GMAA Soccer Handbook

Section 1: Sports Committee

The Soccer Sports Committee shall consist of the chairperson of the above sport and all the coaches for that season of the above sport. The chairperson shall call one meeting prior to the opening of the season. A mid or post season meeting may be called at the discretion of the chairperson of the above sport or at the request of 1/3 of the coaches involved in this sport.

Section 2: Team Entry and Classification

2.1) All official team entries must be submitted on S1 by the deadline
2.2) Classification:
Boys or Girls
Bantam, Midget or Juvenile
Division 3 (D3), Division 4 – Level 1 (D4.1), or Division 4 – Level 2 (D4.2)

Section 3: Player Registration & Eligibility

3.1) Player Registration is due on S1 prior to the teams' first game.
3.2) AA or AAA players: A 'AAA' player is a player who is registered with a unisport federation as a 'AAA' player between July 1st and June 30th of that school year.
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3.3) AA and AAA Requirements
Girls & Boys: D3: Unlimited AA and AAA players are permitted per game
D4.1: No (0) AAA players and an unlimited number of AA players per game
D4.2: No (0) AAA players and a maximum of five (5) AA players per game
3.4) Any student who is enrolled in a soccer sports concentration program shall not be eligible to play on a division 4 soccer team.
3.5) Procedure for AA or AAA players:
1) Teams must indicate AA or AAA on their player registration on S1 in the 'Additional Information' Section.
2) AA and/or AAA players must be indicated on the game sheet by writing their eligibility beside their name.
3) Any team playing an ineligible player will lose the game(s) played by this player by default. The coach will also be sent to the Coaches Code of Ethics Committee.
3.6) Playing up: For those schools that have more than 1 team at the same level (Bantam, Midget, Juvenile) but in a different division (D3, D4.1, D4.2) students are permitted to play 'up' for one game (same rule as people who play 'up' an age category). D4.2 to D4.1, D4.2 to D3, and D4.1 to D3. As soon as they play their second game with the higher division they cannot go back down. Players may not move down in the same age group. For those schools that have two teams at the same level and in the same Division, there will be no 'transfers' permitted, each team will have a distinct roster.

Section 4: Uniform (also refer to Governing Rules – Rule VI, Section 5)

4.1) Players' equipment is according to F.I.F.A.
4.2) Shin pads must be worn with proper soccer socks covering the shin pads.
4.3) Teams must wear team uniform with numbers on the back.
4.4) Team members may be permitted to wear bicycle shorts, tights or sweatpants under the regulation soccer short. All team members must wear the same colour undergarment (i.e. either school colour or black).
4.5) No jewelry is permitted, reading glasses are not permitted either. Glasses must be modified for sports and made of plastic material and secured properly around the head.
4.6) Only a medical bracelet is permitted, and it must be tuck away safely with a wrist band or tape.

Section 5: Scheduling & Starting Time

5.1) The schedule shall be drawn up by the coaches at a scheduling meeting. Each team is required to have one representative present to do the scheduling (see Governing Rules – Rule VI, Section 6). No scheduling may take place before the meeting begins and no division information will be given out prior to the scheduling meeting.

5.2) Coaches will draw up their own schedules in three separate scheduling meetings. Every school is encouraged to play on Mondays and Fridays during the season (exception: Jewish schools). Double-headers should be scheduled as much as possible.

5.3) League games have priority over any exhibition game and/or tournament. League games will not be postponed due to conflicting schedules.

5.4) Teams should play a minimum of 6 (six) games and a maximum of eight (8) games (with a crossover if necessary).

5.5) There must be a minimum of 4 teams in a level in order to draw up a schedule of games for that level, otherwise the level will be eliminated and/or combined with another level.

5.6) Schools will be permitted to enter more than one team in same category (Juvenile, Midget, or Bantam.) Schools will also be permitted to enter a maximum of two teams at the same level in the same category. For those schools that have two teams at the same level and in the same Division, there will be no 'transfers' permitted, each team will have a distinct roster.

5.7) At least two weeks are set aside for tiebreakers and playoffs at the end of the season.

5.8) Coaches are encouraged not to adjust or alter the schedule for any reason other than a school closure. Changes to the schedule can be made during the (5) five working days after the schedule is posted on the website (www.gmaa.ca), assuming both schools involved agree to that change. Both coaches must notify the GMAA of the change. No changes will be accepted after noon the working day before the scheduled game (except in emergencies). If changes are made after the 5-day grace period, a $10 charge will be applied to the team requesting the change.

5.9) Starting time as per the GMAA Governing Rules, if a team is not on the field and ready to play within 15 minutes of the scheduled starting time, that team shall lose the game by default.

Section 6: Governing Rules & Rule Modifications

6.1) Current rules as established by the Federation International de Football Association (F.I.F.A.) shall apply except as follows:

6.2) All participating schools are required to provide suitably sized, adequately marked and equipped playing facilities for all scheduled competitions.

6.3) A staff member (see Rule VI, Section 4 of General Governing Rules for clarification) must be present and at the bench at all GMAA games (i.e. for each complete game). The staff member must sign the game report. Penalty - Forfeiture of game.

6.4) A participation rule should be in effect for Division 4.1 and Division 4.2 competition in all age categories. Every player should play a minimum of half the game.

6.5) Any player whose name appears on the Official Score sheet is considered to have officially participated in that game.

6.6) Completion of Game: A regular game will be completed after at least three quarters of the game has been played. If less than three quarters of a game has been played and the referee ends the game, the game will be rescheduled and played over from the beginning.

