

CALGARY MINOR SOCCER ASSOCIATION



RULES OF PLAY

VISION STATEMENT

Calgary Soccer, the premier sport.

MISSION STATEMENT

Dedicated to the enjoyment, support, and development of soccer, committed to providing opportunities for all participants to achieve their desired level within the sport.

VALUE / BELIEF STATEMENT

Leadership----- In the sport of soccer and being progressive in our actions.

Integrity----- Conduct all business in an honest, ethical, and trustworthy manner.

Fair Play ----- Adhere to the principles of “Fair Play” both on and off the field.

Excellence ----- Strive for and support the greatest level of achievement for players, volunteers, and staff.

Accountability ----- Committed to fiscal responsibility and good business practices in all of our actions.

COACHING CODE OF ETHICS

Integrity----- The coach must act with integrity in performing all duties owed to athletes, the sport, and other members of the coaching profession and public.

Competence----- The coach must strive to be well prepared and current in order that all duties in the respective discipline are fulfilled with competence.

Athletes Interest -- The coach must act in the best interest of the athlete’s development as a whole person.

Personal Conduct ----- The coach must maintain the highest standards of personal conduct and support the principles of fair play.

Respect for the Rules -- The coach must accept both the letter and the spirit of the rules that define and govern the sport.

Respect for Officials --- The coach must accept the role of the officials in providing judgment to ensure that competitions are conducted fairly and according to the established rules.

Responsibility to Other Coaches -- Courtesy, good faith and respect must characterize the coach’s conduct towards other coaches.

SPECTATOR'S CODE OF ETHICS (Adopted from the YMCA Spectator's Code)

- 1 Remember that children play organized sports for their own fun.
- 2 Be on your best behavior.
- 3 Applaud good plays by your own team AND visiting teams.
- 4 Show respect for your teams opponents.
- 5 NEVER ridicule or scold a child for making a mistake during the competition.
- 6 Condemn the use of violence in all forms.
- 7 Respect the officials' decisions.
- 8 Encourage players to always play according to the rules.

Professional athletes are not always good role models for children, but the good sportsmanship and healthy lifestyle gained in our country's sports programs can make children good role models for each other, parents, and for future generations.

But first adults have to let them play and send them the right messages.

GLOSSARY

Calgary Minor Soccer Association	CMSA
www.calgaryminorsoccer.com	
Calgary Soccer Federation	CSF
www.calgarysoccerfederation.com	
Alberta Soccer Association	ASA
www.albertasoccer.com	
Canadian Soccer Association	CSA
www.canadasoccer.com/	
Federation Internationale de Football Association	FIFA
www.fifa.com	

DEFINITIONS

For the purpose of clarity, the following words shall have the following meanings throughout this document.

- Club** A **Club** shall refer to any **organization** that has applied for, and has been granted membership in the Calgary Minor Soccer Association by the Board of Directors as set out in the current Bylaws of the Association. Such organizations may be from within or without District 4, and may be based around community, cultural, or traditional grounds as set out in the Policies of the Association. For the purposes of tournament discipline only, this definition would be extended to include the guest organizations whose teams are registered in the corresponding tournament.
- Member** A **Member** shall refer to any **individual person** (player, team official, game official, director, coordinator, etc) who is directly or indirectly affiliated with an organization that has been granted membership in the Calgary Minor Soccer Association by the Board of Directors as set out in the current Bylaws of the Association. For the purposes of tournament discipline only, this definition would be extended to include the individuals whose Clubs are registered in the corresponding tournaments.

TABLE OF CONTENTS

I	Membership and Team Registration	1
II	Age Limits and Player Registration	2
III	League Play	4
IV	Number of Registered Players, Playing Up, and New Players.....	5
V	Eligible Players, Transfers, and Non-Resident Players.....	7
VI	Players for Teams in Provincial Competitions	10
VII	Number of Players and Substitutions (U12 to U20).....	11
VIII	Team Management	11
IX	Duration of Games and Time Penalties.....	15
X	Schedules, Postponed Games, and Late Kick-offs	16
XI	Scoring, League Standings, Forfeiture of Games, and Tie Breaking Rules...	18
XII	Discipline	19
XIII	Appeals	27
XIV	Invitational Tournaments Outside the City	29
XV	Minor Regulations Pertaining to Senior Soccer.....	33
XVI	Select Teams	34
XVII	Team, Coach, and Player Commitments.....	35
XVIII	Handicapped Players	35
Appendix A	U6 Indoor League Regulations	36
Appendix B	U8 Indoor League Regulations	40
Appendix C	U10 Outdoor League Regulations.....	44

Calgary Minor Soccer Association

7000 – 48th Street SE, Calgary, Alberta, T2C 4H3

Office #: (403) 279-8686

Fax #: (403) 236-3669

Email: officemgr@calgaryminorsoccer.com

Website: www.calgaryminorsoccer.com

CALGARY MINOR SOCCER ASSOCIATION

RULES OF PLAY

These Rules of Play shall conform to the constitution of the Alberta Soccer Association (ASA) subject to minor exceptions. These rules apply only to Calgary Minor Soccer Association (CMSA) programs. Any provincial competition will be governed by Alberta Soccer Association (ASA) rules of play. ASA Rules of Play can be found on the (ASA) website.

Except where modified by CMSA and/or ASA and/or CSA, the Laws by which all games are to be played are those currently approved by the Federation Internationale de Football Association (F.I.F.A.). Laws of the game can be found on the FIFA website.

Upon acceptance by CMSA of a team's initial player registration sheet, such team is deemed to have accepted and agreed to the CMSA Rules of Play as stated in this book and will accept any interpretation of these rules by the CMSA Board. The singular shall include the plural and vice-versa. Masculine shall include the feminine and vice-versa.

SECTION I - MEMBERSHIP AND TEAM REGISTRATION

In all age groups, team entries will be allowed into Club programs.

A. Membership will be limited to one organizing authority within each Club.

Where Community Associations are prepared to support and sponsor soccer they will be the recognized authority within their boundaries and will appoint a Soccer Coordinator as a liaison with CMSA. If no Co-coordinator is appointed, the CMSA will work through the Community Sports Director.

The CMSA will designate the number of Clubs in the City. The Club approved by the CMSA may be granted permission to operate a program and provide a playing opportunity for minor players.

All Clubs must ensure to the maximum extent possible that all those wishing to play soccer are afforded the opportunity to do so. Communities that are planning to blend a specific program must submit a written request to the CMSA Board for approval. Communities are the only affiliates within the CMSA that can blend soccer programs.

Clubs with active soccer programs must advise the CMSA office in writing prior to the beginning of any season the name(s) of the person(s) having signing authority.

B. Team Entry dates and fees for Indoor and Outdoor play shall be set annually by the CMSA.

Payment must be made by cash, cheque or money order ONLY.

Recommended Minimum Divisional Entries

Number of teams entered	Recommended Minimum Divisional entries					
	From U10 – U20	I	II	III	IV	V
1	-	-	-	1	-	-
2	-	-	1	-	-	1
3	-	1	-	1	-	1
4	1	-	1	1	-	1
5	1	1	1	1	-	1
6	1	1	1	2	-	1
7	1	1	2	1	-	2
8	1	2	1	2	-	2
9	2	1	2	2	-	2
10	2	2	2	2	-	2

The CMSA has the ultimate authority to decide which Division a team shall enter and, as such, has the right to request that any particular Club place additional team(s) in a specific Division.

Once registered in an age group (U10 – U20), a player or team cannot move to a lower age group in any CMSA or ASA competition without the approval of the organizing body, even though the player or team would otherwise qualify for the lower age group.

SECTION II - AGE LIMITS AND PLAYER REGISTRATION

PLAYERS BIRTH YEAR	AGE GROUP CATEGORIES
1998 - 1999	U6
1996 - 1997	U8
1994 - 1995	U10
1992 - 1993	U12
1990 - 1991	U14
1988 - 1989	U16
1986 - 1987	U18
1984 - 1985	U20

- A. Any team, which includes in one of its games a player who is over the age limit, shall forfeit the game and shall be subject to disciplinary action by the CMSA.
- B. Player registration dates shall be set annually by the CMSA. In order to register a player, proof of age or CMSA Player Registration Number is required for all players at the time of player registration with the Club.
- C. Proof of age must be provided by the following documents **ONLY**, birth certificates, baptism certificates, passports, Alberta Health Care, Landed Immigrant papers, or

Affidavits for players not previously registered. Affidavits must be signed by the parents or guardians of the player and witnessed by a Commissioner of Oaths. The burden of proof of age rests with the player, coach, and the Club.

