



**CANADA**

# **Junior Premier League Canada**

**RULES – 2024 Outdoor Season**



## **1. Membership**

- a). A Club or Academy is defined as an entity specifically organized to allow for participation of its teams in JPL.
- b). Open to all Clubs / Academies - Boys and Girls teams.
- c). Players registered to play in JPL are also allowed to be registered in the recreational or competitive programmes of other organizations to also give further options for their participation in traditionally recognized other competitions such as Leagues and Tournaments.
- d). All teams will receive a copy of these Rules. A Waiver form provided by the League is to be signed by the team Coach. This Waiver states that the Coach has read and understood the Rules of the League, and that they agree to abide by these Rules and other Policies as determined by the League. The waiver is to be completed and returned to the League office by April 30. Failure to comply with this deadline may result in games played being forfeited.
- e). All divisions are subject to the approval of the League Committee. The League Committee reserves the right to establish divisions as suitable to offer the most appropriate overall competition possible.

## **2. Applications**

- a). Application by a Club or Academy to have a team play in the League must be completed online using the League's Registration Provider, GOT SPORT, by February 15th of each year. This Application must be complete with full registration fee per team, as required. The fee amount will be noted on the Application.
- b). Any team application submitted by a Club or Academy after the deadline will be accepted at the discretion of the League Committee and will be subject to a special League fee set by the League Committee.
- c). Teams withdrawing from the League after March 1st will forfeit the entire League fee.
- d). Teams withdrawing from the League after the schedule is published (April 15th) will forfeit the entire League fee and may be fined. (See Appendix A)
- e). Notice of withdrawal must be in writing.
- f). Teams may submit with their application or by March 15th, no more than two time periods when they require time blocked from the schedule up to a total maximum of 10 days. No additions or changes will be accepted after March 15th. Failure to submit or if submitted with more than 10 days will result in no time blocked for that particular team.  
(Exception: Teams travelling outside North America may block off 1 time period of up to 15 days and must provide backup documentation.)

## **3. League Season**

- a). The playing season shall commence as early as possible in May and shall conclude with the final scheduled (re-scheduled) games of the League which must be completed by October 15th unless otherwise agreed to by the League Committee.
- b). Teams failing to meet their obligations to play a game may be subject to a fine. (See Appendix A)
- c). Notification of forfeiture must be received in writing from the Club. Scores of a forfeited game will be recorded as 3-0 in favour of the non-forfeiting team.

## **4. League Games**

- All games will be played on Weekends unless the Club/Academy has a conflict.
- There will be no games scheduled on Long Weekends.
- There will be a mid-season break of two consecutive weekends where there will be no games scheduled.



### **Game Format**

- Under 11 - Smaller-field, 9v9 - Two (2) twenty-five (30) minute halves with ten (10) minute halftime
- Under 12 - Smaller-field, 9v9 - Two (2) twenty-five (30) minute halves with ten (10) minute halftime
- Under 13 - Full-field, 11v11 - Two (2) thirty-five (35) minute halves with ten (10) minute halftime
- Under 14 - Two (2) forty (40) minute halves with ten (10) minute halftime
- Under 15 - Under 18 inclusive - Two (2) forty-five (45) minute halves with fifteen (15) minute halftime
- The referee will keep the official time
- Under 11 and Under 12 Maximum Roster of 16 players selected - 16 eligible to play each game
- Under 13 and older Maximum Roster of 20 players selected - 20 eligible to play each game
- Any player registered with a Club/Academy is eligible to play for that Club/Academy in the League
- Unlimited substitutions
- Substitutions are permitted at any stoppage, only with Referee's approval
- The use of shin guards is mandatory at all ages for ALL GAMES.

### **5. Team Roster**

- a). The team Roster must be submitted to the League using the Got Sport Roster Form by May 1 st .
- b). Any change to the Roster must be reported to the League by submitting an updated Got Sport Roster Form. All changes in team official(s) or player(s) must be reported within 5 business days of the change. Failure to comply may result in a fine.

### **6. Team Officials**

- a). Team officials must be registered on the prescribed Got Sport Roster Form in order to participate in a game.
- b). Maximum 4 team officials may be named on a game sheet and be eligible to be in the bench area for a game.
- c). All changes in team official(s) or player(s) must be reported within 5 business days of the change. Failure to comply may result in a fine.

### **7. Players**

- a). Team officials must carry a copy of the Got Sport Roster Form to all games.
- b). Inspection of any Got Sport Roster Form by the opposing team is optional but **MUST** be undertaken at least 15 minutes prior to the start of the game and must not delay the scheduled kick-off.
- c). Failure to produce the Got Sport Roster Form requested may result in forfeiture of the game.
- d). Only players listed on the Got Sport Roster Form made available for inspection, as might be requested, may have their names entered on the game sheet and be eligible to play.
- e). Once a game has been started, team officials forfeit the right to investigate the Got Sport Roster Form, excluding player arriving late. The Got Sport Roster Form must be checked prior to the late arrival player entering the field of play.
- f). Any player arriving after that the start of the second half, is not eligible to play in that particular game.
- g). Violations of Section 7 could result in forfeiture of game and fine.

