



## Lake Simcoe Soccer Club

482 The Queensway South, Unit 2, Keswick, ON., L4P 2E3  
phone: 905-476-4283 fax: 905-476-7046  
website: [www.lakesimcoesoccer.com](http://www.lakesimcoesoccer.com)  
email: [lssc@lakesimcoesoccer.com](mailto:lssc@lakesimcoesoccer.com)

### Addendum to Laws of the Game, 2009 Micro 2

All games played under the mini house league of the Lake Simcoe Soccer Club Micro 2 division will be played under the FIFA Laws of the Game with the following modifications:

#### **Pre-Game Procedure:**

The referee "Captains" call will require both teams and coaches to assemble at the centre of the field, in handshake format with the captains at the front of the line (not the Keeper). Following the coin toss, teams will shake hands wishing each other "Good Luck" (or "Good Game").

#### **Law – 2: The Ball**

The home team coach will supply the game ball. The game ball will be size 3 as provided by the Club.

#### **Law – 3: Players & Substitution**

1. There will be an unlimited number of player substitutions allowed.
2. Players substituted may return to the game at a later substitution.
3. Names of players substituted do not need to be given to the referee.
4. Coaches may request a substitution at **any stoppage in play** provided a reasonable amount of time has passed since the last substitution (3-5 minutes).
5. Substitution at half time need not be reported to the referee. (This includes substitution of the goalkeeper)
6. Substitution is allowed at the referee's discretion. A substitution may not be allowed if there is too little time left in the game, or there has been a recent substitution.
7. Players arriving after the game has started may enter the game at the next substitution.
8. The number of players on the field shall be 6 plus a goalkeeper (total of 7). The minimum number of players required to be fielded to avoid default shall be 4 plus a goalkeeper (total of 5). Each team must field the same amount of players.
9. One coach per team may be on the field at any time. The coach may provide learning instruction at a safe distance from the play (no closer than the referee)

#### **Law – 4: Equipment**

No player will wear any of the following:

- a. Hard brimmed hats of any sort.
- b. Any hat that unduly restricts the player's vision.
- c. Jewelry of any sort including bracelets, necklaces, earrings, studs and visible piercings. Taping of jewelry is not allowed.

#### **Law –7: Duration of the Match**

All games shall consist of two equal halves of 20 minutes.

#### **Law – 11: Offside**

There is no offside.

#### **Law – 12: Fouls and Misconducts**

All fouls will be restarted with indirect kicks (two-touch). Only penalty kicks will remain as a direct kick. Non-foul related restarts do not change (i.e. Kick-off, goal kick, corner kick).

#### **Law – 15: Throw In.**

Incorrect throw-ins may be retaken. Instruction must be provided by the coach. After 3 attempts, the throw goes to the other team.



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### Addendum to Laws of the Game, 2009 Under 7 & Under 8

All games played under the house league of the Lake Simcoe Soccer Club Under 7 and 8 divisions will be played under the FIFA Laws of the Game with the following modifications:

#### **Pre-Game Procedure:**

The referee "Captains" call will require both teams and coaches to assemble at the centre of the field, in handshake format with the captains at the front of the line (not the Keeper). Following the coin toss, teams will shake hands wishing each other "Good Luck" (or "Good Game").

#### **Law – 2: The Ball**

The home team coach will supply the game ball. The game ball will be size 4 as provided by the Club.

#### **Law – 3: Players & Substitution**

1. There will be an unlimited number of player substitutions allowed.
2. Players substituted may return to the game at a later substitution.
3. Names of players substituted do not need to be given to the referee.
4. Coaches may request a substitution at:
  - a. Throw Ins: The team with possession of the ball may substitute. The opposing team may only request a substitution if the team with possession does so (piggy-back).
  - b. Any goal kick, Half Time, After Any goal: Either team may substitute.
5. Substitution at half time need not be reported to the referee. (This includes substitution of the goalkeeper)
6. Substitution is allowed at the referee's discretion. A substitution may not be allowed if there is too little time left in the game, or there has been a recent substitution.
7. Goalkeepers may only substitute at half time (or as a result of injury).
8. Players arriving after the game has started may enter the game at the next substitution.
9. The number of players on the field shall be 6 plus a goalkeeper (total of 7). The minimum number of players required to be fielded to avoid default shall be 4 plus a goalkeeper (total of 5). Each team must field the same amount of players.