- D. Registration numbers for players who have registered previously with CMSA can be obtained from the CMSA office or the IT Registrar via the CMSA website. The CMSA office maintains a complete list of all registered players who have been active players over the last couple of years, which can be accessed during regular business hours.
- E. All players' parents/legal guardians must complete a CMSA liability insurance waiver form in order for their registration to be accepted by CMSA. All waivers shall be submitted to, and retained by, the CMSA on registration.

ANY PLAYER WHOSE REGISTRATION INFORMATION ON THE PLAYER REGISTRATION SHEET IS IN ANY WAY INCOMPLETE SHALL BE DELETED FROM THE PLAYER REGISTRATION SHEET. Such player shall be classed as ineligible to play until properly registered.

F. U6 & U8 Indoor Teams - The minimum number of players that must register to form a properly registered team is six-(6). A team that registers five-(5) or fewer players by the player registration deadline date shall be deemed as improperly registered and such teams will not be allowed to participate in the CMSA program until properly registered.

U10 Teams - The minimum number of players that must register to form a properly registered team is eight-(8) for Outdoor League Play and eight-(8) for Indoor League Play. A team that registers ten-(10) or fewer players for Outdoor League Play and seven-(7) or fewer players for Indoor League Play by the player registration deadline date shall be deemed as improperly registered and such teams will not be allowed to participate in the CMSA program until properly registered.

U12 – U20 Teams - The minimum number of players that must register to form a properly registered team is eleven-(11) for Outdoor League Play and eight-(8) for Indoor League Play. A team that registers ten-(10) or fewer players for Outdoor League Play and seven-(7) or fewer players for Indoor League Play by the player registration deadline date shall be deemed as improperly registered and such teams will not be allowed to participate in the CMSA program until properly registered.

The CMSA will assess a minimum of a \$50.00 fine per team, per week, for late player registration.

- G. The CMSA must approve and sign the player registration sheet for a team to be classed as properly registered.
- H. No player shall have their name registered for more than one Club team under the jurisdiction of the CMSA during any one season unless properly transferred (See Section V).
- I. In order to play in CMSA sanctioned games, all teams and players must be properly registered. All players playing up into CMSA from house leagues must register with CMSA prior to playing up.
- J. Exhibition games between registered CMSA Soccer teams and non-sanctioned Soccer or Futsal teams will not be permitted. Any registered CMSA Clubs, CMSA Members, or ASA Officials, participating in such matches will face disciplinary action for doing so.
- K. Unless approved by CMSA in consideration of special circumstances, teams shall not be allowed to register or add players to its roster after June 23 for Outdoor League Play and after January 15 for Indoor League Play (except for Provincial Rosters).

SECTION III - LEAGUE PLAY

The CMSA season will comprise of a Regular League Competition (including play-offs as necessary) from April through September for Outdoor League Play and October through March for Indoor League Play.

- A. The League competition will commence on the dates set annually by the CMSA. Schedules may not be altered following commencement of play except by, or with the approval of, the CMSA.

ASA Regional, Provincial, and CSA Inter Provincial scheduled games shall take priority over CMSA games. This does not include ASA Select team games.

- B. League Play will normally comprise of round-robin play between teams of the same age group and division. The make-up of each league shall be determined by the CMSA following team registration. Schedules shall be available in late April for Outdoor League Play and late October for Indoor League Play and can be accessed on the CMSA web site.

Where there are insufficient teams in an age group and/or division to form a viable league, the CMSA shall combine such teams with other teams of a different age group and/or division if it is considered both practical and logical to do so.

The CMSA may direct any team to move to another division that has a level of play more suitable to that team as illustrated by past performances. Implementation of

any such move may be initiated by the CMSA at any time during the season.

League Champions will be decided on points in each division. Where two or more teams amass an equal number of points on completion of league play, tie breaking rules, as per Section XI, will be used to determine final standing.

Unless the schedule states otherwise, the League Champions of single leagues within a division will automatically be declared divisional champions of their age group.

In those divisions containing more than one league, play-offs may be held to decide the Divisional Champion via sudden death knockout games or by a round-robin series as determined by the CMSA. For sudden death games, where both teams have equal number goals at the end of regulation time, penalty kicks will be taken as per *FIFA Laws of the Game*.

For the round-robin games, tied games shall count towards the final points standing, with the formula for determining the Divisional winner as set fourth in Section XI.

The CMSA shall determine the teams that shall represent CMSA in the ASA Regional, Provincial, and/or Inter-Cities competitions in those age groups where such competitions are held. Information on ASA or Inter-Cities competitions shall be provided to the teams involved upon receipt of the same from the organizing body.

C. GAME RECORDS AND TEAM STANDINGS

The CMSA shall keep a record of game results and standings for each league and the CMSA shall be the authority in the interpretation of the rules of play.

SECTION IV - NUMBER OF REGISTERED PLAYERS, PLAYING UP AND NEW PLAYERS

- A. With the exception of U10, all U12 to U20 teams may register up to 20 players at any one time in a season. For Division I teams, only 18 of these players may be dressed for and may play in a game. For Division II and lower teams, all players on the roster may dress and play.

Players who are not listed on the game sheet and who do not play in the game are not considered as part of the team's roster for that game. Players listed on the game sheet are deemed to have played in the game.

Players who are suspended shall be noted on the game sheet indicating the number of games that remain to be served to complete the suspension.

- B. Whether a game is classed as preliminary, round-robin, regular league, or play-off game once a player has been registered, that player is allowed to "play up" for a total of six games in any one season during the regular league and play-off

competition.

To clarify, six games is the total number of games allowed for an individual player and not six games per team for the player. After playing six “play-up” games, in order to play again on a higher Division team, the player must transfer, at a cost of \$25.00 as per the transfer rule, prior to the seventh game.

No player is permitted to transfer after the transfer deadline as per Section V, F (Transfer of Players between Teams within the Same Club) therefore any team playing a “play-up” player past the players 6 game maximum after the transfer deadline will forfeit the game.

Unless approved by the CMSA in consideration of special circumstances, a player will not be allowed to "play down" after the player registration date.

- C. Teams may only bring up players from a lower Division of the same age group or from an equal or lower Division of a lower age group. For example, a Division I player in a lower age group is only eligible to play-up in Division I in any higher age group. Such player is not permitted to play Division II, III, IV, or V in any higher group. Likewise, a Division II player in a lower age group is eligible to play in either Division I or II in any higher age group (not Division III, IV, or V).
- D. Play-ups shall be allowed within a particular Division in Divisions where subdivisions exist. In such Division(s), the ‘a’ or ‘aa’ Division will be considered the top subdivision followed by the ‘b’ or ‘bb’ Division, and so on. Therefore, a 2aa team can call up a player from a 2bb or lower subdivision team. Conversely, a 2cc team cannot call-up a player from a 2aa or 2bb team. This play-up rule regarding subdivision only effects teams within that division. For example, a 3cc team can call-up a player from any Division 4 team (regardless of subdivision) as Division 3 is deemed a higher division than Division 4.
- E. A girl that plays on a boy’s team in her Club is still bound by the above play-up rules; however, she may "play-up" for a girls' team from her Club. Similarly, a girl, registered on a girl’s team, may play-up to a boy’s team according to these same play-up rules. In all cases, team officials must conform to Section VIII (M).
- F. In Crossover Leagues that have different divisional teams in the same age group, Division I players from a lower age group may play-up for the higher age group Division II team when the higher age group Division II team is scheduled to play against a Division I team from the higher age group.
- G. At the discretion of the CMSA, where a Club has no team from which to draw players in accordance with Section IV (C), a higher division player from a lower age group may be allowed to play up to the next lower Division of the higher age group. For example, under these circumstances, a U12 Division I player would be allowed to play-up for a U14 Division II team. Note however, such player(s) may only play-

up a maximum of 6 times. The Club must get proper authorization form the CMSA prior to using this clause.

