



## **7.0 Cancellations and Re-Scheduled Games**

1. The decision to cancel a game due to weather should be made prior to 11:00 am on the day of the game. The HOME team Coach or Athletic Director should follow the procedure below;  
*PHONE*      A) Visiting Team's Coach  
                  B) Convenor of the League      halligan@sympatico.ca  
                  C) Referee for the Game  
                  D) Referee Assignor G. Tomachewsky 542-7911.
2. Any other requests for the alteration of the League Schedule must be made to the Soccer Convenor at least 48 hours before the scheduled game. Decisions to reschedule, to be made at the discretion of the Convenor and the Opposing Coach.

## **8.0 Coaches**

1. A member of the school's teaching staff, either as a coach or a staff advisor, must be present at all times during the game.
2. All Coaches shall respect the Code of Behaviour, appendix 2, KASSAA constitution.

## **9.0 Referees**

1. Officials are administered by the Kingston District Soccer Referees Association.
2. The game official will be handled by the Athletic Director.
3. Return Travel costs for the following fields will be as follows;  
Ernestown \$ 7.00, Sydneham \$ 10.00, Napanee \$ 15.00, Sharbot Lake \$ 40.00

## **10.0 Reporting of Games**

1. The game sheets will be collected by the Winning Coach. In the case of a tie, the Home Field Coach will collect the game sheet at the end of the game.
2. The Winning Coach (or Home Coach if a tie) will fax the Game Sheets to the League Convenor and Opposing Coach within 24 hours of the end of the game.
3. The Winning Coach (or Home Coach if a tie) must phone the Convenor or the League with the game results, date played and the names of players who received any yellow or red cards during that game.
4. The Winning Coach (or Home Coach if tie) must phone Kingston Whig-Standard, and other Media to report the game results and fax game sheets to Losing Coach.
5. After playoff games, it is essential that the winning Coach contact the Convenor as soon as possible to receive information about future games.

## **11.0 Standings**

1. The winning team will be awarded 3 points, each team will be awarded 1 point for a tie and 0 points for a loss.
2. Teams who win by Default or Forfeit will be awarded a 2-0 win.
3. Tie Breakers for the final standings and play-off games (in order of precedence).

## 11.0 Standings (continued)

### **In the case of a Tie for a place for first place only;**

- a) The match record between the teams involved,
- b) The match record with the next highest team,
- c) The match record with the remaining teams in descending order.

### **In the case of a Tie for a place in the standings;**

- a) The match record between the teams involved,
- b) The match record with the next highest team,
- c) The match record with the remaining teams in descending order.

### **In the case of a Tie for the final playoff position only;**

- a) The winner of the elimination game played at a neutral field will advance to the playoffs.

### **In the case of more than two teams tied for the final playoff position;**

- a) A coin toss shall determine the match ups for a penalty shot competition.
- b) Each team will shoot a minimum of five penalty kicks on the opposing goalkeepers with the team scoring the most penalty kicks advancing to the playoffs.
- c) If more than one team is required for the playoffs, then the teams having scored the most penalty kicks in descending order will advance to the playoffs.

## 12.0 Playoffs

1. Where the league is organized in a Single Pool Format, the top 8 teams will qualify for the playoffs with the highest team playing the lowest team (1v8, 2v7) and so on.
2. When the league is organized in a 2 Pool Format, the playoffs will be as follows; Highest team in Pool A will play the Lowest placed team in Pool B and so on.
3. In the Quarter Finals, the teams will be ranked on league standing points order and will playoff in a Top vs Bottom format ie. 1st v.8th and so on.
4. If playoff game is tied after regulation time, two (2) 10 minute halves will follow in their entirety, irregardless of any goals scored. There will be a 1 minute break between the two halves.
5. If a tie exists after extra time, then Penalty kicks will decide the winner as follows;
  - a) Teams will take a total of 5 alternating (PK's) Penalty kicks, if required sudden death penalty shots will follow,
  - b) Only players who were on the field for the second overtime period can shoot a penalty kick.
6. The Championship game will be played at a neutral field as decided by the League Convenor. The team who finished the season with the highest points will be considered as the Home Team. Costs for the game will be shared equally.
7. For Semi-Final and Finals: 1 Referee and 2 Referee Assistants will be used.

