



N.E.C.I.S. SPORTS COUNCIL BY-LAWS.

21. GUIDELINES FOR SOCCER, VOLLEYBALL, MINI-VOLLEYBALL, BASKETBALL, MINI-BASKETBALL AND SOFTBALL.

The NECIS Sports Council recommends that the following guidelines should be implemented whenever possible. However, it is recognized that limitations with regard to time, facilities etc. will sometimes enforce a change in the recommended guidelines. They are for use in tournaments, triangular or dual meets. It is further recognized that most of the following partly constitute the International Rules for the various sports (NECIS adheres to International Rules), but it is felt that the following points should be emphasized:

A. SOCCER (Boys and Girls)

a. Length of Game:

Varsity	-	2 x 35 mins.
J.V.	-	2 x 30 mins.
U 14 yrs.	-	4 x 12.5 mins.
U 12 yrs.	-	4 x 10 mins.
Girls (V and U15)	-	2 x 25 minutes

Tournament Directors are empowered to employ reduced playing times at a NECIS Tournament in order to schedule the tournament appropriately. If he/she decides to use this option, he/she must inform all coaches in advance of the tournament commencing.

b. Size of Ball:

Under 14 years - Match ball Adidas Fevernova size 5
Under 12 years - Adidas Fevernova Tremor size 4

c. Size of pitch, width, and height of goal.

As stated in the rules of F.I.F.A.

d. Officials:

Up-to-date, qualified referees should be used who are trained in F.I.F.A. rules and wearing the approved clothes and badge. Competent linesmen should also be used.

e. A player who is given a red card in a soccer game will automatically be excluded suspended from playing in the next game. Similarly with a player receiving two yellow cards (equals red card) in the same game.

f. Substitutes (Boys' Varsity, J.V. and Under 14; and Girls Varsity and Under 15):
Coaches may use the running substitution rule whereby players may enter and leave the game at the coach's discretion at any point during the game. The substitution must occur at the halfway line and the incoming player may not enter the field until the outgoing player has left the field. Previously substituted players may re-enter the game.

g. Under 12 Soccer.

- (i) Every game is to be divided into 4 x 10 minute quarters (see note on previous page regarding playing time at a tournament). The quarter breaks will last only as long as it takes to substitute players. The half-time breaks will last as long as is prescribed in the International Rules.
- (ii) By the end of the game, every player **MUST** have played for one complete quarter from beginning to end.
- (iii) During the first two quarters, substitutions can only be made at the end of the quarter, i.e. no substitutions can be made during a quarter, unless the referee deems that an injured player needs to be taken off the pitch. Substitutions may be made during the third and fourth quarters by using the running substitution rule described in the Varsity/JV section.
- (iv) A player who has been previously substituted may re-enter the game at one of the prescribed substitution intervals.
- (v) If a school enters a mixed team, there must always be at least nine boys on the pitch at any point in the game.
- (vi) Short corners are taken from the edge of the penalty area.
- (vii) Goal kicks are taken from the edge of the penalty area.

h. Under 14 (boys).

- (i) Every game is to be divided into 4 x 12.5 minute quarters (see note on previous page regarding playing time at a tournament). The quarter breaks will last only as long as it takes to substitute players. The half-time breaks will last as long as is prescribed in the International Rules.
- (ii) By the end of the game, every player **MUST** have played for one complete quarter from beginning to end.
- (iii) Coaches may use the running substitution rule whereby players may enter and leave the game at the coach's discretion at any point during the game (**but see point (ii)**) The substitution must occur at the halfway line and the incoming player may not enter the field until the outgoing player has left the field. Previously substituted players may re-enter the game.

The Tournament Director will disqualify a team, which does not follow the substitution and playing time guidelines. The game will then be scored at 5-0 for the 'winning' team.

j. Procedure to be followed at N.E.C.I.S. Tournaments in the event of two or three teams being tied for position.

During the initial league stage 3 points shall be awarded for a win, 1 point for a draw and 0 points for a loss.

In the event of a TWO-TEAM TIE at the end of the league stage the following steps are to be followed (in order) to determine which team advances to the next stage of the competition:

- (i) Result of the **mutual** game.
- (ii) Goals for **minus** goals against from all games (see point k. below).
- (iii) Most goals scored (see point k. below).
- (iv) **5** penalties per team.
- (v) Sudden-death penalties.

In the event of a THREE-TEAM TIE at the end of the league stage the following steps are to be followed (in order) to determine which team advances to the next stage of the competition:

- (i) Goals for **minus** goals against from mutual games (see point k. below).
- (ii) Most goals scored from mutual games (see point k. below).
- (iii) Goals for **minus** goals against from all games (see point k. below).
- (iv) Most goals scored for all games (see point k. below).
- (v) Three-way penalty shoot-out with every team taking 5 penalties against the other 2 teams i.e. a total of 10 penalties per team.

**** As soon as one team is awarded first place using the above three-team tie procedure (i.e. leaving two teams tied for position), the procedure reverts to the two-team tie procedure listed above in order to decide places two and three ****

In the event of a TWO-TEAM TIE in the knockout stage the following steps are to be followed (in order) to determine the winner of the game:

- (i) Varsity/JV: 2 X 10 minutes extra time
- (j) Under 14/Under 12/Varsity and Under 15 Girls: 2 x 7 ½ minutes extra-time.
- (ii) 5 penalties per team
- (iii) Sudden-death penalties

k. Goals For Minus Goals Against

At all age levels, a maximum of +5 goals per game will count towards a team's goal difference. This is done to discourage teams from inflicting too heavy a defeat on another team during the initial (league) stages of a tournament.