

Richmond Hill Soccer Club

House League Rules & Regulations

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Revision Control Notice

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Table of Contents

1	Introduction	1
2	Registration.....	2
2.1	Player Requests	2
2.2	Withdrawals & Refunds	3
2.3	Failed Payments.....	3
3	General Playing Rules.....	4
3.1	Referees	4
3.2	Uniform	4
3.3	Ball Size.....	4
3.4	Location of Players, Team Officials & Spectators	5
3.5	Fair Playing Time	5
3.6	Grace Period.....	5
3.7	Standings	6
3.8	Playoff Tiebreaker.....	6
3.9	Game Reporting	6
3.10	Game Cancellations	6
3.11	Lightning.....	7
4	Outdoor Playing Rules.....	8
4.1	Number of Players	8
4.2	Game Duration	8
4.3	Age-Specific Outdoor Rules	8
4.4	Substitutions	10
4.5	Player Shortages.....	10
5	Indoor Playing Rules	12
5.1	Number of Players	12
5.2	Field.....	12
5.3	Game Duration	12
5.4	Indoor Playing Rules.....	12
5.5	Standings	12
6	Code of Conduct	13
7	Discipline	14

1 Introduction

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 (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.



Richmond Hill Soccer Club

Any member who has questions or concerns about the Club can submit an email to info@richmondhillsoccer.com.

2 Registration

1. All Players and Team Officials must be registered with the Richmond Hill Soccer Club (RHSC) on the Ontario Soccer Association's (OSA) 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 the OSA's Registration Guide.
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:

Situation	Details	Refund Information
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

3.1 Referees

1. All participants must respect the Referee.
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 hats may be worn except for the following cases:
 - a. A soft cloth bucket cap may be worn by players in the U4 to U6 divisions.
 - b. Goalkeepers may wear a baseball cap or other hat.

3.3 Ball Size

1. U4 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.

3.4 Location of Players, Team Officials & Spectators

The following applies to age groups U4 – U7:

1. For ages U4 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.

The following applies to age group U8:

1. For the U8 age groups, one coach from each team 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.

3.5 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.

3.6 Grace Period

1. A grace period of fifteen minutes will be allowed in the event that a team has less than five players for 7-a-side play, six players for 9-a-side play and 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. In the event that 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. In the event that 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.

3.7 Standings

1. Standings will be kept for ages U13 to Adult in the Outdoor season only. U4 to U12 do not keep standings so the focus of the games can be on development and fun.
2. Standings will be kept for Adult in the Indoor season only. This is to allow the youth indoor focus to be on skills and recreation.
3. Determination of Group Winners (U13 to Adult):
 - 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.

3.8 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.

3.9 Game Reporting

1. It is the responsibility of the Referee to report on game results.
2. U4 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.

3.10 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. In the event that 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 in order to be considered for rescheduling.
6. Rescheduled games may result in games be played on weekends where facilities allow.

3.11 Lightning

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

If the length of time between seeing lightning and hearing thunder is less than 30 seconds, all games must be stopped immediately. 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 3.9 Game Reporting and 3.10 Game Cancellations.

4 Outdoor Playing Rules

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
U4	<ul style="list-style-type: none"> Maximum of 3 players per team on the field (no goalkeeper).
U5 – U6	<ul style="list-style-type: none"> Maximum of 4 players per team on the field (no goalkeeper).
U7	<ul style="list-style-type: none"> Maximum of 4 players per team on the field (no goalkeeper). Teams play a 4 goal game where each team has two goals (pug nets) to defend and two goals to attack.
U8	<ul style="list-style-type: none"> Maximum of 5 players per team on the field (one goalkeeper and 4 players).
U9 – U10	<ul style="list-style-type: none"> Maximum of 7 players per team on the field (one goalkeeper and 6 players).
U11 – U12	<ul style="list-style-type: none"> Maximum of 9 players per team on the field (one goalkeeper and 8 players).
U13 - Adult	<ul style="list-style-type: none"> Maximum of 11 players per team on the field (one goalkeeper and 10 players).

4.2 Game Duration

The duration of outdoor games is as follows:

- U4 to U6: 2 X 15 minute halves.
- U7 & U8: 2 X 20 minute halves.
- U9 & U10: 2 X 25 minute halves.
- U11 & U12: 2 X 30 minute halves.
- U13: 2 X 35 minute halves.
- U14 & U15: 2 X 40 minute halves.
- U16 to Adult: 2 X 45 minute halves.

