



National CS MRO Jean Mantha Tournament

RULES 2025

1. ORGANIZING COMMITTEE

- 1.1. The Organizing Committee will be responsible for all matters pertaining to the organization and conduct of the CS MRO Jean Mantha soccer tournament (the tournament). In any question concerning the interpretation of these rules, the Committee's decision will be final.

2. DIVISIONS

- 2.1. The tournament is open to all teams accepted by the Committee.
- 2.2. Teams playing in the **U08** division may field up to 12 players on the bench.
- 2.3. Teams playing in the **U09 or U10** divisions may field up to 16 players on the bench.
- 2.4. Teams playing in the **U11 or U12** divisions may field up to 18 players on the bench.

3. PROOF OF AGE AND COACH PASSPORTS

- 3.1. The Committee reserves the right to request a proof of age. A 2025 Soccer Québec passport or a passport (identity card) issued by the competent authorities of another province constitutes acceptable proof. Coaches and managers must also present a valid passport. Only three (3) coaches / managers with passports are authorized on the bench. No change may be made to the list of players or coaches / managers after the start of the competition.
- 3.2. A player can only play for one team.
- 3.3. The use of reserve players is unlimited. A team can use a maximum of three (3) guest or trial players.
- 3.4. There is no restriction regarding the number of muted players.

4. ELIGIBILITY

4.1. Division	Date of birth
U08	born in 2017
U09	born in 2016
U10	born in 2015
U11	born in 2014
U12	born in 2013

- 4.2. The Organizing Committee reserves the right to limit the number of teams accepted, and to modify, cancel or combine divisions depending on the number of registrations.

5. PLAYING RULES

- 5.1. Matches will be played in accordance with IFAB¹ Laws of the Game (LOTG), Soccer Québec and ARS Lac St-Louis competition rules unless otherwise specified in these rules.

6. PLAYING EQUIPMENT

- 6.1. Matches will be played with a size 4 ball.
- 6.2. Players must wear suitable footwear approved by FIFA. Shin guards conform to FIFA rules are MANDATORY. No jewelry will be tolerated, even if covered by tape or any other type of covering.
- 6.3. No jewellery will be tolerated even if covered with a cloth or plaster. Hair clips and hair clips are also prohibited.
- 6.4. Wearing sports glasses is mandatory as required by Soccer Québec's regulations.

¹ International Football Association Board



National CS MRO

Jean Mantha Tournament

- 6.5. All players must wear a number on the back of their jersey. This number must coincide with the player's number as shown on the game sheet.
- 6.6. In case of a clash of colours between two teams on the field of play, the team designated as the visiting team must change into jerseys of a different colour. Goalkeepers must wear a jersey of a colour distinguishable from those of the other players of both teams and the referee, and they may wear shorts or pants.
- 6.7. Note: *teams must bring their own jerseys of an alternate colour.*
- 6.8. The use of tape for numbers is permitted.

7. SUBSTITUTIONS

- 7.1. An unlimited number of substitutions may be made during a match. They are subject to the referee's approval and may only be made at the following times:
 - i) After a goal;
 - ii) Prior to a goal kick;
 - iii) At half time or prior to overtime period;
 - iv) In the event of an injury (only the injured player may be substituted);
 - v) At throw-ins when the substitution is initiated by the team taking the throw-in.

8. EJECTIONS

- 8.1. A player who receives a red card is expelled from the immediate game and no replacement of the ejected player is allowed in that game including overtime (if it is a playoff game). A player or coach ejected from a game will automatically be suspended for their team's next match in the tournament. There are no exceptions to this rule. Team officials guilty of an offence will not be shown a red card but will be asked to leave the field of play. An ejection and other sanctions could be imposed. Players receiving a total of three (3) yellow cards during the tournament will be suspended for their next match in the tournament. Further disciplinary action may be taken by the Organizing Committee.
- 8.2. A suspension received during a group game carries over into the playoff round. Yellow card accumulation carries over into the playoffs.
- 8.3. Ejected players/coaches must leave the vicinity of the field.

9. PROTESTS

- 9.1. No protests will be accepted.

10. REPORTING FOR MATCHES

- 10.1. Teams should report to the field at which their match is scheduled 30 minutes before its starting time.
- 10.2. Teams will be allowed a grace period of 10 minutes from the scheduled starting time, after which time the match will be forfeited to the opposing team by a score of 3-0.
 - 10.2.1. A minimum of four (4) players and a coach or manager must be present to constitute a team for U08.
 - 10.2.2. Five (5) players or more and a coach or manager must be present to constitute a team for U09 and U10.
 - 10.2.3. Six (6) players or more and a coach or manager must be present to constitute a team for U11 and U12.
- 10.3. Only when less than the required number of players is available may the start of a match be delayed for the 10-minute period. If a match is stopped due to inclement weather, the Organizing Committee will make the final decision as to the validity of the match. The Committee may decide not to reschedule matches that have been cancelled due to circumstances beyond its control. In the event of delays, the Committee may decide to shorten matches. A match is declared valid after at least 70% of the playing time has elapsed.