- H. Where teams of different age groups are competing against each other in the same league, the above "playing-up" rules still apply to such teams within the same league.
- I. A player's "play-up" game is any game, in which the player is listed on the game sheet, is dressed for, and plays in the game (subject to that player being eligible to play in such game). It is the coach's responsibility to so mark the game sheet and state whether it is the players 1st, 2nd, 3rd, 4th, 5th, or 6th "play-up" game.
- J. Unless properly transferred, a player may only "play-up" from their own team to another team registered with the same Club.
- K. Play-up rules relate to the age group and division in which players are registered, not to the birthdates of the players. Thus, a player, who is registered in an age group higher than that required by their birth-date, cannot move down and play for a team registered in the age group corresponding to their birth-date.
- L. The above qualification for "playing-up" may be relaxed for exhibitions, tournaments, and non-CMSA competitions, subject to the approval of the CMSA or the organization having authority for the particular event.
- M. A **NEW** player is a player who has not registered with the CMSA during the current season. If the **NEW** player exceeds the 20-player limit, one player must be deleted from the roster.
- N. ASA or CSA player registration rules shall apply to teams participating in ASA or CSA competitions.
- O. VIOLATING ANY OF THE PROVISIONS OF THIS SECTION MAY RESULT IN FORFEITURE OF GAME AND POSSIBLE DISCIPLINARY ACTION BY CMSA.

SECTION V - ELIGIBLE PLAYER, TRANSFERS, AND NON-RESIDENT PLAYERS

A. ELIGIBLE PLAYERS

An eligible player is one who has been properly registered, is not under suspension, does not exceed the limiting age for their category, and resides within District 4, unless properly transferred from another District.

B. PLAYER RESIDENCE

- 1. Principal residence and domicile as it relates to player registration shall be as defined in common law. Each case contested shall be reviewed and decided on by the CMSA.

2. Any false declaration of district of residence and domicile of a player shall result in suspension(s). Where coaching staff or Club officials are knowingly party to erroneous player information, teams may be subject to loss of points and standing. In all cases of player registration, parents, team management and the Club may be held accountable for providing correct registration information.

C. CMSA BOARD DECISIONS

No CMSA Board Member shall sign or approve any documents on behalf of the Association in matters where there is a perceived conflict of interest.

D. NON-RESIDENT PLAYERS and RELEASED PLAYERS

All players residing outside District 4 may register for any CMSA team provided that they have been properly released by their district of residence.

E. CLUB TO CLUB TRANSFERS

1. Club-to-Club transfer of players will not be permitted after the ASA Cup Tied date as indicated in the ASA Competition Rules book.
2. A registered player shall not be allowed to transfer to any other Club unless he has first given his Club seven-(7) days notice, in writing, of his intention to transfer. The Club-to-Club transfer form must be signed within seven-(7) days unless contested by the releasing Club.
3. The registered player must obtain the releasing and receiving Club's, Registrar's or President's signature on the CMSA transfer form.
4. A Club shall not refuse the right of a player to transfer unless that player owes monies to his current Club or unless he possesses equipment, which is the property of that Club (proof of either claim is required).
5. A player being refused a transfer shall be allowed to appeal, without fee, to the CMSA. The Club contesting the transfer must file their objection with the CMSA and pay a \$250 bond before the end of the seven-(7) day deadline (as per Section V, E(2) above). The CMSA will deal with the matter within seven-(7) days of receiving the Club's objection and payment, and will render a decision within forty-eight (48) hours.
6. Should the Club's decision to deny the transfer be upheld, the \$250 bond shall be refunded to the Club. Should the Club's decision to deny the transfer be overturned, the Club shall lose the \$250 bond. If overturned, the need for the releasing Club to sign the transfer form is no longer required as the decision of the Appeal Committee will be sufficient enough information that the player is transferring from their Club.

7. Once the signatures are obtained or the appeal decision is made known, the player transfer is not complete until a \$25 transfer fee is paid, a new player registration is filled out adding the player to the new team, and an authorized signatory from the CMSA signs off on the transfer form.
8. A player shall not be permitted to transfer more than twice in any one season, regardless of team or Club, and shall not be permitted to transfer within thirty-(30) days of a previous transfer.
9. It is an offence for any Club, through its responsible officers or representatives (including team officials), to induce or attempt to induce a registered player of a team under the jurisdiction of the CMSA to leave his current team before the end of the current season.

F. TRANSFERS OF PLAYERS BETWEEN TEAMS WITHIN THE SAME CLUB

- 1. *Transfers of players will not be permitted after seven-(7) days prior to the ASA Transfer of Players Date for Outdoor League Play and Indoor League Play as outlined in the current Youth Competition Rules Book.***
2. A player may transfer no more than twice in one season; however a player transferred once cannot be transferred back to their former team in less than thirty-(30) days from the time of the previous transfer (ASA Rule 5(e)). If a player transfers to a higher Division team, (e.g.: from Division 2 to Division 1), that player cannot play down in a lower Division until the next playing season.
3. All transfer requests must be made in writing on the proper intra Club transfer form, to the CMSA for approval. A \$25.00 administration fee for each transfer request payable to CMSA shall apply. All player transfer request forms will require the signature from the President or Registrar of the player's current Club.

G. INELIGIBLE PLAYERS AND PLAYER SOLICITATION

1. Playing an ineligible player as determined by the CMSA will result in the loss of points for the game(s) in which the player participated, and may lead to disciplinary action being taken against the coach of the team.
2. It is anticipated in an open boundaries system that Players will be solicited to move from one Club to another. If a Player is a minor, the Player must be accompanied by a Parent or Guardian during any such solicitation. Addressing any minor player outside the company of their legal Guardian may be considered 'conduct likely to bring the game into disrepute' and will be dealt with according to Section XII, H (3).
3. Irrespective of whether a Player is an unaccompanied minor, is of legal age, or has the counsel of a Parent or Guardian, any persistent, harassing or unwanted

contact by an official of any Club seeking to have the Player change Club affiliation will be considered 'conduct likely to bring the game into disrepute' and will be dealt with according to section XII, H (3).

4. If in the opinion of the CMSA Board of Directors (as evidenced by a two thirds majority vote) a Club has used, or attempted to use, inappropriate inducement to cause a Player to change their Club affiliation, this action will be considered conduct likely to bring the game into disrepute and will be dealt with according to Section XII, H (3).
5. Should a team fold during the season, all players on that team shall be deemed "free" to go to any other team or Club subject to the play-up rules in Section IV. Players may be cup tied and unable to play in any provincial competition should their new team qualify for provincials. Players effected, do not require a transfer from the team that folded nor do they have to pay the transfer fee of \$25.00. They will not be eligible to transfer, under this point, until CMSA receives formal notice that their old team has folded.

SECTION VI - PLAYERS FOR TEAMS IN PROVINCIAL COMPETITIONS

CMSA Regular Season league rules concerning play-ups and non-resident players shall apply to provincial rosters. Team Rosters for Provincial play shall be in compliance with the Alberta Soccer Association Rules and Regulations.

A. All teams qualifying for ASA competitions must confirm their player roster for said competitions in writing to the CMSA prior to the deadline date set by the CMSA office. The appropriate player registration forms for each team will then be filed with the ASA by the CMSA to confirm each team's entry in the ASA Regional or Provincial competition.

ASA and CSA substitution rules shall apply to all Regional, Provincial, and National competitions respectively.

B. If any ongoing regular league play prevents firm identification of the team(s) that will represent the CMSA in any ASA regional or provincial finals, all teams that are still in contention to represent the CMSA must comply with the above rules and deadline dates as may be applicable.

C. Teams that qualify or are selected to represent District 4 in ASA Regional or Provincial Finals shall follow the rules with respect to player transfer numbers and dates as specified in the current season ASA Competitions Rule Book.

D. A player cannot play for, and be registered with, more than one team in youth ASA regional or provincial finals unless they comply with the current competition rules.

E. A Club whose team withdraws from provincial competition for any reason (including

the inability to field a team) after its registration has been accepted by ASA, will be fined \$1,500.00, and such team may not be allowed to enter into similar provincial competitions in the following year(s).

SECTION VII - NUMBER OF PLAYERS AND SUBSTITUTIONS (U12 to U20)

- A. For Outdoor League Play, a minimum of seven-(7) players on each team is required to officially start and continue a game. Any eleven-(11) Players on a team's official game roster may be on the field at any one time. Should a team not be able to field at least seven-(7) players at any time during the game, the game shall be abandoned.***
- B. There shall be no restrictions as to the number of substitutions made during a game, but no more than two-(2) substitutions may be made at any one time, except at half-time, and at the end of regulation time if overtime is to be played, when any number of substitutions can be made. A substitution may take place only at a stoppage by the Referee and then only at the Referee's discretion. A substitution will not be allowed for any player who has been dismissed from the field of play by the Referee.***
- C. For Indoor League Play, a minimum of four-(4) players on each team is required to officially start and continue a game. Any six-(6) Players on a team's official game roster may be on the field at any one time. Should a team not be able to field at least four-(4) players at any time during the game, the game shall be abandoned.***

SECTION VIII - TEAM MANAGEMENT

Coaches and managers are responsible to obtain and comply with Provincial and National rules of play before entering Provincial Competitions and National Tournaments.

