

SSNL GENERAL TECH STANDARD RULES AND REGULATIONS

The following regulations will apply to ALL qualification and provincial tournaments under the jurisdiction of School Sports Newfoundland and Labrador (SSNL). Please consult the technical standards, which follow for specific sport rules.

1. All SSNL sports have some sport specific rules that differ from Provincial Sport Organization or National Governing body playing rules so make sure you and the Officials review these in the tech standards that follow. They **MUST** be followed.
2. No player will be permitted to play wearing a cast made of plaster, fibreglass or any other material considered dangerous by the official.
3. All schools **MUST** register their school online for all tournaments and in the case of the Provincials, their entire roster as well. Teams participating in Qualification, Junior Varsity, and Foundation tournaments can register their roster directly with the convenor. All players must be registered in the format above prior to their **FIRST GAME STARTING** in order to be eligible to play in an SSNL Tournament. Failure to comply will result in the defaulting of the games in question and awarding of points to the opposing teams.
4. SSNL has instituted a maximum point spread to be used in tie breaking situations and to promote SSNL ideals of sportsmanship. All games should be recorded on the SSNL tournament page website and at the playing venue(s) and reported to media using only the maximum point spread as set out in the technical standards of each sport. In the tie-breaking procedure, the goal/point spread must credit all the points for the losing team only (eg. If sport has a max 7-point reporting spread and score was 12-2 then report/post as 9-2, not 7-0).
5. There is a no fighting policy in all SSNL events. Any violation will result in an immediate expulsion from the tournament and a possible multi-year suspension from all SSNL activities.
6. Players and fans are not permitted to engage in behaviour where they are intentionally trying to distract players or impeding on the playing surface. Failure to comply could result in in-game penalties, expulsion from the playing venue, and further discipline from SSNL.
7. Teacher-sponsors must be on the bench at all times. Games do not start without the teacher-sponsor present. If the teacher-sponsor is not on the bench 10 minutes after the scheduled start time, the team without the essential personnel will lose the game by default.
8. Players who are not dressing for a game are permitted to still sit in the bench area, but are still subject to all rules governing appropriate team behaviour.
9. Team composition is at the discretion of the coach and can change from the Qualifier to the Provincial Tournament. SSNL does encourage, however, that

coaches consider rewarding those players that helped win a Provincial berth with a place on the team for that tournament as well.

10. SSNL game referees are to be instructed to remain on the floor after the game to sign the score sheet and participate/oversee the shaking of hands by teams.
11. In-Game Protests: It is expected that all tournament game related protests be made in-game when the issue arises. Teams wishing to protest must do so in game by telling the Referee (or in sports where self-refereeing is used, stop and tell the convenor or other designated official) at the next available stoppage in play. The Tournament Protest Committee shall review and rule on the issue within a reasonable time before the game will re-commence. The SSNL Rep may be used to help with the ruling. You CANNOT protest discretionary calls by the referee. **Protests must still be accompanied in game by a \$50 protest fee or they will not be considered.** See "Protest, Disciplinary Infractions, and Appeals" section of this Convenor Manual for more details.
12. Coaches are not permitted to change any SSNL rules at the coaches meeting or at any other time by consensus vote. Any change in rules in this situation could result in a loss of points by infracting teams, potential school fines and sanctions, and/or the entire tournament being voided.
13. The use of unauthorized video replays is banned from SSNL events as a measure of officiating.
14. No cell phones or any person who is not a minor official are permitted at scorer's tables.
15. Game officials **MUST** provide written reports to the convenor for all major rule infractions.
16. At least one member of the coaching staff for each team **MUST** complete the free coach.ca "Making Headway" concussion course in order for their school's team to be eligible for SSNL tournaments.
17. SSNL philosophy values team accomplishments and sportsmanship. Aside from SSNL sports with an individual component, the Sportsmanship and MVP medals will be the only individual awards presented at SSNL tournaments. There are to be no other individual awards (i.e. Player of the Game or All-Start Team) to be awarded at our tournaments. Failure to comply with this will result in a \$100 fine and possible further sanctions.
18. Schools who have qualified (through winning their Qualifier or a receiving a bye) for a Provincial tournament and who **AFTER REGISTERING** their team do not attend the tournament, will be fined \$300 if the reason for pulling out is not deemed valid by the Varsity Council. If said team pulls out of the Provincials after Wednesday 5pm of the registration week they will also be required to pay the full Provincial Tournament registration. Schools may also be banned from Provincial competition in that gender and sport for 1 year.

2019-20 SSNL OUTDOOR SOCCER TECHNICAL STANDARDS

EVENTS

Provincial champions will be declared in:

1. Boys and Girls 2A (7-a-side)
2. Boys and Girls 3A
3. Boys and Girls 4A

RULES

There are rules listed in the Outdoor Soccer Tech Standards that are specific to SSNL tournaments. **It is the responsibility of the tournament Convenor to make sure all Officials are aware of these rules.** SSNL defers to the FIFA rulebook for all other rules not listed in these technical standards.