11. DURATION OF MATCHES



National CS MRO

Jean Mantha Tournament

Duration of match and match declared valid after

Group match:

- U08 to U10: **4 x 10 minutes**, separated by a break of up to 3 minutes 28 minutes
- U11 and U12: **2 x 25 minutes**, 35 minutes

Playoff or placement match:

- U09 to U12: **2 x 25 minutes**, 35 minutes

11.1. A goal difference of 6 goals will result in a game being automatically stopped (this rule applies to all games at the tournament). This rule does not apply for U-08 categories (festival).

12. INJURED PLAYERS

12.1. In the case of an injured player, where play is stopped and team personnel assistance is required on the field of play, the injured player must leave, or be removed from the field of play, with the exception of:

- i. The goalkeeper;
- ii. A player who is injured as the result of a physical offence for which the opponent is cautioned or sent off (e.g. reckless or serious foul challenge) may remain on the field, if the assessment/treatment is completed quickly.

12.2. The safety of all players on the field of play is the referee's responsibility (the referee will have the final say as to goalkeepers staying after an injury). Due to the sensitivity of the position, reasonable time for recovery will be allowed for the goalkeeper. The injured player may be immediately replaced by another player and allowed to come back at the next allowable substitution. All players with a bleeding injury (including the goalkeeper) must leave the field until the bleeding has stopped (and, where applicable, is covered). The referee will refuse to allow back on the field a player with blood on his equipment until the situation has been corrected.

13. SPECIAL PLAYING RULES FOR 5 A-SIDE SOCCER

- a) Normal IFAB LOTG will apply except as indicated below:
- b) Fields shall be marked with a halfway line and a centre circle. A rectangular penalty area will be marked, centered on the goal, six (6) meters in front of the goal line.
- c) All games 5 vs. 5 are to be played with four (4) players and one goalie. Each team needs a minimum of three (3) players and one goalie to play the game.
- d) The offside rule is not applied.
- e) **Throw-ins** are made with the foot by:
 - Conduct (the player plays the ball for himself when entering the field of play)
 - A pass (the player passes the ball to a teammate).
- f) Penalty kicks shall be taken from a position six (6) meters away from the centre point of the goal line.

14. SPECIAL PLAYING RULES FOR 7 A-SIDE SOCCER

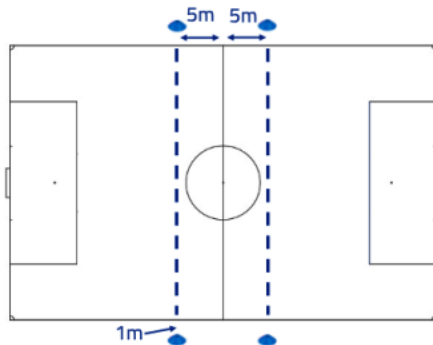
- a) Normal IFAB LOTG will apply except as indicated below.
- b) Fields shall be marked with a halfway line and a centre circle with a radius of six (6) meters. A rectangular penalty area will be marked, centered on the goal, 15m wide and out to 7,30 m from the goal line.
- c) The goal will measure approximately six (6) meters wide by two (2) meters tall.
- d) **Throw-ins** are made with the foot by:
 - Conduct (the player plays the ball for himself when entering the field of play)
 - A pass (the player passes the ball to a teammate)
- e) The offside rules will not be applied.
- f) Goalkeepers in possession of the ball within the penalty area may not take more than six (6) seconds before releasing it from their hands. Opposing players must allow the goalkeeper to return the ball into play without interference or obstruction.



National CS MRO

Jean Mantha Tournament

- g) On the taking of a **corner kick or any free kick**, no member of the opposing team should be closer than six (6) meters from the ball until the ball has been kicked and clearly moves.
- h) On the taking of a **goal kick** (Penalty), all opponents must remain outside the penalty area and not less than six (6) meters from the ball until the ball is in play.
- i) **Fouls and misconduct** (FIFA rules will prevail for all direct and indirect kicks)
 - i. If a foul, which incurs a direct free kick, is committed inside its penalty area by the defending team, a **PENALTY KICK** will be awarded to the attacking team.
 - ii. If a foul, which incurs an indirect free kick, is committed by the defending team inside its penalty area, an **INDIRECT FREE KICK** will be awarded to the attacking team. In this situation the ball will be positioned on the line of the penalty area parallel to the goal line, closest to where the foul occurred.
 - iii. If a foul, which incurs either a direct or an indirect free kick, is committed by the attacking team inside its penalty area, a **FREE KICK** will be awarded to the defending team. The ball will be positioned where the foul occurred. Opponents must remain outside the penalty area until the ball is in play. The ball is in play when it is kicked directly out of the penalty area.
- j) When restarting the match with a **drop ball from within the penalty area**, the referee will drop the ball on the penalty area line parallel to the goal line at the point nearest to where the ball was when the play was stopped.
- k) **Goal kick**: The opposing team must move back behind the line of withdrawal. The opposing team has the right to cross the cut-off line as soon as the goal kick is taken.