- A. CMSA/CSF shall assign officials to games for specific age groups and divisions at the start of each season.***

In the event the assigned official does not show up for a game, or becomes incapacitated during a game, it is the responsibility of the coaches of both teams to mutually agree on the supply of a replacement official. The game must be played as scheduled and any delay to the start of the game shall be compensated for by reducing the length of the halves accordingly.

- B. For those games where a Referee has not been assigned by the CMSA/CSF, the home team is responsible for providing a registered ASA official. If the home team is unable to provide a registered ASA official, the away team shall be advised and may provide the registered ASA official. If no registered ASA Referee is available, it**

is the responsibility of the coaches of both teams to mutually agree on how to officiate the game. The game must be played as scheduled and any delay to the start of the game shall be compensated for by reducing the length of the halves accordingly. It is strongly recommended that the Referee be at least two (2) years older than the age of the players participating in the game being officiated.

For CMSA sanctioned league games played on Community fields, the home team is responsible for providing a registered up-to-date ASA referee. If the home team is unable to provide a registered ASA referee, the away team shall be advised and may provide the registered ASA referee. If no registered ASA Referee is available, it is the responsibility of the coaches of both teams to mutually agree on how to officiate the game. The game must be played as scheduled and any delay to the start of the game shall be compensated for by reducing the length of the halves accordingly. The agreed upon referee be at least two (2) years older than the age of the players participating in the game being officiated.

Agreement to and acceptance of the official(s) shall be deemed conclusive by both teams once the game has commenced.

Any scheduled game that both coaches do not agree on a Referee, that game shall be defaulted against both teams.

C. The game ball is to be supplied by the home team, but if in the opinion of the Referee the visiting team has a more satisfactory ball, it may be used.

D. A Size 4 ball is to be used for U12 age groups, and a size 5 for all other older age groups.

E. Footwear may be either running shoes or recognized soccer shoes. Any player, whose footwear does not so conform, or is unsafe in the opinion of the Referee, will not be allowed on the playing field.

For all City of Calgary fields - "Footwear allowed will be a single molded rubber sole with a maximum ½" cleat. "No screw in cleats allowed".

F. Shinguards must be worn by all players in all age groups. Shinguards, must be covered entirely by the stockings, and made of a suitable material (rubber, plastic or a similar substance) and shall afford a reasonable degree of protection.

A PLAYER SHALL NOT WEAR ANYTHING THAT IS DANGEROUS TO ANOTHER PLAYER.

G. Tights that are longer than team shorts must be the same color as the team shorts.

H. Apart from the goalkeeper, all players from the same team must wear the same

colored shirts preferably with a minimum 6" high number on the back.

- I. In the event of duplication of colors, it is the responsibility of the home team to change to a contrasting color. Teams with jerseys that conflict with Referee colors, must supply an alternate jersey for the Referee.

The goalkeepers shall wear colors, which distinguish them from the other players and from the Referee. Sweat suit pants may be worn only by the goalkeeper.

- J. The wearing of rigid casts or splints, even though covered with foam or other protective padding will NOT be allowed. Braces may be worn by players, where in the opinion of the Referee, such braces are not POTENTIALLY INJURIOUS to other players on the field.

- K. For all players, the use of non-compulsory equipment such as padded head gear, face masks, and arm and knee protectors is permitted with the permission of the referee as per the latest FIFA Laws of the Game.

- L. Opposing coaches are responsible to contact and confirm game time, team colors, and the supply of a Referee at least 24 hours before a scheduled game.

- M. Each team shall have in attendance at each game a coach or other responsible person to look after and take responsibility for the team, before, during, and after the game. Coaches and managers shall identify themselves to the Referees before the start of the game. Coaching from outside the technical area by team officials will not be allowed in the U14, U16 and U18 age groups, and should be limited in the lower age groups.

- N. No more than 3 bench personnel/team officials shall be allowed to be with their players within their teams' playing area during a game. For any team with female Members, at least one team official must be an adult female. For any team with male Members, at least one team official must be male.

- O. **FOR OUTDOOR LEAGUE PLAY:** Coaches, via their Sports Director or Soccer Coordinator, are responsible for providing properly marked fields for their home games that are scheduled to be played on "Community Fields". Home teams must provide corner flags, not less than 5 feet in height, for all their home games.

At many community and even some city fields, the field itself and the goals are not regulation size. The field markings may be lacking or non-existent, the ground may be uneven and the grass covering somewhat unkempt. Although contrary to FIFA Law I "Field of Play" (Appendix B) the above shortcomings shall not be valid reasons for game cancellations, protests and the like, unless the conditions are grossly irregular for the age group and division in question.

On any non-standard fields of play, both teams are subject to the same conditions

and the game should be approached and played, recognizing such.

- P. Game sheets will be supplied, in the team package supplied by the CMSA, to each team and must be completed prior to the start of the game.

For all games, coaches shall print the names of all players and bench personnel present on the bench for any portion of the game. Coaches are responsible for the correctness of the names on the game sheet. A player shall be permitted to play in the game, should such player arrive at any time after the game has commenced, as long as the player was initially listed on the game sheet. Names of players cannot be added to the game sheet once the game has commenced.

Coaches of both teams are responsible in ensuring that the game date, location, age group, division, and league are clearly marked on the game sheet.

The completed game sheet(s) must be given to the Referee prior to the start of the game. Incomplete or unsigned game sheets may not be accepted by the CMSA.

Both home and away coaches are responsible for signing the game sheet(s). Once the coach has signed the game sheet, it means that they have accepted the score as being correct and that they are aware of the game violations, if any, as recorded by the Referee on the game sheet.

- Q. It should be noted that the game officials have two-(2) business days to provide details of any misconduct to the CMSA.
- R. Coaches/team officials must carry copies of the CMSA player registration forms for their team to each game to be available upon request by the Referee.
- S. Both coaches will have the opportunity through the Referee to check names against the respective CMSA player registration sheets. If a coach feels that a name is not that of an eligible player, he has up to two-(2) business days from the end of the game to file a protest with the CMSA.
- T. After the game, the Referee shall sign and record the score on the game sheet(s).
- U. For all U12 through U20 games, the winning coach, or home coach in the event of a tied game, must submit the score to the CMSA web site within 48 hours. The original game sheets must be, received by the CMSA office within seven-(7) days of the game.

In cases where a CSF assigned Referee is assigned to the game, the Referee is responsible to turn in the game sheets to the CMSA. In all other cases, it is the responsibility of the winning or home team in cases of a tie to submit the white copy of the game sheet to the CMSA within seven-(7) days.

- V. Player ID cards as provided by CMSA are required for all Under 14 and older

players. Player Cards must be handed to the Referee. Coaches have until half time to produce and hand in the ID cards for all players. If a player card(s) is not available for any player on the game sheet by the START of the second half, the game may be defaulted as determined by the CMSA. The game is however, still played through to the end of regulation time with the non-availability of a player ID card(s) marked on the game sheet by the Referee, prior to coaches signing the game sheet.

An Under 12 player “playing-up” to an Under 14 team does not require an player ID card, but must put their CMSA number beside their name on the game sheet.

Any player found using more than one-(1), player ID card shall be suspended from all soccer activity until a CMSA Discipline hearing is held.

W. At least one team official for U10 and older age groups team must have a team official CMSA ID card. All team officials CMSA ID cards are to be handed into the Referee. Team officials have until half time to produce and hand in the cards. If no team official CMSA ID card is handed in by the START of the second half, the game may be defaulted by the CMSA.

X. The first player ID card a player receives from the CMSA will be billed to their Club. The ID cards are property of the CMSA and must be given back to the Member at the end of each season or when requested by the CMSA. Should a Member require a new card after receiving their first one, for whatever reason, a fee of \$10 will be charged to the Member for a replacement card.