#### **Law – 4: Equipment**

No player will wear any of the following:

- a. Hard brimmed hats of any sort.
- b. Any hat that unduly restricts the player's vision.
- c. Jewelry of any sort including bracelets, necklaces, earrings, studs and visible piercings. Taping of jewelry is not allowed.

#### **Law – 5: The Referee**

Disruptions, outbursts and/or interference from the spectators or coaches will result in an automatic ejection of the offender and possible cancellation of the game.

#### **Law –7: Duration of the Match**

All games shall consist of two equal halves of 25 minutes. (exception may be made by the Club at weekend tournaments).

#### **Law – 11: Offside**

There is no offside.

#### **Law – 12: Fouls and Misconducts**

All fouls will be restarted with indirect kicks (two-touch). Only penalty kicks will remain as a direct kick. Non-foul related restarts do not change (i.e. Kick-off, goal kick, corner kick).

#### **Law – 15: Throw In.**

Until July 1, incorrect throw-ins may be retaken once. After July 1, incorrect throw-ins result in the other team gaining possession.



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### Addendum to Laws of the Game, 2009 Under 9 & Under 10

All games played under the house league of the Lake Simcoe Soccer Club Under 9 and 10 divisions will be played under the FIFA Laws of the Game with the following modifications:

#### **Pre-Game Procedure:**

The referee "Captains" call will require both teams and coaches to assemble at the centre of the field, in handshake format with the captains at the front of the line (not the Keeper). Following the coin toss, teams will shake hands wishing each other "Good Luck" (or "Good Game").

#### **Law – 2: The Ball**

The home team coach will supply the game ball. The game ball will be size 4 as provided by the Club.

#### **Law – 3: Players & Substitution**

1. There will be an unlimited number of player substitutions allowed.
2. Players substituted may return to the game at a later substitution.
3. Names of players substituted do not need to be given to the referee.
4. Coaches may request a substitution at:
  - a. Throw Ins: The team with possession of the ball may substitute. The opposing team may only request a substitution if the team with possession does so.
  - b. Any goal kick, Half Time, After Any goal: Either team may substitute.
5. Substitution at half time need not be reported to the referee. (This includes substitution of the goalkeeper)
6. Substitution is allowed at the referee's discretion. A substitution may not be allowed if there is too little time left in the game, or there has been a recent substitution.
7. Goalkeepers may only substitute at half time (or as a result of injury).
8. Players arriving after the game has started may enter the game at the next substitution.
9. The number of players on the field shall be 6 plus a goalkeeper (total of 7). The minimum number of players required to be fielded to avoid default shall be 4 plus a goalkeeper (total of 5). Each team must field the same amount of players.

#### **Law – 4: Equipment**

No player will wear any of the following:

- a. Hard brimmed hats of any sort.
- b. Any hat that unduly restricts the player's vision.
- c. Jewelry of any sort including bracelets, necklaces, earrings, studs and visible piercings. Taping of jewelry is not allowed.

#### **Law – 5: The Referee**

Disruptions, outbursts and/or interference from the spectators or coaches will result in an automatic ejection of the offender and possible cancellation of the game.

#### **Law –7: Duration of the Match**

All games shall consist of two equal halves of 30 minutes. (exception may be made by the Club at weekend tournaments).

#### **Law – 11: Offside**

There is no offside.

#### **Law – 12: Fouls and Misconducts**

All fouls will be restarted with indirect kicks (two-touch). Only penalty kicks will remain as a direct kick. Non-foul related restarts do not change (i.e. Kick-off, goal kick, corner kick).



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### Addendum to Laws of the Game, 2009 Under 11 to Under 18

All games played under the house league of the Lake Simcoe Soccer Club Under 11 and Older divisions will be played under the FIFA Laws of the Game with the following modifications:

#### **Pre-Game Procedure:**

The referee "Captains" call will be require both teams and coaches to assemble at the centre of the field, in handshake format with the captains at the front of the line (not the Keeper). Following the coin toss, teams will shake hands wishing each other "Good Luck" (or "Good Game").

