interrupted due to inclement weather or for any other reason that may compromise player safety, the Tournament Committee will make the final decision regarding the validity of the match. The Tournament Committee may decide not to reschedule matches that were cancelled due to circumstances beyond its control.

## 8.2 Stormy Weather

A referee or the Tournament Committee must immediately stop a match as soon as thunder is heard or lightning is seen. Players will then be asked to take shelter. The Tournament Committee will then make the final decision regarding resumption of the match or, as applicable, its validity, within a maximum of ten (10) minutes following the interruption.

## 8.3 Interruption of a Match

Should a match be interrupted, its validity will be determined as follows. Preliminary round: if more than fifty percent (50%) of the match has been played at the time of interruption, the score stands as recorded; if less than fifty percent (50%) of the match has been played, the match will be declared void and a 0–0 score will be recorded. Elimination round: if more than seventy-five percent (75%) of the match has been played at the time of interruption, the score stands as recorded, and in the event of a tie, the winning team will be determined by a penalty-kick shootout under FIFA rules once the cause of the interruption is resolved; if less than seventy-five percent (75%) of the match has been played, regardless of the recorded score, the winning team will be determined by a penalty-kick shootout under FIFA rules once the cause of the interruption is resolved; if, at the time of interruption, the score reflects a differential of four (4) goals or more, the score stands as recorded regardless of the match time elapsed. In all cases, the Tournament Committee will make the final decision regarding the validity of the match.

# 9. Officiating — Referees

## 9.1 Authority

The Tournament Committee will assign referees for each match. The referee assigned to a match has full and complete authority over its conduct. This authority begins the moment the referee enters the field of play and ends when the referee leaves it.

## 9.2 Affiliation

All referees must be affiliated with their federation or regional association and must hold a valid affiliation card for the current season.

## 9.3 Referees and Assistant Referees

For each 9-a-side soccer match, officiating will be provided by one referee and two assistant referees.

## 9.4 Protection and Safety of Referees

It is the responsibility of every team to ensure the protection of the referees and assistant referees present at a match. A referee who feels that their safety or that of the participants is threatened may end a match. They may also suspend a match until the departure of the individuals at fault or until police intervention. The Tournament

Committee may, in addition, impose a sanction against a team found at fault, and may determine the outcome of a disrupted match based on the referee's report. No misconduct, violence, or intimidation toward referees or assistant referees will be tolerated.

### 9.5 Referee Responsibilities

Before the start of a match, the referee receives the match sheet and verifies the general information. The referee then checks the affiliation cards and notes which players have been verified. It is not the referee's responsibility to add or remove a name by hand on the match sheet. In the event of an incident during a match, the referee must write a detailed report and provide a copy to the Tournament Committee. At the end of each match, the referee, or any other person designated by the Tournament Committee, must submit the match result and match sheets to a Tournament Committee member designated for this purpose. The referee is not required to know the regulations that teams must follow.

## 10. Discipline

### 10.1 Conduct of Players, Coaches, and Spectators

At all times, before, during, and after a match, players, coaches, and managers must display good sportsmanship. Any form of misconduct may be sanctioned by a referee or the Tournament Committee, including through expulsion or otherwise.

### 10.2 Conduct of Spectators and Team Members

A referee who feels that their safety or that of the players is threatened may end a match. They may suspend a match until the departure of the individuals at fault or until intervention by the Tournament Committee or the police.

### 10.3 Conduct of Team Members

Teams are responsible for ensuring the good conduct of their members and supporters before, during, and after each match.

### 10.4 Unsportsmanlike Conduct

A team may not, under any circumstances or for any reason, withdraw from the field of play or obstruct the proper conduct of a match, under penalty of sanction.

### 10.5 Hostile Remarks

Any person who makes hostile, racist, or defamatory remarks, or who is insubordinate toward a player, coach, referee, or Tournament Committee member, may be sanctioned by a referee or the Tournament Committee, including through expulsion or otherwise.

### 10.6 Responsibility of Clubs

Clubs are responsible for any damage or vandalism caused by their members to the material or facilities provided for the Tournament. Clubs are responsible for providing the organizer with a player list representative of the level at which the team registered. It is the responsibility of the club, through a club technical representative, to ensure that the player list provided is representative of the correct competitive division. If a club registers, whether voluntarily or involuntarily, a team with a fraudulent player list, it may be summoned by the Tournament Committee. In such a case, the club may be denied access to other events in the region or may have its teams refused the following year.

### 10.7 Member Not Listed on the Match Sheet or Ineligible

A team that allows an ineligible player or team staff member, or one whose name does not appear on the match sheet, to participate will automatically forfeit the match or matches in which the ineligible player or staff member

took part. Disciplinary action may be taken against the player at fault or the staff member who allowed an ineligible player to play.

### 10.8 Sanctions Against Offenders

Severe sanctions will be imposed on players and team staff members whose conduct is the cause of incidents or disturbances before, during, or after a match. Their case may be referred to the disciplinary committee of the ARSE or Soccer Québec.

## 11. Offenses and Sanctions (Cards)

### 11.1 Yellow and Red Cards

Anyone who receives two (2) yellow cards in the same match automatically receives one (1) red card and is excluded from the match, in addition to being suspended for one (1) match. One (1) red card is then added to the team's card tally, while the two (2) yellow cards are not counted. However, if a member received a yellow card before receiving a red card, that yellow card is added to the tally. Anyone who receives a third (3rd) yellow card during the Tournament is automatically suspended for one (1) match. Anyone who receives a red card is automatically suspended for one (1) match. Any member expelled for a second (2nd) time will automatically be suspended for the remainder of the Tournament. These suspensions take effect without any notice being required. When a match is lost by default, or a team withdraws or is suspended, all cards issued remain in effect. Following a suspension, and depending on the severity of the offense, a member may be given an additional suspension, up to and including exclusion from the Tournament. The final decision regarding this additional suspension rests with the Tournament Committee. No suspension may be contested or appealed.

### 11.2 Expulsion

An expelled player must immediately leave the field enclosure until the end of the match and may not communicate in any way with teammates, referees, or players of the opposing team. Failure to comply with this requirement may result in the expelled player's team losing the match by forfeit. A team staff member expelled from a match must immediately leave the field enclosure until the end of the match and may not communicate in any way with their players, referees, or members of the opposing team. If the individual refuses to leave the field enclosure immediately, or engages in misconduct following their expulsion, their case will be submitted to the Tournament Committee and disciplinary action may be taken.

## 12. Protests

### 12.1 Eligibility

Eligible protests are those concerning compliance with these regulations, as well as the non-application or improper application by a referee of a rule or technical fault that significantly disadvantaged a team. A protest against the mere judgment of the referee or the Tournament Committee is not admissible.

### 12.2 Filing a Protest

A protest must be filed in writing within thirty (30) minutes of the end of the match, accompanied by a deposit of one hundred dollars ($100). This deposit is refundable only if the Tournament Committee, or any other committee formed for this specific purpose, renders a decision in favor of the team that filed the protest.

### 12.3 Number of Protests

Each complaint may be the subject of only one protest.

### 12.4 Decision

The Tournament Committee, or any other committee formed specifically for this purpose, will render a decision within sixty (60) minutes of the protest being filed. This decision is final and without appeal.

## 13. Trophies and Awards

### 13.1 Medals and Trophies

Gold medals will be awarded to the winners of the gold final. Silver medals will be awarded to the finalists of the gold final. Bronze medals will be awarded to the winners of the consolation final.