SECTION IX - DURATION OF GAMES AND TIME-PENALTIES

A. FOR OUTDOOR LEAGUE PLAY:

U12..... Two-(2), thirty five (35) minute halves

U14 Two-(2), forty (40) minute halves

U16 Two-(2), forty-five (45) minute halves

U18 – U20 Two-(2), forty-five (45) minute halves

Half time will be a minimum of five-(5) minutes, otherwise at the discretion of the Referee.

All games in regular league play will be regulation time only.

Unless the rules of the competition provide otherwise, in games where a winner must be declared, and where both teams have an equal number of goals at the end of regulation time, penalty kicks shall be taken. Overtime, if applicable shall comprise of two-(2), five-(5) minute overtime periods with the ‘golden goal’ rule in effect.

B. FOR INDOOR LEAGUE PLAY:

Unless otherwise specified by CMSA, ALL games for all age groups shall consist of

- Two-(2), twenty-five-(25) minute halves.
- Half time will be three-(3) minutes.
- Exceptions may apply for U6 and U8 age groups.

All games in regular league play will be regulation time only.

Unless the rules of the competition provide otherwise, in games where a winner must be declared if the game is tied at the end of regulation time, penalty kicks shall be taken.

- C. Any Games (Indoor or Outdoor) not completed due to the decision by a Referee, after having played two thirds of the game, shall be deemed complete.
- D. A time-penalty will be deemed completed when the appropriate duration based on "stop-time" has elapsed.

SECTION X - SCHEDULES, POSTPONED GAMES AND LATE KICK-OFFS

Any team that does not show up for a CMSA scheduled game without permission from the CMSA will come under review by the CMSA Discipline Committee.

FOR OUTDOOR LEAGUE PLAY:

- A. All games scheduled on City fields must be played as scheduled, unless the field is closed by the City Parks Department, or the game is rescheduled, postponed or cancelled by the CMSA.

In the event a replacement City field on an alternative date is not available from the CMSA, the home team has the responsibility to supply a field as described under (B) below.

- B. Unless assigned a City field, the team shown as "home team" on the schedule, usually the first team named, or the team on top of the bracket on knock-out schedules, must supply a field for that game. If supplying a field is not practical or possible for a particular game, it is the responsibility of the home coach to so inform the away coach so that alternative arrangements can be made. If the "away team" is able to supply a field on the scheduled date, the game shall be played on that field. All such arrangements, once agreed, must immediately be made known to the CMSA. Failure to inform the CMSA prior to the game may result in default for both teams as determined by the CMSA.

- C. For postponed games, the "home team" is solely responsible for rearranging the missed games including supplying a suitable field and Referee.
- D. Games scheduled on Community fields may be re-scheduled if the coaches mutually agree, alternative arrangements are made, and above all else, the CMSA must be advised by both coaches prior to the game taking place.

Scheduled game times on Community fields may be changed slightly to suit the home team's local community field timetable. This is subject to the opposing coach being advised of, and agreeing to, such changes at least 48 hours prior to the game start.

- E. All league and play-off games must be completed by a date as determined by the CMSA. If the CMSA considers or foresees completion of a league or play-off schedule jeopardized by unnecessary build-up of rearranged games, they have the authority to direct any teams affected to play the rearranged game(s) prior to a certain date. Failure to comply with such a direction could result in a loss of points for both teams.

F. Only the Referee has the discretionary power to suspend or terminate games whenever, by reason of the elements, interference by spectators, or other cause, he considers such stoppage necessary. The referee must file a report of the incident within 2 business days to the CMSA, the game will only be re-scheduled if CMSA considers it necessary and time for replaying the game is available. The CMSA Discipline Committee has the authority to award game points in such games, to neither, one or both teams, as CMSA deem appropriate.

- G. The maximum waiting time to begin a game is Ten-(10) minutes. If either team does not have the minimum number of Seven-(7) players within ten (10) minutes after the scheduled game start time, the result is a default. The Referee must file a report of the incident within two-(2) business days to the CMSA.

FOR INDOOR LEAGUE PLAY:

- H. All games must be played as scheduled unless re-scheduled in accordance with the current CMSA re-scheduling process, or cancelled or postponed by the CMSA.
- I. Only the Referee has the discretionary power to suspend or terminate games ***whenever, by reason of the elements, interference by spectators, or other cause, he considers such stoppage necessary. The referee must file a report of the incident within 2 business days to the CMSA, the game will only be re-scheduled if CMSA considers it necessary and time for replaying the game is available. The CMSA Discipline Committee has the authority to award game points in such games, to neither, one or both teams, as CMSA deem appropriate.***

- J. The maximum waiting time to begin a game is five-(5) minutes. If one team does not have the minimum number of four-(4) players within five-(5) minutes after the scheduled game start time, the result is a default. If both teams do not have the minimum number of players, neither team will be awarded any points.
- K. The clock shall start at the scheduled game kick-off time, as given on the schedule, and any delay to the start of the game, up to the maximum of five minutes waiting time, shall be deducted from the twenty-five (25) minutes of the first half. The second half shall remain at twenty-five (25) minutes duration.
- L. The period allocated to play scheduled games must not be exceeded, irrespective of late kick-offs or other delays. Subject to validation by the CMSA, the score standing at the termination of such games shall represent the final result.

SECTION XI - SCORING, LEAGUE STANDINGS, FORFEITURE OF GAMES AND TIE BREAKING RULES

- A. In league and cup competition (if applicable), points will be awarded as follows:

Win - 3 points Tie - 1 point Loss - 0 points

A team that wins a game via a penalty kick contest shall have one (1) goal added to the goal total for that team as it stood prior to the start of the penalty kick procedure.

- B. Forfeiture or default of a game for any reason shall result in the opposing team being declared 5-0 winners.
- C. Forfeiture or default of a game for any reason by both teams shall result in no points being awarded to either team and a 0-5 score shall be assigned to each team.
- D. If a team drops out of a League competition before completion of the schedule, all its games played prior thereto and scheduled thereafter, shall be declared null and void.
- E. If the CMSA determines that deliberate and willful forfeiture has occurred to thwart or benefit a team's standing in league or play-off schedules, the CMSA shall take disciplinary action.
- F. For all games, any goals scored by one team that exceed a goal difference greater than five (5), shall be ignored when the final score is recorded by CMSA (Mercy Rule). The Mercy Rule shall be in effect when determining league standings.
- G. The tie breaking rules will be used to determine final league standings where two or more teams are tied on points taking the entire round-robin into consideration where applicable. The score determined in (F) shall be used in determining tie breaking rules.

1. **Previous match results** - the most points gained in the match(es) between the teams concerned shall be used to determine the final standing.
2. **Goal difference** - for any teams still tied, by deducting goals against from goals for in the match(es) between the teams concerned, the highest goal difference shall be used to determine the final standing.
3. **Fewest goals conceded** - for any teams still tied, the fewest goals conceded in the match(es) between the teams concerned, shall be used to determine the final standing.
4. For any teams still tied, methods 1, 2 and 3 in turn shall be re-applied to the match(es) between the teams still tied to determine the final standing
5. For any teams still tied, methods 2 and 3 respectively shall be re-applied using goals scored and conceded for ALL games against ALL teams in the league or grouping.
6. For any teams still tied, co-champions or equal places shall be declared, and if applicable, penalty kicks shall be taken to decide which team advances to the next competition.

SECTION XII - DISCIPLINE

The Laws of the Game of Soccer, except where modified herein by the CMSA, are the laws as most recently approved by FIFA, the CSA, and the ASA.

The Referee exercises the powers granted to him by the laws of the game as soon as he enters the area of the field of play and its surroundings. The Referee's power to enforce the laws of the game extends to the time he leaves the field of play and its surrounding area.

The Referee's decisions on points-of-fact connected with the play are final as far as the result of the game is concerned. (This should be kept in mind when filing a protest).

A. GENERAL

1. Players, officials and spectators may only take part in or attend games on the condition that they observe the By-Laws, and Rules and Regulations of the CMSA, CSF, ASA, CSA, and FIFA, as applicable.
2. Every Club is responsible for the actions of its players, officials, and spectators as determined by CMSA.
3. Every Club is required to take all precautions necessary to prevent its players, officials and spectators from threatening or assaulting anyone present at games, especially the Referee and assistant Referees. Clubs are required to provide

security for players and officials.