TEAM COMPOSITION

1. A maximum of 20 players can be registered for 4A and 3A SSNL soccer tournaments, however only 18 players can dress for each game.
2. For 2A 7-a-side tournaments, 14 players can be registered with 11 being able to dress for each game.

FACILITIES AND EQUIPMENT

1. The host school must provide a suitable playing field and equipment which shall meet FIFA standards of acceptable size, markings etc. The playing field must contain proper corner flags and goal posts with nets.
2. Change rooms and showers in the area of the playing facilities must be provided.
3. The SSNL Official Ball must be used for all match games. For this year it is the Adidas Tango Rosario & Tango Glider. SSNL will provide Provincial tournaments with the Tango Glider game ball. In any case where SSNL does not provide tournament balls, it shall be the responsibility of the host school to provide match balls. Balls must be the official size 5 and there should be a minimum of one for each field used, but 3 is strongly recommended.

SAFETY STANDARDS

1. The playing surface must be free of glass, large stones, protrusions, holes, and other hazards, which may be deemed dangerous to players and officials.
2. The referee, assisted by his/her linesmen, will inspect players' studs prior to each game.
3. The host school is responsible for providing emergency medical services at each facility.
4. Teams have a limit to how many games can be played in one day. See scheduling guidelines below for exceptions.

FIELD LIST

1. Dimensions of field: minimum 90 x 45, maximum 120 x 90
2. Corner flags: non-pointed top, not less than 1.5 metres high, flag on top of post and placed at each corner.
3. All fields to be marked in accordance with FIFA regulations.
4. Goal post and crossbars with nets attached must be in accordance with FIFA regulations and should be checked by officials before each match.
5. There should be an unobstructed area of at least 2 metres beyond all touchlines and goal lines around the full perimeter of the field. This area should be free of railings, fencing obstructions and other obstacles.
6. Spectator seating should be provided if possible or you must make provision for some form of crowd control.

TOURNAMENT PROCEDURES

1. Except in a 2-team tournament, all games shall consist of 2 halves of 40 minutes each. A 2-team tournament can revert to 2-45 minute halves if only playing 1 game, however, it is recommended that a 2-team tournament uses a 2-game aggregate goal format at the minimum.
2. No overtime will be played in regular round robin play.
3. If overtime is necessary, in the playoffs, 2 periods of 10 minutes each must be played. Silver Goal will be in effect. Silver Goal rules for SSNL are:
 - a. If teams are tied after regulation 2, 10-minute halves will be played.
 - b. One full overtime half will be played at the minimum even if a goal is scored.
 - c. Whichever teams leads at the end of the first overtime half wins the game.
 - d. If the teams are still tied after the first overtime half ends then the second overtime half is played. In this scenario the second overtime half is played to its conclusion no matter how many goals are scored by either team in that half.
 - e. If the game has not been decided after 2 halves of overtime, it shall be decided by kicks from the penalty spot in accordance with FIFA regulations.
 - f. In a 2-team total goal tournament, overtime rules listed in #3 above (including Silver Goal being in effect) are used if both teams have an equal number of points after playing the 2 games or the aggregate score is tied. In the case of the aggregate format, the overtime is played at the conclusion of the 2nd game.
4. Substitutions are unlimited and are permitted at any time at the discretion of the referee.
5. Any player receiving 2 cautions (yellow cards) during the course of the tournament will receive an automatic one game suspension, to be served during his/her team's next game of the tournament.
6. A player ejected from the game (red card) is suspended for a minimum of his/her team's next game.
 - a. The referee who issued the red card must submit a written report to the Tournament Disciplinary Committee.
 - b. The Tournament Disciplinary Committee must meet and rule if an additional suspension is necessary.

- c. Any additional suspension may include the referral to both SSNL and NLSA Disciplinary Committees for further review.
7. Cards will be reset after the Round Robin portion of the tournament, but red cards still have to be served moving from Round Robin play into the playoffs i.e. if a player receives a red card in their last game of the round robin they must sit out, at least, the next tournament game that their team plays.
8. If a player receives a red card in their last Qualifier game and that player moves on to play in the Provincial Tournament they must sit out at least their team's first round robin game of the Provincial Tournament.
9. Officials must provide written reports to the convenors for all cautions and ejections.
10. For infractions of the rules for which a player and/or coach has been ejected, the Tournament Disciplinary Committee will meet after receiving the report of the referee and will make a ruling on any subsequent punishment before that team's next match.
11. See the "General Rules and Regulations" section and the beginning of this document for information on all protests, disciplinary infractions, and appeals.