#### **Law – 2: The Ball**

The home team coach will supply the game ball. The game ball will be size 5 as provided by the Club. U11 and/or U12 may use a size 4 ball if so supplied by the club.

#### **Law – 3: Players & Substitution**

1. There will be an unlimited number of player substitutions allowed.
2. Players substituted may return to the game at a later substitution.
3. Names of players substituted do not need to be given to the referee.
4. Coaches may request a substitution at:
  - a. Throw Ins: The team with possession of the ball may substitute. The opposing team may only request a substitution if the team with possession does so.
  - b. Any goal kick, Half Time, After Any goal: Either team may substitute.
5. Substitution at half time need not be reported to the referee. (This includes substitution of the goalkeeper)
6. Substitution is allowed at the referee's discretion. A substitution may not be allowed if there is too little time left in the game, or there has been a recent substitution.
7. Goalkeepers may only substitute at half time (or as a result of injury).
8. Players arriving after the game has started may enter the game at the next substitution.
9. **New for 2009:** All divisions **may** field 9 players per side – the remainder being subs. The Referee and Coaches must establish the 9v9 or 11v11 rule before the game starts. This means that each team may field 8 players plus a goalie, or 10 players plus a goalie – the minimum required to start the game is 6 players plus a goalie. **Each team must field the same amount of players.**

#### **Law – 4: Equipment**

No player will wear any of the following:

- a. Hard brimmed hats of any sort.
- b. Any hat that unduly restricts the player's vision.
- c. Jewelry of any sort including bracelets, necklaces, earrings, studs and visible piercings. Taping of jewelry is not allowed.

#### **Law –7: Duration of the Match**

All games shall consist of two equal halves. Game times are as follows:

Under 11/12 – 35 minute halves.

Under 13/14 – 40 minute halves.

Under 15/16/17/18 – 45 minute halves.

(The Club at weekend tournaments may make Exception).

#### **Law – 12: Fouls and Misconducts**

Issuance of a Red Card (Dismissal) in a game requires the offending team to play one less player per red card booked.



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### Addendum to Laws of the Game, 2009 Mixed Adult League

All games played under the house league of the Lake Simcoe Soccer Club Mixed Adult division will be played under the FIFA Laws of the Game with the following modifications:

#### Pre-Game Procedure:

The referee "Captains" call will require both teams and coaches to assemble at the centre of the field, in handshake format with the captains at the front of the line (not the Keeper). Following the coin toss, teams will shake hands wishing each other "Good Luck" (or "Good Game").

#### Law – 2: The Ball

The home team coach will supply the game ball. The game ball will be size 5 as provided by the Club.

#### Law – 3: Players & Substitution

1. There will be an unlimited number of player substitutions allowed.
2. Players substituted may return to the game at a later substitution.
3. Names of players substituted do not need to be given to the referee.
4. Coaches may request a substitution at:
  - c. Throw Ins: The team with possession of the ball may substitute. The opposing team may only request a substitution if the team with possession does so.
  - d. Any goal kick, Half Time, After Any goal: Either team may substitute.
5. Substitution at half time need not be reported to the referee. (This includes substitution of the goalkeeper)
6. Substitution is allowed at the referee's discretion. A substitution may not be allowed if there is too little time left in the game, or there has been a recent substitution.
7. **New for 2009:** Goaltenders may substitute during standard substitution requests (goal kick, own throw-in, goal) however in this case, the referee will stop the game time (except during weekend tournaments) to allow the next goaltender sufficient time to wear the appropriate equipment. The new goaltender is not allowed warm-up time.
8. Players arriving after the game has started may enter the game at the next substitution.
9. **New for 2009:** 9 or 11 players per side is allowed - the Referee and Coaches must establish the 9v9 or 11v11 rule before the game starts. This means that each team may field 8 players plus a goalie, or 10 players plus a goalie – the minimum required to start the game is 6 players plus a goalie. **Each team must field the same amount of players.**

#### Law – 4: Equipment

No player will wear any of the following:

- d. Hard brimmed hats of any sort.
- e. Any hat that unduly restricts the player's vision.
- f. Jewelry of any sort including bracelets, necklaces, earrings, studs and visible piercings. Taping of jewelry is not allowed.