4. The Club shall ensure that their Disciplinary Rules, Regulations, and Procedures are consistent with those of CMSA.
5. Failure to observe time lines established under Section XII (E) shall render any disciplinary action taken by CMSA after the expiration of the time line, null and void.
6. An accused person has the right to attend any associated Discipline hearing at their own expense. Refer to Section XII (D).
7. The report provided by the game official to the CMSA shall be regarded as their affidavit to a Discipline Hearing of the CMSA. The presence of the game official is not required unless requested by the CMSA or the accused in writing to the CMSA. Such request must be made two-(2) business days in advance of the scheduled Discipline hearing.
8. Any misconduct report from another District or Provincial Association shall be regarded as an affidavit to the Discipline hearing of the CMSA (as in Rule XII. A, 7 above).
- 9. *The Discipline Committee may review any complaint brought to its notice by whatever means and to take action if it feels that the evidence warrants it. All complaints must be in writing and signed with all parties identified if possible.***

B. JURISDICTION

1. Any person or organization reported for misconduct shall be dealt with by the CMSA Discipline Committee, unless otherwise stipulated herein.
2. All cases of misconduct involving alleged physical assault, attempted physical assault or threatening behavior toward a game official by any person, shall be dealt with at a Discipline Hearing of the ASA unless the ASA directs otherwise.
3. The CMSA shall have direct jurisdiction in the following circumstances:
 - a. Complaints or inquiries referred to the CMSA by another District association,
 - b. Misconduct by any person arising from participation in any CMSA Program,
 - c. Misconduct at tournament competitions of the CMSA,
 - d. Misconduct by any Club in the CMSA or any of its Members,
 - e. Misconduct arising from any international event (inside or outside Canada) where participation is given prior approval by the CMSA,
 - f. Any other matter directly related to the CMSA, which the CMSA in its sole

discretion deems should be dealt with by the CMSA,

4. The CMSA, at its sole discretion, may delegate its jurisdiction under Rule XII. B, (3) to any Club.

C. MISCONDUCT

1. In addition to matters referred to in any other By-Law, Rule or Regulation of the CMSA, it shall be misconduct if any person or organization is proved at a hearing to the satisfaction of a CMSA Discipline Hearing Committee to have done, or permitted or assisted in doing or permitting any of the following:
 - a. Violated the Laws of the Game or the By-Laws, Rules and Regulations of the CMSA, or any of the organizations with which CMSA is affiliated;
 - b. Bet on any soccer game other than on registered lotteries or pools;
 - c. Offered or attempted to offer, directly or indirectly any consideration whatsoever to any Club, or to any player or game official, with a view to influencing the result of any game, or accepting any such consideration;
 - d. Committed any act or made any statement either verbally or in writing, or been responsible for conduct, continuing misconduct or any other matter which, in the opinion of the CMSA, is considered to be unsporting, insulting or improper behavior, or conduct likely to bring the game into disrepute.
2. A Member or Club found guilty of an offense or offenses in Section XII. C, (1) shall be subject to a penalty as determined by the CMSA Discipline Committee (as per Section XII. G).
3. Notwithstanding Section XII C (1), the CMSA reserves the right to take disciplinary action in any case of criminal misconduct or human rights abuse not covered specifically in a By-Law, Rule or Regulation.

D HEARING

Each Discipline Hearing held within the jurisdiction of the CMSA shall be conducted in accordance with the following.

1. A Discipline Hearing shall have a minimum of three-(3) Members, at least one of whom shall be a Member of the CMSA Board and act as Committee Chairman.
2. One-(1) of the committee shall act as recording secretary, or a non-voting recording secretary (not one of the committee) shall be appointed and present for the duration of the hearing.
3. Any player or team official under the jurisdiction of the CMSA having received a

red card and/or ejection may request a Discipline hearing within two-(2) business days of the offence.

The letter requesting the hearing must state the basis for the accused individual's defense and include a \$50.00 certified cheque as an appearance bond. The cheque will be returned to the accused at the hearing.

This request must be received and acknowledged by the Discipline Clerk from the CMSA office.

4. The accused and only one other individual may attend the hearing on behalf of the accused. A youth player must be accompanied by a responsible adult whose name must be submitted to the CMSA at the time the hearing is requested.
6. The accused may be accompanied by legal counsel only with prior written permission of the CMSA. Written request for permission to have Legal Counsel present must be received no less than five-(5) business days prior to the CMSA Discipline hearing.

7. No video or audio replays will be permitted as evidence.

8. Postponement of any hearing may be granted by the CMSA on terms published in advance of the hearing.
9. Failure to appear at a Discipline hearing when due notice has been given shall result in suspension of the accused until he requests, in writing, and attends another hearing.

E. TIME LINES AND NOTICES

1. Should the CMSA schedule a hearing, any Member or Club accused of misconduct shall be given at least ten-(10) business days notice of the scheduled hearing date. A copy of such notice shall be sent to the Club if the accused is one of their registered Members.
2. Notwithstanding Section XII E, (1) above, the CMSA or its affiliated Clubs may publish, in advance, the dates of regular scheduled hearings, and thus the requirement to give written notification is thereupon waived.
3. If their presence is required by the CMSA Discipline Committee, any Member or Club shall be given at least ten-(10) business days notice of any scheduled hearing. Persons connected to the events under investigation whose attendance is requested should make every effort to attend the hearing.
4. Requests for postponement of a hearing scheduled by the CMSA must be received by the CMSA Discipline Clerk at least five-(5) business days prior to the date of the hearing. All requests for postponement must be accompanied by a

\$100.00 fee in the form of a certified cheque or money order.

5. In cases where the accused stands suspended pending a hearing, or for any adjournment hearing, the date for the hearing shall be set within fifteen-(15) business days of the receipt of the misconduct report (or previous hearing), for a scheduled date no later than twenty-five (25) business days from the receipt of the misconduct report or previous hearing.
6. The result of any hearing shall be sent to the accused and the Club no later than fifteen-(15) business days after the hearing.
7. By mutual written consent of the accused and a Discipline Hearing Committee, any terms in Section XII (D) above may be waived.
8. In all cases where a person has been charged in Criminal Court or litigation has evolved as a result of soccer activities there shall be no Discipline Hearing until the case has been concluded in both the Criminal and Civil Courts. At that time the CMSA will decide if further proceedings are warranted, and will proceed pursuant to the Rules and Regulations herein.

F. PROCEDURE

With all required persons present, the hearing shall proceed as follows:

1. The Committee Chairman or Secretary shall read the report and state the charge,
2. The person(s) writing the report(s), if present, shall be given the opportunity to expand on or qualify the report(s),
3. The accused shall be allowed to ask relevant questions of the author of the report if he is present or make submissions on the report and testify on his own behalf,
4. The accused and the person(s) writing the report(s) shall have the opportunity to call witnesses to the incident,
5. The Committee Chairman and any Discipline Hearing Committee Member may question the accused or any witnesses,
6. The person(s) writing the report and the accused shall be allowed to make final summations before withdrawing,
7. The Discipline Hearing Committee shall consider the report and any further evidence provided and shall either decide on the case or adjourn the hearing in accordance with Section XII (E) above,

8. The accused shall be notified, in writing by the CMSA office, of the result of the hearing, in accordance with Section XII E, (6) above.

G. PUNISHMENT

1. On misconduct being proved to its satisfaction, a Discipline Hearing Committee shall have power to order the offender:
 - a. To be suspended from any or all soccer activity either permanently, indefinitely, for a stated period of time, or a specific number of games;
 - b. To be suspended for a specific number of scheduled games in a designated competition(s);
 - c. To be fined and/or bonded (with or without suspension), where the accused is not a youth Member, the fine amount shall be at the discretion of the CMSA Discipline Committee;
 - d. To be censured;
 - e. To pay all expenses of the Discipline Committee related to any hearing, which may be incidental to consideration of the matter (with or without any other punishment).
2. A Discipline Committee hearing shall set time lines for the payment of any costs, fines or bonds, and may set further terms of punishment for non-compliance.
3. Notwithstanding, Section XII G, (1), in all cases of alleged physical assault of, attempted physical assault of, or of threatening behavior towards a game official, the accused shall be suspended from all soccer activities until the case has been determined by the ASA. If the matter is returned to the CMSA by the ASA for a decision, the accused shall continue to be suspended from all soccer activities until the case has been determined by the CMSA Discipline Committee.
4. Notwithstanding, Section XII G, (1), in all cases where a person has been charged in Criminal Court with offenses of moral turpitude involving youths, the accused shall be suspended from all soccer activities until the specific case has been concluded in the Criminal Court. The CMSA shall then decide if further proceedings are warranted pursuant to the Rules and Regulations of the CMSA.
5. Suspensions shall be served for a continuous period or for consecutive games except where there is a break in the competition in which case the suspension may be continued accordingly.
6. Suspension guidelines for specific offenses are set out in Rule XII, H. The CMSA and any Club shall use these guidelines in setting punishments.
7. A player receiving a red card shall automatically sit out the next league or playoff game. A Member ejected from a game shall automatically sit out the next league

or playoff game.