### **8. Player Eligibility**

- a). All players shall be duly registered in accordance with JPL Policies and Procedures and must be covered by health, medical or similar insurance available through JPL.
- b). A player must be registered at least the day prior to a League Game in order to be eligible to play.
- c). A player named on the game sheet is deemed to have played.
  - Under 11/12 Maximum Roster of 16 players selected - 16 eligible to play each game
  - Under 13 and older Maximum Roster of 20 players selected - 20 eligible to play each game
- d) All rules and regulations as set out regarding the signing and transfer of players shall apply.



- e) Teams found to have used an ineligible player(s) or deemed to be an ineligible team, shall default the game(s) to its opponent(s), provided a Protest is made according to Rule 19 of these Rules or at the discretion of the League Committee. In the event that both teams are found guilty of using ineligible players, no points will be awarded. A team found guilty of using ineligible players will subject its team to a fine. (See Appendix A)
- f) Violations of Section 8 could result in forfeiture of the game and a fine. (See Appendix A)

### **9. Call Ups**

- a). Teams may only use call ups from their own Club/Academy. Call ups may be used provided:
  - 1. The player is a recreational player at the same age group or younger.
  - 2. The player is a competitive player in a younger age group.
  - 3. The player is a competitive player in the same age group at a lower level.
  - 4. Not more than three players are being called up for any one team, in any game. (Exception- U18 - 5 Call ups).
  - 5. All call ups must be listed on a Got Sport Roster Form.
  - 6. A player who has been suspended for one or more games in league play shall not be permitted to "play up" for a higher level Club/Academy team within his/her own Club/Academy in a league game for any other team until after the scheduled date of the final game covered by his/her suspension (such date to be indicated on the notice of suspension).
- b) Teams may not use players from another Club/Academy under any circumstances.
- c) Violations of Section 9 could result in forfeiture of the game and teams may be subject to a fine. (See Appendix A)

### **10. Referees**

In the event that no game official has arrived after a twenty minute grace period, the game shall be rescheduled by the League.

- a) The referee fees will be paid by JPL.
- b) Fully completed game sheets must be handed to the Referee before the start of the game.

### **11. Schedule**

- a) Under no circumstances will teams be allowed to postpone games.
- b) All games will be played as scheduled unless:
  - 1. At the discretion of the referee, postponement is necessary due to bad weather or field conditions.
  - 2. A game is postponed at the discretion of the League.
  - 3. A game is postponed at the discretion of the Facility Operator.
- c) Requests to reschedule games other than for the blocked times submitted to the League will not be entertained.  
(Exception: Teams will be allowed to reschedule 1 game in June for a school function. Teams must submit in writing 10 days prior and submit backup documentation.)
- d) A game is deemed complete if 25% or less remains un-played when called by a game official due to weather or playing conditions. All games not completed will be replayed in full from the start.

### **12. Rescheduling**

Every attempt will be made to play postponed games within three weeks of the scheduled date.

### **13. Uniforms**

- a) Teams must provide each player with identical sweaters with unique identification.
- b) At the discretion of the League Committee, teams will be required to wear a League crest on their main team jerseys, which may or may not include a League sponsor name and/or logo. Failure to comply will result in disciplinary action against the team and Club/Academy, including a monetary fine.



- c) The goalkeeper must wear a contrasting jersey which also must be different from the opposing team.
- d) The home team will be designated on the League schedule. When uniform colours are similar, the home team must change to distinct colours at the discretion of the referee. Failure to comply will result in a fine. (See Appendix A)

#### **14. Game ball**

- a) The home team will be responsible to provide the game ball which will be Size 4 for Under 11/12 and will be Size 5 for Under 13 and older.

#### **15. Game Sheets**

- a) All teams shall furnish a complete list of players and team officials on the game sheet provided/generated, showing the full name of all players and team officials participating in the game. The top portion of the game sheet must be fully completed by the team. Incomplete game sheets will be subject to a fine. (See Appendix A)
- b) The game sheet, bearing the name of the players and the team officials must be handed to the referee before the start of the game. Coaches are required to sign the game sheet.
  - 1. Only players/team officials listed on the game sheet are allowed on the bench.

