

SUPERIOR SECONDARY SCHOOLS ATHLETIC ASSOCIATION
SOCCER
PLAYING REGULATIONS
(April 2017)

1. Season of Play

The SSSAA soccer season will begin March 1st or at the end of the previous season's regular season, whichever is later and will end after the OFSAA Championship.

2. Competitive Dates

The SSSAA outdoor soccer season will begin approximately the mid of April and will conclude in the last week of May.

3. Season Format

A single robin schedule will take place. Normal starting times will be 5:00pm, 6:25pm and 7:50pm.

Any changes to the schedule must be submitted and granted at least one (1) week prior to the proposed change. It is the responsibility of the coach proposing the change to fill out the SSSAA Game Change Form and receive a verbal commitment from the opposing coach. Available game times for outdoor soccer are very scarce and any thoughts of changes should consider that the available time slots may not be able to accommodate the team's current schedule.

4. Rules of Play

The rules of soccer as they appear in the FIFA Laws of the Game Handbook shall govern play, with the following exceptions:

Length of Play

Play shall consist of two (2) **thirty-five (35)** minute halves with a five (5) minute rest period.

Number of Players

Each team may dress an unlimited number of players.

Substitutions

There is unlimited substitution. Substitution may occur at goal kicks, goals scored, when in possession of a throw-in, and at half time. (The other team is allowed to substitute as long as they don't delay the game). In case of an injury, substitution is permissible at the referee's discretion. Any player given a caution (yellow card) must be substituted, and may only return during the next stoppage in play as outlined above.

Tied Games

For round robin play, tied games at the end of regulation time will stand.

For playoff games, if teams are tied at the end of regulation time, the following procedure shall be used:

1. Teams will be play two (2) ten (10) minute halves.
2. If still tied, each team will select five (5) players, from those on the field at the conclusion of the overtime. The five (5) players will take penalty kicks alternately, the first team to kick decided by a coin toss. The winner will be the team scoring the most penalty kicks.
3. If still tied, the remaining players shall take kicks, one from each team alternately, the winner being that team that is ahead after any pair of penalty kicks.

5. Misconduct & Discipline

It will be the responsibility of every coach to keep a record of his/her team's carded players.

It will be the responsibility of every coach to enforce the mandatory minimum game suspensions as outlined below.

If a player receives an accumulation of three (3) yellow cards (cautions), throughout sanctioned games, he/she will not be allowed to take part in his/her next game. This rule will be in effect every time the player accumulates three (3) yellow cards.

If a player receives a red card, he/she must leave the field of play for the remainder of the game. This player may not play in his/her team's next scheduled game. If the infraction is serious, the player may face further action from SSSAA.

If a player receives a red card for violent conduct (i.e. striking, spitting, kicking, or any form of violent conduct, or attempted violent conduct), he/she must leave the field of play for the remainder of the game. This player may not play in his/her team's next two (2) scheduled games. If the infraction is serious, the player may face further action from SSSAA.

Verbal assault of a referee receives an automatic two (2) game suspension and referral to SSSAA.

Physical assault of a referee receives an automatic suspension and referral to SSSAA. The suspension will remain in effect until SSSAA has ruled on the incident.

6. Administration

Winning coaches must phone in scores and any carded players by 9pm **or as soon as your game ends if it runs past 9pm.** on the day of the game to the SSSAA Scores Hotline at 625-5268. Failure to phone in scores will result in a warning the first time and forfeiture of points for each time thereafter. In the case of a tie, the home team is responsible for calling the Scores Hotline.

7. Ranking Order

Determines the advancement of tied teams:

1. Game points (win- 3points, tie- 1point, loss- 0points).
2. Head-to-head record involving tied teams.
3. Larger goal differential only using games involving tied teams (max. differential of 6)
4. Lower goals against only using games involving tied teams
5. Most games won during regular season
6. Lower goals against using all games
7. Larger goal differential using all games (max differential of 6)
8. Penalty kicks (5 vs. 5, then 1 vs. 1 with remaining eligible players)

Note: Once tie is broken for any one group of teams, the ranking order resumes from the top for any remaining tied teams in that same group.

8. Roster & Eligibility Forms

Eligibility must be submitted through the AELS system and emailed to David Pineau at dpineau@lakeheadschoools.ca two days prior to a school's first game. Additional student-athletes may be added to a team during the season by using the AELS system and by notifying SSSAA of the addition.

9. Awards

The SSSAA Championship trophy will be awarded to the winning teams in the girls and boys divisions. **Medals will be awarded to the top 2 teams in the girls and boys divisions.**