H. ACTION SPECIFIC

1. Cautions (Yellow Cards)

- a. The following suspensions for Yellow Card accumulation during a season shall be automatic:

Three-(3) cautions one-(1) game suspension.

Additional two-(2) cautions one-(1) game suspension.

Additional one-(1) caution two-(2) game suspension.

Additional one-(1) caution four-(4) game suspension and appearance before the CMSA Discipline Committee.

- b. Two Caution Cards received by a player in a single game will not be calculated in the above and will be dealt with as an ejection (red card). Single caution cards amassed will only be accumulated as noted above. Prior red cards shall be considered by the Discipline Committee in issuing suspensions.

2. Ejections (Red Cards) - CMSA and CMSA Club Action

- a. The following suspensions for Red Card accumulation during a season are recommended guidelines and shall be dealt with accordingly:***

b. Ejections (Red Cards) for actions against other players or team officials:

- (1) Persistent, offensive, insulting or abusive language and/or gestures:

First offence two-(2) game suspension

Second offence four-(4) game suspension

- (2) For violent conduct or serious foul play (*including boarding*):

First Offense four-(4) game suspension

Second Offense nine-(9) game suspension

- (3) Spits at an opponent or any other person:

First Offence four-(4) game suspension

Second Offence nine-(9) game suspension

- (4) Receives a second caution in the same match:

First Offence two-(2) game suspension

Second Offence four-(4) game suspension

c. Ejections (Red Cards) for actions against game officials

- (1) Persistent criticism or disputing decision:
 First offence.....two-(2) game suspension
 Second offence.....four-(4) game suspension
- (2) Offensive, insulting or abusive language and/or gestures:
 First offence.....four-(4) game suspension
 Second offence.....nine-(9) game suspension

d. Team Official Ejections

In cases where a fine has been levied as a result of a team official’s actions, that official shall remain suspended until the fine has been paid in full.

e. Repeated Ejections

It is strongly recommended that anyone who receives a third Red Card (ejection) offense in one calendar year be suspended for a minimum of one calendar year in addition to any sentence imposed at the hearing.

f. Multiple Offences during a game

In situations where a second offence occurs after play has been stopped for a previous offence, the second offence will be considered as a separate and additional offence and dealt with accordingly.

3. Participating in any Soccer activity while under Suspension or actions deemed to be ‘Conduct likely to bring the game into disrepute’.

- First Offence. Up to one-(1) year ban from all Soccer Activity
- Second Offence Up to five-(5) year ban from all Soccer Activity
- Third Offence Up to a lifetime ban from all Soccer Activity

I. SERVING OF SUSPENSIONS

Only CMSA regular league games, playoff games, or city championships will count towards games served towards a suspension, regardless of where the offence is committed. Suspensions will be served during the current CMSA season and any games not served will be carried over to the following season, be it indoor or outdoor. Tournament games and/or exhibition games will not count towards the suspension.

Any player or team official serving a suspension will not be eligible to play in any tournament competition until his suspension is fully served

A Player or Team Official having served a suspension must produce evidence

that he has sat out the required number of games (by way of properly filled out game sheets with 1st., 2nd., etc, game sat out clearly indicated there on) to the CMSA office to have their cards returned. Players or Team Officials still be deemed suspended, regardless of how many games they have served, until such time as their CMSA ID card is returned. Disregarding this rule will be dealt with as per Section XII, H, Article 3.

All suspended team officials, including coaches, are not permitted in the Soccer Centre or at the Outdoor Soccer Pitch for one half hour before start of game and 15 minutes thereafter.

Any Member found participating in violation of a suspension should be suspended from all soccer activity and required to attend a CMSA Discipline Committee Hearing.

K RACISM AND SEXUAL HARASSMENT

Anyone who publicly disparages or discriminates against or denigrates someone in a defamatory manner on account of race, language, religion or ethnic origins will be brought before the CMSA Discipline Committee to answer to a charge of 'conduct likely to bring the game into disrepute' (See: Section XII, H (3)).

SECTION XIII - APPEALS

A. GENERAL

1. Only CMSA affiliated Clubs may appeal decisions of the Discipline Committee. These appeals must be submitted in writing, on Club letterhead, and signed by the person(s) having signing authority for that Club as submitted under Section I, (A).

An appeal of a decision of the CMSA Discipline Committee must be directed to the CMSA Appeals Committee. An appeal of a decision of the CMSA Appeals Committee must be directed to the CMSA Board of Directors. An appeal of a decision of the CMSA Board of Directors must be directed to the Appeals Committee of the CSF. An appeal of a decision of the CSF Appeals Committee must be directed to the ASA Appeals Committee.

2. Appeals may only be granted based on violation of Rules of Play or violation of the CMSA By-Laws. No appeals will be heard which are based on a game official's interpretation of the Laws of the Game.
3. Appeals submitted to the CMSA must be accompanied with a cheque or money order in the sum of \$250.00 of which a minimum of \$100.00 shall be retained in all cases.

4. The letter of appeal must state the grounds of the violation of the Rules of Play or violation of the CMSA By-laws and the accompanying fee must be in the office of the CMSA no later than five-(5) business days from receipt of the written CMSA Discipline decision.

Acceptance of an appeal will be based on the review of the documentation submitted to the chair of the committee ruling on the appeal. Should the documentation provided not substantiate the appeal, the appeal will be denied.

5. *No video or audio replays will be permitted as evidence.*

6. Appeals shall be scheduled within fourteen-(14) business days of acceptance of the appeal by the CMSA Appeals Committee.
7. Suspensions will remain in effect until the decision of the appeal hearing is communicated in writing by the CMSA, unless otherwise provided for herein.

B. APPEALS HEARINGS

Each Appeal hearing of the CMSA shall be conducted in accordance with the following:

1. A CMSA Appeals Committee, which shall consist of at least three-(3) CMSA directors, one of whom shall be the chairperson, and of whom shall act as the recording secretary, shall hear all accepted appeals.
2. Any individual who has participated in the prior judicial process as a player, coach or Discipline Committee Member is automatically disqualified from participation in the related Appeals Committee hearing. The individuals that are disqualified from participating in the related Appeals Committee hearing may hear the case on behalf of the CMSA.
3. Persons who are allowed to attend appeal hearings shall include:
 - a. The Appellant,
 - b. The CMSA Appeals Committee,
 - c. Any other person(s) that are directed to attend by the Appeals Committee.

All parties shall be given notice to meet within fourteen-(14) days of the submitted appeal or as mutually agreed by all parties concerned.

4. The appellant may appoint a proxy attendee, if such person is a Member of the appellant's Club. Professional Legal Representation is not allowed.
5. Subject to the foregoing, a Club may be represented at any hearing or Inquiry by any Member of its Executive.

6. The Appeals Committee shall determine what disposition shall be made of the appeal fee in excess of \$100.00.
7. The results of the hearing shall be sent to the accused and their Club no later than fourteen-(14) calendar days after the hearing.
8. Subject to the foregoing the hearing procedure shall be the same as per the Discipline Committee hearing process identified above in Section XII, (F).

SECTION XIV - INVITATIONAL TOURNAMENTS OUTSIDE THE CITY

A. PLAYER ROSTERS

1. A CMSA Tournament Roster form must be completed in full for all players and team officials planning to attend a specific tournament. The tournament roster must state the league and division the team plays in, and the tournament division the team will be entering. The roster, along with an ASA Travel Permit Application form, must be submitted to the CMSA for approval.
2. Due to various circumstances, teams may find themselves in a position where they will need to add 'guest' players to their existing team roster in order to have adequate substitutions to participate in a specific tournament. The following rules for adding players to tournament rosters shall apply:
 - a. The tournament rules of the specified tournament must allow guest players and the tournament must permit the guest players you have listed (by way of acceptance of your tournament application form and roster).
 - b. The CMSA, in accordance with ASA, does not allow a Club to form a select team(s) to go to tournaments. Teams are only allowed to add a maximum of 5 guest players not currently registered on their Current Season Player Roster. Further, a Club may not substitute a guest player for a willing and able player on their current roster. All guest players must be registered with a CMSA team in the current season in order to be placed on a Tournament Roster.
 - c. Teams must obtain a signed letter from the guest player's current coach or Club president, releasing them to play in the specified tournament. This letter must be submitted with your tournament roster to the CMSA, before the request and roster will be considered. Teams are allowed to pick up guest players from teams other than those within their own Club.
 - d. Subject to the discretion of the CMSA board, more than 5 players may be considered a select team (See: Section XVI).

