

BLUEWATER ATHLETIC ASSOCIATION



Soccer Playing Regulations

(Updated April, 2019)

ELIGIBILITY:

AELS forms must be completed and emailed to the convener (and the BAA executive member in charge of checking AELS) prior to the start of the BAA Season. ONLY AELS eligibility forms are acceptable and coaches should carry a signed copy with them to all competitions.

GAME BALL: OFSAA game ball

Section 1: RULES AND OFFICIALS

A) The official rule book governing play during BAA competition shall be **F.I.F.A. (Federation of International Football Association) Handbook** with the following exceptions:

1. Substitution: there will be unlimited substitution at: *goal kick, goal scored, half time*, and on a team's own throw-in (on their own possession). Also, the *opposing team may substitute when the throw-in team has made a substitution*. Injury substitute(s) may only enter the field of play after the referee has given permission and the player(s) being substituted has (have) left the field completely. Permission must be received from the Referee for Goalkeeper substitution. There is no limit on the number of times a Goalkeeper may be changed.
2. If a player receives a "red card", he/she must leave the field for the remainder of that game and no substitution will be permitted. The carded player must stay on the bench under the direct supervision of the coach. A player receiving a red card may not play in his/her team's next game. Any further misconduct by a dismissed player will result in further punishment through subsequent misconduct (red cards) or a special incident report.
3. BAA Soccer - Caution Chart
Adopted from The Ontario Soccer Association Disciplinary Procedures
(Yellow Cards=Cautions)

Type	Description of Misconduct	Action
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1.1	First Caution.	No action – must be substituted
1.2	Receives a second Caution in the same game (not directed at game official)	1 game suspension
1.3	Receives a second Caution in the same game (where at least one caution was received for offence directed at the game official)	2 game suspension
1.4	Second Caution.	No action – must be substituted
1.5	Second Red Card (Straight Red)	2 games

- B) It is the responsibility of the coach to inform the league convenor of any player on his team who receives a red or yellow card. Convenors are to report ejections to the the BAA President.
- C) Regular Season Games shall consist of two (2) forty-five (45) minute halves OR two (2) thirty minute halves (triad format), as per directive of BAA.

Playoff Games shall consist of two (2) forty-five (45) minute halves.

Tie-breaking procedures for sudden-death playoff games will be as follows:

- i) OVERTIME IN THE PLAYOFFS - Extra time is to be played as a result of a “draw” at the end of “normal time”. It shall always consist of two (2) periods of ten (10) minutes each, with an interval (break) of five (5) minutes at the end of “normal” playing time, but NOT between the 2 periods of overtime.
- ii) If the game is still tied, five (5) penalty kicks will be taken alternately by five (5) designated members of each team who were on the field during regulation time--a coin toss will decide which team kicks first.

The team which scores the most penalty kicks will be declared the winner. If still tied, the remaining players shall take penalty kicks (1) from each team alternately, the winner being the team which is ahead after any pair of penalty kicks. All players who were on the field of play at the end of the overtime (including the goalkeeper) must take a penalty kick before any player can take a second kick.

The first team to kick shall be the winner of the coin toss.

D. The BAA Soccer Convenor will work in cohort with the Bruce Grey High School Soccer Referee Association (BGHSSRA) Assignor, in order to provide schedule so that the Assignor of the BGHSSRA can fulfill referee needs.

Section 2: UNIFORMS AND EQUIPMENT

1. Uniforms and equipment will be regulated by the rules as explained in the FIFA handbook of regulations
2. The Host school shall be responsible for preparing the playing facility and providing soccer nets, corner field flags and two OFSAA game balls (2).
3. Field shall be clearly marked according to FIFA handbook of regulations
4. The Host school must provide a OFSAA sponsored game ball which have not been used during the warm-up or practice; one game ball must remain dry on wet days
5. The Host school must provide two Referee Assistants.
6. If a colour conflict occurs between teams' uniform colours, the BAA recommends that the home team (or nearest travelling team if game played between two visiting teams) wear their second set of uniforms (or a set of legally numbered markers of a different colour).

Section 3: Scoring

- a) 3 points will be awarded for a win. 1 point for a tie, and 0 points for a loss.
**Note there is no extra time (overtime) for regular season games. Hence 1 point for a tie.*
- b) The score of a forfeited game will be recorded as 1 - 0.
- c) the maximum allowable goal differential in any one game is set at 5

Section 4: Tie Breaking - Regular Season Standing

**Please note 3c) above*

In the event of a tie for the final play-off position, the following tie-breaking procedure will be used:

the win-loss record of the teams tied against each other;
if still tied, goal differential of the teams tied against each other;
if still tied, the win-loss record against higher ranked teams;
if still tied, goal differential against higher ranked teams;

If three (3) teams are tied:

the win-loss record of the teams tied against each other;
if still tied, goal differential of the teams tied against each other;
if still tied, the win-loss record against higher ranked teams;
if still tied, goal differential against higher ranked teams;
if still tied, the team with best goal differential will receive a bye the remaining two teams must play a sudden death game. The team winning the sudden death game must play against the team receiving the bye in a sudden game.
The winner of the second sudden game will advance to the play-offs.

For play-off positions other than the final play-off position the following tie-breaking procedure will be used:

win-loss record of tied teams against each other;
if still tied, the win-loss records against higher ranked teams;
if still tied, goal differential of the teams tied against each other;
if still tied, a toss of a coin shall decide the final standings;
In a situation where more than two teams are tied, the process indicated above will be used to find the higher place finisher and then the process will repeat itself among the remaining teams still tied.