15. SPECIAL PLAYING RULES FOR 9 A-SIDE SOCCER

- a) Normal IFAB LOTG will apply except as indicated below:
- b) Fields shall measure approximately 60 m by 50 m.
- c) All games 9 vs. 9 are to be played with eight (8) players and one goalie. Each team needs a minimum of six (6) players and one goalie to play the game.
- d) The offside rule is applied.
- e) Penalty kicks shall be taken from a position eleven (11) meters away from the centre point of the goal line.

16. TOURNAMENT STANDINGS

- 16.1. The tournament will be played according to the schedule provided to each team.
- 16.2. A winning team must be declared for all matches. If there is no winner after regulation time, each team will take three (3) kicks from the penalty mark in accordance with IFAB LOTG. Only players on the field at the end of the match (or overtime) may take part in the kicks from the penalty mark. The referee chooses the goal against which the shots are to be taken.
- 16.3. If, after both teams have taken three (3) kicks, the scores are level, kicks continue until one team has scored a goal more than the other from the same number of kicks.
- 16.4. No player may kick for a second time until all team members on the field at the end at the end of the match (or overtime) have taken a kick (including the goalkeeper).

In order to declare a winner of a GROUP match, the following points will be allocated:



National CS MRO

Jean Mantha Tournament

- WIN: 3 points
- WIN by penalty kicks: 2 points
- LOSS by penalty kicks: 1 point
- LOSS: 0 points
- FORFEIT: -1 point

16.5. When a team forfeits a match, whatever the reason, the match will be recorded as a win for that team's opponent with a score of **3-0**.

16.6. Qualifying play standings will be determined by the following criteria taken in the order listed as far as necessary:

1. The team with the greatest number of points awarded;
2. The winner of the match opposing two tied teams (head-to-head);
3. The team with the highest goal differential between the goals "for" and the goals "against";
4. The team with the highest number of goals scored;
5. The team with the lowest number of goals conceded.

If teams remain tied in the standings after applying all these criteria, their final position will be decided by the taking of kicks from the penalty mark in accordance with FIFA rules (both teams take five (5) kicks).

17. TIE BREAKING AND OVERTIME

17.1. No overtime will be played in the preliminary round.

17.2. U9 to U12: Elimination (semi-final and final) or classification matches that end in a tie will be determined as follows:

- a) A five (5)-minute break and two extra five (5)-minute periods to be played in their entirety, with a one (1)-minute break between the two periods;
- b) If the score is still tied, the two teams will take three kicks from the penalty mark according to IFAB LOTG;
- c) If, after both teams have taken three (3) kicks, the scores are level, kicks continue until one team has scored a goal more than the other from the same number of kicks;
- d) Only players on the field at the end of overtime may take part in the kicks from the penalty mark;
- e) No player may kick for a second time until all team members on the field at the end of overtime have taken a kick (including the goalkeeper).

18. PASSPORTS

18.1. Players' and coaches' passports are to be made available to the referee and field marshals when requested. Failure to produce a valid passport on request may lead to forfeit of the match.

19. BEHAVIOUR

19.1. Coaches and substitute players must remain in designated bench areas during matches.

19.2. A referee may request a spectator to be removed from the vicinity of the playing field. If the spectator does not leave immediately, the team to which he/she belongs will be given one (1) minute to ensure that the spectator is removed, failing which the team will forfeit the match, and be disqualified from the tournament.

19.3. The Mount Royal Outremont Soccer Club and ARS Lac St. Louis are strong proponents of Fair Play, and all abusive, racist or any misconduct involving alleged physical assault or threatening behaviour towards a game official, a player, a coach, or a spectator can result in disciplinary measures being taken against the individual and/or the team they are representing.

20. RESPONSIBILITY OF THE ORGANIZING COMMITTEE

The Tournament Organizing Committee, the Mount Royal Outremont Soccer Club (CS MRO), the ARS LSL and Soccer Quebec cannot be held responsible for theft, loss or accident that may occur on the field.



National CS MRO Jean Mantha Tournament

21. TRANSLATION CLAUSES

In the event of a discrepancy between the French and English versions of the tournament rules, the French version shall take precedence.

22. REFUND

22.1. There are no refunds once a team's entry has been confirmed.

23. PUBLICITY

23.1. The Mount Royal Outremont Soccer Club reserves the right to use photos and videos taken during the tournament, on its website and/or on its Facebook page or other social media.