PROTESTS, DISCIPLINARY INFRACTIONS & APPEALS

See the SSNL Handbook or General Tech Standards section at the beginning of the document for policy and procedures on all protests, disciplinary infractions, and appeals.

TOURNAMENT STANDINGS TIE BREAKING PROCEDURES

1. If 2 or more teams amass an equal number of points in a tournament the following will be used to determine the final standings. A maximum spread of 5 goals per game will be used.
 - a. Head to Head – the winner of each match between the teams concerned will be used to determine the final standings.
 - b. Goals for, minus goals against, among the tied teams.
 - c. Goals for, minus goals against, among all teams in that division.
 - d. Fewest goals against – Total up all goals against for each of the tied teams vs all other teams they played.
 - e. Most goals scored – Total up all goals for, for each of the tied teams vs all other teams they played.
 - f. Penalty shots – the tournament convenor will schedule a time and place where tied teams will engage in a penalty shot competition in accordance with FIFA regulations.

OFFICIALS

1. The convenor is responsible for obtaining referees and linesmen for the tournament.
2. A list of rated Officials can be found on the SSNL web site by clicking on the sport in question.
3. It is recommended that rated officials be obtained where available, otherwise the convenor should obtain the best possible non-rated officials available.
4. Officials must provide written reports to the convenors for all cautions and ejections.
5. Students from the host school cannot be the match referee for games played by the host school even if they are a rated official. They can, however, be a linesperson if there are limitations obtaining officials.
6. Wherever possible, 1 official and 2 linesman should be used for every game.

NOTE: 3A and 4A Soccer have the option of using a 3 person (one referee and two linesman) or 2 person (two referees) referee system.

TEAM COLORS

1. Where the home team's colors are similar to the colors of the visiting team, the home team **MUST** change into colors that are distinct from those of the visiting team.
2. The team whose name appears second on the tournament schedule shall be the home team, except that the host team shall always be the home team.
3. In determining whether or not a team needs to change its colors, the referee's decision is final.

MODIFICATIONS FOR 2A, 7-A-SIDE SOCCER

1. Team size: Minimum of 7 players. Maximum of 14, but only 11 dress per game.
2. Game length: 60 minutes. 2, 30-minute halves.
3. Officials: 1 referee is required. No linesman.
4. Offside: Attacking players **ARE** offside on goal kicks if they are across the center line and behind the last defender when their goalie takes a goal kick. They are **NOT** offside if they are behind the last defender when their goalie takes a goal kick **AND** when they are on their own side of the field. Regular FIFA offside rules apply for all other offside infractions.
5. Net size: Net dimensions shall be 6 feet from the ground to the bottom of crossbar and 16 feet from each post. These measurements are from the inside of the frame. Nets are **NOT** to be fixed to the ground.
6. Field: Approximately 60 x 40 yards. Creating a 7-a-side field within the half of a standard field is acceptable if it meets the yardage expectations above or you can create a 7-a-side field from within one 18 yard box to the other in a standard field.
7. The center circle shall be 5 yards in circumference.
8. Penalty area: will be 12 yards out from the net end line and 19 total yards wide (9.5 yards each way from the center of the net).
9. The goal area inside the penalty area shall be a dashed line 6 yards out from the net end line and 12 total yards wide (6 yards each way from the center of the net). A goal kick can be taken anywhere inside this box.
10. A penalty kick must be taken at the center middle of the penalty area, which is 12 yards out.

AWARDS

For each classification, the following awards are provided:

Qualifier

1. Gold and Silver Medals
2. Individual Sportsmanship Award (1 for entire Tournament)
3. Individual MVP Award (1 for entire Tournament)
4. Qualification Championship Banner

Provincials

1. Gold and Silver Medals
2. Individual Sportsmanship Award (1 per team)
3. Individual MVP Award (1 per team)
4. Team Sportsmanship Banner
5. Provincial Championship Banner.

REGISTRATION FEES

A maximum of \$200 per team.

Participation fee of \$3 for provincial tournaments and \$2 for qualification tournaments.

🌀 [NEW] SCHEDULING

	4A & 3A	2A
Type of tournament allowed:	round robin, 2, 4 division	round robin, 2, 4 division
Maximum # of teams in round robin:	5	5
Maximum # of teams in one venue:	6	6
Number of games per day allowed:	2 Round Robin. 3 is permitted ONLY if a playoff game is included and due to schedule constraints.	3 Round Robin. 4 is permitted ONLY if a playoff game is included and due to schedule constraints.
Games schedules every:	2 hours	1.5 hours
Round Robin back-to-back (B2B) games permitted:	No	No
Time between last round robin game and first playoff game if B2B	1 hour	30 minutes
Time between last round robin game that leads straight to a final (if B2B)	1.5 hours	45 minutes
Time between back to back playoff games including the final:	1.5 hours	1 hour

NOTE: If 2 fields are used, semi-finals must be played at the same time.