4.3 Age-Specific Outdoor Rules

The following rules apply to specific age groups:

- Micro (U4 – U7):
 - Referees are not required. Coaches must work together to ensure basic rules are followed.
 - There are no off-sides.
 - Kick-ins must be taken to re-start the game when the ball is out-of-bounds. There are no throw-ins.
 - Field size:

- a. U4 to U6: Width: 18 to 22m, Length: 25 to 30m
 - b. U7: Width: 25 to 30m, Length: 30 to 36m
 - e. Goal Size: 6 foot pop up net
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. Kick-ins must be taken to re-start the game when the ball is out-of-bounds. There are no throw-ins.
 - d. Field size: Width: 25 to 30m, Length: 30 to 36m
 - e. Goal size: 4x8 foot Bownet
 - f. When the ball crosses the goal line after touching the attacking team last:

Play resumes with a goal kick from anywhere within the penalty area. Opponents must retreat behind the retreat line, which is equal to the halfway line, until the ball is in play. The ball is in play once it is touched by another attacking player or once it crosses the retreat line, 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.
3. Mini (U9 – U10):
- a. There are no off-sides.
 - b. Penalty kicks are taken 1 step inside the penalty area; all players behind the ball outside the penalty area.
 - c. Kick-ins must be taken to re-start the game when the ball is out-of-bounds.
 - d. Field size: Width: 30 to 36m, Length: 40 to 55m
 - e. Goal size: 6x16 foot
 - f. When the ball crosses the goal line after touching the attacking team last:

Play resumes with a goal kick from anywhere within the penalty area. Opponents must retreat behind the retreat line, which is equal to the halfway line, until the ball is in play. The ball is in play once it is touched by another attacking player or once it crosses the retreat line, 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.
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. Field size: Width: 42 to 55m, Length: 60 to 75m
 - c. Goal size: 6x18 foot
 - d. When the ball crosses the goal line after touching the attacking team last:

Play resumes with a goal kick from anywhere within the penalty area. Opponents must retreat behind the retreat line, which is equal to the third-way line, until the ball is in play. The ball is in play once it is touched by another attacking player or once it crosses the retreat line, 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.
5. Youth and Adult (U13 and up):
- a. Unless stated otherwise in this document, standard FIFA rules are to be followed.

4.4 Substitutions

1. U4 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.

4.5 Player Shortages

1. U4 to U8:

When teams in the U4 to U8 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. U9 and Up:

When teams in the U9 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 (U13 and older only).
- Call-ups can only be requested if a team will only be able to field:
 - U9 to U10: 9 or less players at a game.

- U11 to U12: 11 or less players at a game.
- U13 and older: 13 or less players at a game.

5 Indoor Playing Rules

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

5.1 Number of Players

Age Group	Number of Players
U5 – U7	• Maximum of 4 players per team on the field (no goalkeeper).
U8 – U10	• Maximum of 5 players per team on the field (one goalkeeper and 4 players).
U11 - Adult	• Maximum of 6 players per team on the field (one goalkeeper and 5 players).

5.2 Field

1. All games will be played at the Richmond Green Indoor Soccer facility unless otherwise notified.
2. U5 – U10 will play on half the field.
3. U11 and older ages will play on the full field.

5.3 Game Duration

1. The referee will determine the time of each half when both teams have completed their warm-up.
2. Warm up should not be longer than 10 minutes.
3. The warm-up and game will last no more than 60 minutes after the scheduled start time.

5.4 Indoor Playing Rules

1. Substitutions may be done at any stoppage, or on the fly. This must be done at the half way line.
2. There are no off-sides in any indoor game.
3. If the ball hits the ceiling, the ball is considered out of bounds and an indirect free kick is taken from directly beneath the point of contact.
4. An indirect free kick is taken to re-start the game when the ball is kicked out of bounds instead of a throw-in.
5. Players must be at least 5-meters away from the ball on all free kicks.
6. All free kicks are indirect; excepting penalty kicks, which are taken one step in from the outside of the penalty area.

5.5 Standings

1. No standings will be kept for the Indoor League.

6 Code of Conduct

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

7 Discipline

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.
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.