

1. WAIVER

In order to participate in the league, each team must sign the electronic waiver attached to the registration link, ensuring that all their players agree to the terms of the waiver.

2. ROSTER

Team rosters and player cards will be generated and provided to each team. Coaches will be required to present the player cards to the referee prior to kick-off. NO CARD NO PLAY. All games will be provided with a Game Card. All players on Game Card must have a Player Card and match the players on your roster. . Game Card will be signed by Coaches and Referees and approved by the JDLeague,

3. GUEST PLAYERS

Guest players can be added during the course of the season if they provide an official player card. All guest players should be at the ability level for the tournament. Any teams with players exceeding age group restrictions will forfeit each game that player participates in.

4. FORMAT

In the Junior Development Program, referees will not be assigned to 3v3 and 5v5 games. Coaches will follow an honor code and agree upon fouls and stoppages during play. This will also allow coaches to teach their players and teams the rules of the game as issues arise, helping them gain a better understanding of the game. Ultimately this will help the players make the beautiful game their own.

5. LEVEL

Clubs will be asked to create teams composed of players with a likeness in skill level and will only play other teams of the same level in an effort to make the games more appropriated for everyone.

6. ASSIST RULE

If a team reach an advantage of 7 goals during a game, the winning team will have the opportunity to decide to play down a player, or to allow the losing team to add an extra player.

7. BUILD OUT LINES

Designed to let teams work on their passing game from the back, these build out lines are placed equidistant between the goal line and the halfway line. The opposing team can not cross that line until the pass has been received. This specific rule does not apply to 9v9 or 7v7.

8. THROW-INS

Players get to retake the throw-in once if there is an infraction.

9. NO HEADER

If a player deliberately heads the balls the opposing team will be given an indirect free-kick at the spot of the infraction.

10. NO PUNT

No punting or drop kick by the goalkeeper.

11. PENALTY SHOOTOUT AND PENALTY KICK

Inadvertent handballs in the box will be sanctioned by a shootout with the ball at midfield and a running start for the player with the ball. All other sanctioned fouls in the box will be sanctioned by a penalty kick.

12. FREE KICK

Defenders should be at least 7 yards away from all free kicks, except when they are already on the goal line.

13. SUBSTITUTIONS

Substitutions are unlimited and are allowed during any dead ball at the referee's discretion.

14. TIME-OUTS

Each team is allowed a total of two time-outs per game, but only one per half. It can only be used on when the ball is out of play, and your team owns the possession of the ball. Both teams can also used that moment to substitute players.

15. EQUIPMENT

All players must wear the same color, except for the goalie. Shin guards are required for all players on the field. No metal cleats, hard casts, hats, or jewelry are allowed.

16. STANDING

In the event of a tie in points after group play, the following tiebreakers shall be used: 1. Head-to-head winner 2. Goal Differential 3. Goals Against 4. Goals For 5. Sportsmanship points.



17. PLAYOFFS

Playoffs are single elimination tournaments with seeding based on regular season standings. The number of teams to qualify for the playoffs can change every season. In case of a tie in a playoff game, 5 minutes of extra-time will be added before going to penalty kicks if needed. Each team will get five shots. If the score is still tied, kicks will be taken by remaining players, with no player kicking twice until everyone has gone.

18. REPLACEMENT PLAYERS

A maximum of 2 Replacement players can be added during the course of the season to replace missing players. The maximum of players available on the game sheet does not change though. Those replacement players must obtain an official player card and will be added for a charge of \$25 during the course of the season. Those players can not have been presently playing for another team in the same league. And no more replacement once the playoffs have started. Any team with players exceeding age group restrictions will forfeit each game that player participates in.

19. FORFEIT

The game will not start if one of the teams does not have at least 60 % of the expected lineup. Example: 2 players for a 3v3. 3 players for a 5v5. 5 players for a 7v7. 6 players for a 9v9. If a team is still short on that requirement after a 10 minutes delay, the game will be considered a forfeit.

20. BEHAVIOR

Coaches are held strictly accountable for the conduct of their teams, parents and supporters. Abusive behavior toward the referee, opponents or tournament staff will not be tolerated and may result in ejection or the game being stopped. If a player is sent off (red card or two yellow cards) during a match, that player will be suspended for the remainder of that match and the following match, at a minimum. If the offense is of a serious nature, Soccer Central reserves the right to impose a longer suspension.

21. TWO MINUTES PENALTY

Excessive arguing or violent play will result in at least a yellow card. The player will be sent to the bench for two minutes and his team will play down a player during that time.

22. SPORTSMANSHIP POINTS

Each team will be credited 1 point per yellow card and 3 per red card. Those points will accumulate and may have an impact in the case of a tie in the final standings.

23. INCOMPLETE GAME

In the event a game cannot be completed because of the weather, the game counts if half the game was completed. If there is no result and the match is suspended prior to the expiration of one half, the games shall be repeated at a later date.

24. NO SHOW

In the case of a team not showing up to a published League game, the said team will automatically lose by forfeit with a 3-0 loss. Soccer Central also reserves the right to sanction the guilty club.