#### **16. Reporting scores**

- a) Both coaches shall be responsible to report the score of the game online within twenty-four (24) hours of completion of the game. Failure to report the result (score) as described will result in a fine. (See Appendix A)

#### **17. Discipline**

- a) The League will follow the Discipline By Review process for all cases. In some cases a Hearing will be required and as such the appropriate parties will be notified.
- b) The player has a right to request a Hearing (DBH). There will be an administrative fee (See Appendix B) to those that want to request a hearing for a DBR case. The request for Hearing (in writing) and the fee must be received no later than 72 hours from the scheduled kick-off date and time of the game. If the party is found not guilty then the administrative fee will be returned.
- c) The League will follow Standard Penalties for Misconduct. These can be found on the League Website.
- d) The Got Sport Roster Form must be presented at all hearings otherwise there shall be no hearing held and the player shall be considered as having missed the hearing. Failure to appear for a hearing will result in an immediate suspension from All Soccer Activity. The accused must then request a discipline hearing and pay the appropriate fee. (See Appendix B)
- e) All suspensions will begin after notification from the League.
- f) Any player or team official listed on a game sheet is deemed to have participated in that game. Players or team officials participating in a game while under suspension will be subject to severe disciplinary action which could result in forfeiture of game and/or fine. (See Appendix A)
- g) Any team using a player in a game that is not listed on the game sheet will be subject to disciplinary action which will include forfeiture of the game and/or fine. (See Appendix A)
- h) The coach and players shall confine themselves to the players' bench which shall be deemed to be an area ten yards long commencing five yards, and finishing fifteen yards from the centre line on either side of the field.
- i) Any game abandoned by a game official will be dealt with by the League Discipline Committee. A team found guilty of causing abandonment will forfeit the game and be subject to a fine. (See Appendix A)
- j) In the event that both teams are found guilty, no points will be awarded, and both teams will be subject to a fine. (See Appendix A)
- k) The score to be recorded is the higher of 3-0 or the score at the time of the abandonment.



- l) The Coach is responsible for all its players and spectators at all times, and shall conduct themselves in a sportsmanlike manner in accordance with the Laws of the Game.
- m) The A player, coach, team official or spectator impeding, harassing, or otherwise intimidating a game official, opposing coach, members of the League Executive or opposing players, will be subject to severe disciplinary action, including a fine. (See Appendix A)
- n) If a misconduct(s) occurs after the final whistle, and any players have removed their game jersey, that team will be disciplined and fined. (See Appendix A)

#### **18. Fees & Fines**

a) Any League invoice for fees or fines not paid within twenty-one days of issue may result in a suspension of League privileges to all teams of the offending Club/Academy, until the invoice is paid. Any games scheduled during the suspension period will be forfeited, and the points awarded to the opposing team. No applications will be accepted for the following season while a Club/Academy is in bad standing.

#### **19. Protests and Appeals**

- a) Protests must be received in writing by the League Administrator by mail, postmarked to the League office or by courier service. All such conveyances to be made within forty-eight hours (not including weekends or statutory holidays) of the completion of the game. A copy of the protest must be sent by registered mail to the other team involved in the protest and a copy of the receipt of such registered mail, must be included in the protest copy sent to the League office.
- b) Protests must be accompanied by a protest fee (See Appendix B) in the form of a cheque or money order payable to the League.
- c) The protest fee will be refunded if the protest is upheld.
- d) Correctly submitted protests will be heard at the next scheduled League Committee Meeting. In the event that a decision is required prior to the next Executive Meeting, the protest will be heard by a Committee of three, appointed by the League Executive Director.
- e) No protest pertaining to the decision of a game official will be heard.
- f) Appeals will be in accordance with the Rules of the League.

#### **20. League Standings**

- a) A team shall be awarded three points for a win, and one point for a tie. In the event of a two way tie for first and/or second in the League standings at the end of the season, the following shall apply:
  1. The team with the most points from head to head competition will be declared the winner
  2. The team with the least goals against for the season will be declared the winner.
  3. The team with the higher goal differential (Goals for minus goals against) for the season will be declared the winner.
  4. If still tied, a game will be played as scheduled by the League. If the game is tied at the end of regulation play, the game will go straight to penalty kicks from the penalty mark in accordance with FIFA Law.
- b) In the event of a tie for first and/or second place by more than two teams, the order of finish will be determined by applying a2 then, if necessary a) 3. If still tied, then the taking of sudden death penalty kicks will apply. The drawing of lots will be used to determine which team receives a bye through the first round of these penalties. Scheduling of these penalties will be determined by the League.
- c) Tie breaking rules, as listed in a) 1, a) 2, a) 3 and a) 4 will be used to determine standings.

#### **21. Amendments**

a) Amendments to the Rules are at the sole discretion of the League Committee, and may only be made no less than 30 days prior to the start of a new Season. Amendments to the Rules are at the sole discretion of the Executive Director of the League if it is determined that such would be beneficial to the participants.



## **22. Other Matters**

a) All matters not included in these Rules shall be adjudicated solely by the League Committee, in the best interest of the League Members, and the game of soccer overall.

Dated: January 4, 2024