#### Law – 7: Duration of the Match

All games shall consist of two equal halves of 35 minutes each. (The Club at weekend tournaments may make Exception).

#### Law – 10: The Method of Scoring

1. **New for 2009:** One point when a Male scores and two points when a Female scores.
2. **New for 2009:** A male player may only score twice during a game. A goal kick will be awarded to the defending team if a male player scores more than two goals.



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### Law – 12: Fouls and Misconducts

1. **New for 2009:** Slide tackling, whether the ball is contacted or not, will not be allowed in the Mixed Adult division. All slide tackles will result in a stoppage in play and the “Dangerous Play” foul will be assessed to the offending team. Repeat offences will be handled in accordance with the Laws of the Game. This means a second time offender will receive a Yellow Card; the third time, Red Card. Slide tackles of a violent or serious nature will result in an immediate Red Card and further discipline will occur.
2. Issuance of a Red Card (Dismissal) in a game requires the offending team to play one less player per red card booked.

### Law – 14: The Penalty Kick

**New for 2009:** Penalty kicks may be taken by either a man or a woman, but must be of the same gender as the goalie receiving the penalty kick. The point value of these penalty kicks will remain the same as in regular play.



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### Call-ups – All Divisions

#### Extension of YRSL Call-up rules for House League:

With the addition of point 17 in the LSSC Coaches Agreement in 2006, it became necessary to allow teams to call-up players in order to field teams. The call-up rules will be very similar to the YRSL. These rules are as follows...

- You are allowed no more than 3 call-ups per game.
- You may only utilize call-ups to bring your numbers to reach your original rostered amount.
- Call-ups must be registered LSSC Recreational (not rep, not from another club).
- Call-ups must be from the next lowest age division (U16 can only call-up from U14).
- Call-ups must be of the same gender (U16B can only call-up from U14B).
- Any one particular call-up can only be used 6 times in the season per team (let's say Justin Smith plays U14B and Team red of U16B wants to call him up. Justin can play only six games with U16B team red; however, he could also play six games with U16B team green; and so on)
- **Very Important: Coaches must notify the club 30 hours in advance that they are using call-ups. This can be done by email or voicemail and must be time coded 30 hours before game time. All of the above rules will be verified based on the information provided by the coach. The Head Referee will be notified by the club of the change and he will notify the referee in charge of the approved change. If the change is not approved, the club will contact the coach by phone or email before game time. If the 30 hour window has already closed – please email the headreferee directly or have the game referee contact the Head Referee on their Cell phone. Callups MUST be approved by the Head Referee (or assigned delegate). See note below for failure to abide by these rules!**
- Coaches must provide team jerseys and socks to the call-up player. Different jerseys may not be worn (this means the coach must get the absent player's jersey). Similar socks are accepted provided they do not match the opponent team.
- Call-ups must have their names on the gamesheet and their names must be circled. If the names do not match the information given to the referee by the Head Referee, that player will be excused from the game.
- Call-ups are not allowed during the House League tournaments; however, they are allowed during the kickoff weekend.
- **The Club and Club Head Referee reserve the right to modify these rules during the season.**

These rules have been designed maximize the playing opportunity of each team and its players and limit the amount of forfeits and cancellations. Any modification of the above rules will be done with this in mind.

**NOTE:** Failure to seek approval of a callup will result in the following action:

1. If the called up player is eligible based on the above rules, but approval was not sought nor completed – the team in question will lose all points gained in the subject game (the opposing team retains any points received).
  - a. If the offending team loses – no change in points
  - b. If the game is tied – the offending team will lose their single point gained – the opposing team receives one point for the tie.
  - c. If the offending team wins, they will lose the three points they gained – the opposing team receives 0 points.
2. If the called up player is not eligible based on the above rules, the offending team will forfeit the game, receive no points and the opposing team will receive 3 points for a win.