Completion of Playoff Games: In all sports for playoff games ONLY, a game must be completed from where it stood from the moment it was stopped, at the discretion of the losing team. The same game sheet must be used to complete the game. No players may be added to the lineup.

6.7) Playing time - Playing time for all games will be 2x30 minutes for Bantam, and 2x35 minutes for Midget and Juvenile.

6.8) Substitution is permitted at a goal-kick, after a goal has been scored, at half-time, at an injury or on a throw-in by the attacking team. (If the attacking team substitutes on a throw in then the defending team may also substitute at this time.) No substitution is allowed when a player is ejected.

6.9) A team area of 15 yards - starting 5 yards each side of the center line on one side of the field is to be designated. Team members, including coaches are not permitted to move outside of this area.
6.10) Referees will be instructed to inspect cleats of all players prior to the start of the game and no player is to be permitted on the field if he/she is using illegal cleats. Studs which are independently mounted on the sole and are replaceable shall be made of leather, rubber, aluminum, plastic or similar material and shall be solid.
6.11) Mercy Rule: If the goal differential in the game reaches seven (7) goals, the game can be terminated at the discretion of the losing coach.
6.12) Ball: No. 4 for all bantam categories. However, if both teams show up to a game and do not have a size 4 ball, they will play with what they have
No. 5 for all midget and juvenile categories.

Section 7: Regular Season Games
7.1) Number of Players: A team is considered to be seven players. These players must be dressed and ready to play at the scheduled starting time.
7.2) Individual Players (i.e. players' names and dates of birth) must be registered on S1 prior to the first regular season game.
7.3) Officials: All officials for school scheduled games shall be assigned by GMAA. As much as possible all Juvenile Girls, Juvenile Boys and Midget Boys games will be covered by two officials. Midget Girls, Bantam Boys and Bantam Girls games will be covered by one official. Playoff games will be covered by 1 referee and two assistant referees (subject to availability).
7.4) Scoring for Team Standings - 3 points for a win and 1 point for a tie

Section 8: Championships & Playoffs (see Rule XI Secondary Governing Rules)
8.1) If a playoff qualifying team forfeits their position before the start of the playoffs, the league will ask the next team in the standings from the same section to fill the spot instead of giving a bye to the opposing team.
8.2) If possible, Division 3 finals will be played as a "showcase" on a site having adequate spectator accommodations. If there is no "showcase", the games will be played at the home of the higher seed. The dates and sites of these playoff games are to be set at the beginning of the season. There will be no showcase for the Division 4.1 or Division 4.2 Championship games. On a one-year trial, it is proposed that the D3 Soccer Championships be held on a Friday and that all 6 games be showcased. This date is reflected in the calendar. Times of the games to be determined based on field availability.
8.3) All other playoff games will be played at home of the higher seed. This excludes non-member schools who participate in the GMAA league. (see Governing Rules)
8.4) For Soccer Division 3 Showcase finals only – all semifinal games must be played by the Thursday before the scheduled showcase. For any two teams who, because of their conflicts, are not able to agree on a date to schedule their semi-final game the week before the showcase, the game will take place at the Showcase venue on the Friday afternoon at 2pm. If a team does not show up at the semi, they will default the game.
8.5) Playoff Overtime:
In Quarterfinal and Semi Final games that require overtime, there shall be 2 x 5-minute overtime periods, no golden goal. For final games only, two 10-minute halves will be played, no golden goal.
If the teams are still tied at the end of the overtime periods, the game shall be decided by alternate penalty kicks.
If the game remains tied after each side has taken 5 penalty kicks, the remaining 6 players of each will alternate kicks until the tie is broken.
N.B. All preceding players must have been on the field at the end of the game. If the game is still tied, the coach may decide the rotation of kickers.

Section 9: Duties of Home School & Visiting Schools

9.1) Home team responsibilities

a) The home team shall supply two game balls and the scoresheet.

b) The official scoresheet must be printed off S1 by the HOME COACH (listing both teams) and given to the referee before the game starts.

c) The home team must upload the results and scoresheet to S1 the night of the match.

d) Arrange for staff to control spectators.

9.2) Visiting team responsibilities

a) Visiting teams must be supervised from the time they arrive to the time they leave the field.

b) All game sheets are to be signed by both staff members and the referee at the end of the game.

Section 10: Discipline of Players

10.1) Referees may, without prior warning, send a player off the field for fixed and definite period of time (COOLING-OFF PERIOD) if their conduct or type of play makes it necessary. This is NOT AN EJECTION and should be used only when the referee feels that it would prevent a more serious situation from developing. The player may be replaced on the field by another eligible player. The referee shall determine the length of any such COOLING-OFF PERIOD, i.e. 10 minutes, 15 minutes, the remainder of the half or the balance of the game.

10.2) Both coaches must be notified of any action taken by the referee. N.B. Ejection MUST BE REPORTED to both coaches and on the game report - An ejection carries an automatic 2 game suspension which will be reviewed by the discipline committee and may be increased or reduced.

10.3) The ejection of any player from a game will result in a suspension of that player from at least two following games. It is the coaches' responsibility to keep that student out for the next two games until an official letter is sent to the school outlining the details of the suspension.

Section 11: Discipline of Teams

The following steps will be taken when the third player of a team is ejected during one soccer season:

1. A letter will be sent to the principal
2. The coach will be asked to explain to the Coaches Code of Ethics members why the team has had 3 players ejected.
3. The team is to lose 2 points in the team standings

Any team with 4 players ejected in a soccer season will be suspended from playing any further games in the soccer season.

June 2022