### 13.0 Player Eligibility

1. All competitors in KASSAA contests must be eligible under EOSSAA constitution eligibility rules and transfer policies as follows;
  - a) To represent a school in any Federation championship a student must;
    - i) be eligible for competition under the constitution, by-laws, and standing rules for the association to which his/her school belongs;
    - ii) be certified as an eligible player by the Principal of the school,
    - iii) meet the following age requirements,  
**Senior**  
the student's birth certificate indicates that he/she has not reached his/her 20th birthday by August 31 of the current school year.  
**Junior**  
the student's birth certificate indicates that he/she has not reached his/her 16th birthday by August 31 of the current school year. A player turning 16 on Sept. 1 is eligible.
  - b) be in grades 9 - 12.
  - c) be eligible for a maximum of five (5) years of competition from date of entry into Grade Nine (9);
  - d) it is recommended that each Association's constitution cover the following point in addition, as a minimum of eligibility;
    - i) A student's schedule should represent not less than 50% of the school cycle in minutes.
    - ii) KASAA requires that all players meet the Ministry of Education requirements for a Full Time Equivalent status, ie. the student must be registered in 3 credits while participating in a sport.
  - e) all participants must be stimulated to achieve creditable academic progress to make a contribution to the general educational program of the school.
  - f) A player must have played in at least one (1) regular league game to be eligible for the playoffs.
  - g) A Junior player can only play two (2) league games in a Senior division.
  - h) A player can only compete in one level in the KASSAA playoffs. Juniors cannot move to Senior if they have played a Junior playoff game.
  - i) Any event in which an ineligible contestant participates at an EOSSA championship shall be forfeited by that individual or his/her team.
2. Any player who attended another Secondary School in the previous or current school year must have submitted the proper documentation to EOSSA in order to be considered eligible to play.
3. CFSSAA Player Eligibility  
Any match where an ineligible player has participated shall be automatically forfeited at the Convenor's discretion. This penalty shall be applied, subject to appeal to the Board of Reference, even though if formal protest has not been made.

### **13.0 Player Eligibility (continued)**

4. A player who is suspended by the Convenor on two occasions is henceforth suspended for the remainder of the season in that activity.
5. For a player to be eligible to play in an activity, his/her name must be included on a "certified eligibility list" of all players for that school.

### **14.0 Eligibility Procedure**

1. The Athletic Director in each school shall be responsible for compiling and forwarding verified EOSSAA eligibility lists of each team to the Convenor and will include players; names, birthdates, coaches signatures, names of the respective school Athletic Directors and Principals. This EOSSAA eligibility list must be forwarded to the KASSAA soccer Convenor before the team's first league game. It is the Convenor's responsibility to forward the list to the EOSSAA soccer Convenor.

### **15.0 Player Transfers**

1. The names of all transfer students will include a reason and must be included on the eligibility sheet. A supporting letter from two (2) School Principals may be required.

### **16.0 Playing Regulations**

1. Current FIFA, OSA, and EOSSA rules shall be the rules governing all CFSSAA matches, with the following exceptions;
  - a) A team must field a minimum of seven (7) players or risk forfeiture.
  - b) The Home team must change their jersey colours at the Referee's discretion.
  - c) Substitutions:  
Substitutions are unlimited and may occur during; kick-offs, goal kicks, throw-ins, player injury and at the referee's discretion. Teams shall substitute while the opposing team is substituting. The referee must be informed of any substitution at all times.
  - d) Player Conduct:  
1 Yellow Card (Caution)  
2 Yellow Cards (Caution) (same game) = 1 Red Card (Dismissal).  
The player cannot play further (inc. extra time or P.K.'s) and the next game (incl. playoffs). The team will play shorthanded for each Red Carded player.  
1 Red Card (Dismissal)  
The player is expelled from the rest of the game (inc. extra time or P.K.'s). The player cannot play the following game incl. playoffs.  
The team will play one player short for each Red Carded player.  
3 Yellow Cards (Caution) in the regular season results in the player being suspended for the next game. This rule does not extend into the playoffs.

## **16.0 Playing Regulations (continued)**

- e) As per KASSAA policies, a player receiving 2 Red Cards in a season will be suspended from further league or playoff action.
- f) Trophies & Medallions to be presented at the end of championship games.
- g) Players cannot play with crutches above the waist or used as a hand.

## **17.0 EOSSA Tournament**

- 1. The Senior and Junior KASSAA playoff champions will be eligible to participate in the EOSSAA regional finals. If a team does not wish to play in the EOSSAA tournament, they shall notify the KASSAA soccer Convenor immediately. In such a case, the championship finalist will then be offered the opportunity to participate, followed by top placed team during the league in descending order.
- 1b. The highest finishing Playoff Team in Each Class (A, AA, AAA) will qualify for EOSSAA in their respective Class (A, AA, AAA).
- 2. The winner of the EOSSAA tournament will be eligible for the OFSSAA Tournament to be played in early June of the same school year.
- 3. Financial assistance for travel and / or EOSSA / OFSSAA fees may be available. Contact your Athletic Director for details.

## **18.0 Protests**

- 1. All protests to follow KASSAA constitution Article 13 and include the following;
  - a) All protests shall be lodged and submitted in writing to the KASSAA Convenor and the opposing Coach not more than 48 hours following the game concerned, excluding Saturday and Sunday.
  - b) A copy of the letter or protest shall be sent by registered mail or courier service to the opposing coach addressed to the opposing coach's school,
  - c) This Protest letter copy should be acknowledged by the person receiving it. Proof of delivery should accompany the original protest,
  - d) The Protest letter must be signed by the Principal or a Vice-Principal,
  - e) Each protest shall be accompanied by a \$50.00 non-refundable Protest fee,
  - f) The Protesting Coach to forward a copy to his/her school's Athletic Director.

\*\*\*\*\*END\*\*\*\*\*