- e. Subject to the specific tournament rules, teams may only pick up players from their own division or lower, unless entering a higher division tournament. In the event the team is entering the tournament in a higher division, they will then be permitted to pick up players up to the division they are entering.
- f. Players playing in higher age groups that still qualify for a lower age group due to their actual age are eligible to play in the lower age group at a specific tournament. This is subject to CMSA play-up rules, and subject to the specific tournament rules. This information must be noted on the Tournament Roster that is provided to the CMSA.
- g. Any player roster amendment, due to extenuating circumstances following the original application, must be promptly submitted to the CMSA for approval prior to tournament commencement.

B. TRAVEL PERMIT APPLICATIONS

OTHER THAN FOR CMSA LEAGUE PLAY, ANY TEAM THAT TRAVELS OUTSIDE DISTRICT FOUR-(4) FOR ANY REASON WITHOUT AN APPROVED TRAVEL PERMIT SHALL BE SUSPENDED IMMEDIATELY AND THE COACH BROUGHT BEFORE THE CMSA DISCIPLINE COMMITTEE TO ANSWER TO THE CHARGE OF CONDUCT LIKELY TO BRING THE GAME INTO DISREPUTE.

TEAM OFFICIALS ARE REQUIRED TO HAVE IN THEIR POSSESSION THE CMSA APPROVED TRAVEL DOCUMENTS WHILE TRAVELING OUTSIDE DISTRICT 4 WITH THEIR TEAM.

1. Applications to enter ASA sanctioned tournaments must be submitted to the CMSA for approval in all cases. Any such applications that are submitted within 10 days of the tournament start date will carry a \$25.00 processing fee.
2. Applications to enter tournaments in Canada (other than Alberta) and the USA, must be filed with the CMSA at least thirty-(30) days in advance of the tournament start date. The application, together with a \$25.00 administration fee, requires both CMSA and ASA approvals. Accepted applications that are submitted within 10 days of the tournament start date will carry an additional \$50.00 processing fee.
3. Applications to enter tournaments outside North America must be filed with the CMSA at least ninety-(90) days in advance of the tournament start date as they require CMSA, ASA and CSA approvals. Travel applications for teams travelling outside North America must be accompanied with a cheque or money order for \$100.00 for processing by the CSA (1997). Any applications filed with less than ninety-(90) days advance notice will not be accepted.

- 4. Each Team Official on all Applications for Travel Permits to enter tournaments outside of District 4 are required to have a valid CPIC clearance, as issued through the local policing authority, in order for their names to appear on any rosters or travel papers.***

As per Canadian Soccer Association By-Laws, Rules, Regulations and Administrative Guide 2003-2004 page # 95

“That, effective with 2003 Competitions, all staff persons listed on a team roster of a team going to any age/gender competitive level Provincial or Regional Championship must have been CPIC cleared prior to the starting date of the respective Provincial Competition. For this purpose a CPIC clearance is valid for a maximum of 36 months.”

5. In cases where tournament officials place a limit on the number of participating teams from one district, the order in which applications were received will be used to grant travel approvals.

- 6. No travel permit will be issued to a team if they are scheduled to play a CMSA League game at the same time as the sanctioned tournament unless their game is rescheduled. The team requesting the change shall be responsible for making all of the necessary arrangements to reschedule the game and then present the request to the CMSA for approval. If approved the team shall bear all costs associated with rescheduling. The CMSA shall make the guidelines regarding the rescheduling process available at the CMSA office.***

Any requests to re-schedule games must be submitted to the CMSA not less than 14 days prior to the start date of the sanctioned tournament.

C. TEAMS PARTICIPATING AT OUTDOOR TOURNAMENTS DURING THE INDOOR SEASON

The following cases represent the likely circumstances under which a player/team may wish to enter an Outdoor Tournament during the Indoor season.

Case 1. Player wishes to attend the outdoor tournament with his/her team.

Case 2. Player wishes to attend the outdoor tournament with another team.

Case 3. Player is registered for the indoor season.

Case 4. Player is not registered for the indoor season, but was registered with an outdoor team.

Case 5. Player is a new player (i.e. unregistered for both indoor and

outdoor).

Combinations of the preceding cases will determine the procedure that must be followed in each scenario:

Case 1+3

Player is registered with an indoor team that wishes to attend an outdoor tournament.

If the team has no scheduled league games during the period of their absence at the outdoor tournament, then the team may attend the tournament by complying with Section XIV (Invitational Tournaments Outside the City) of the CMSA Rule book.

If the team does have CMSA scheduled league game(s) during the period of the tournament, then the team may only attend (without forfeit) if the team is able to both re-schedule the game(s) with the opposing team(s) and obtain the approval of CMSA. The team must also comply with Section XIV (Invitational Tournaments Outside the City) of the CMSA Rule book.

Case 1+4

Player is not registered with an indoor team but was registered with an outdoor team and it is with that team that the player wishes to attend the outdoor tournament.

The player must pay a fee of \$10 to cover insurance, liability and administrative costs. The team must also comply with Section XIV (Invitational Tournaments Outside the City) of the CMSA Rule book.

Case 2+3

Player is registered with an indoor team, but wishes to attend an outdoor tournament with another team.

The player must get written permission of his/her indoor team coach. The team traveling to the tournament must also comply with Section XIV (Invitational Tournaments Outside the City) of the CMSA Rule book.

Case 2+4

Player is not registered with an indoor team but was registered with an outdoor team, and wishes to attend an outdoor tournament with another team.

The player must pay a fee of \$10 to cover insurance, liability and administrative costs. If the team wishing to participate in the outdoor tournament is a registered

indoor team, then the team must satisfy the criteria set out in **Case 1+3** above.

If the team was a registered outdoor team but is currently not registered as an indoor team, then the team must comply with Section XIV (Invitational Tournaments Outside the City) of the CMSA Rule book.

Case 5

A new unregistered player.

If the team that the player wishes to play for is a registered indoor team, then the team simply needs to add the player to its player registration form while complying with Section II, paragraph (n) of the CMSA rulebook (Age Limits and Player Registrations).

If the team that the player wishes to play for was a registered outdoor team but not a registered indoor team, then the player must pay a \$25.00 fee to cover insurance, liability and administrative costs. In addition, the team must comply with Section XIV (Invitational Tournaments Outside the City) of the CMSA Rule book.

The CMSA Board of Directors will review circumstances not covered in the above scenarios.

SECTION XV - MINOR REGULATIONS PERTAINING TO SENIOR SOCCER

All reference to "Players" in this section shall mean registered with CMSA for the specific season.

- A. The CMSA, at its discretion, may allow any registered youth player to play for an amateur senior team in any senior competition without that player losing their minor status.
- B. Any registered youth player playing for a senior team must be recorded on league game sheets with the notation of juvenile status and the senior team must have a letter of consent from the coach of the player's minor team. A youth player may play up for any senior team, with written consent from their team management. The senior team must be duly registered with the ASA.
- C. Any youth player who plays up, in any type of game whatever, without their coach's permission will be subject to Discipline by CMSA. The player in question shall be suspended until a decision by CMSA has been rendered.
- D. The "playing-up" rules and regulation of the particular senior organization should be consulted and fully understood by any youth player who wishes to play-up in a senior competition.
- E. Any player under suspension, whether such suspension results from that player's

participation in a minor or senior competition, cannot play for either organization until the suspension has been served. The respective organizations will monitor such suspensions and advise each other accordingly.

- F. A youth player may register with, and play for both a minor team and a senior team, and maintain his eligibility to compete in both Minor and Senior Provincials, provided he has first registered with the minor team. However, when a youth player has first signed with a senior team, there will be no eligibility to sign with or transfer to a minor team.

SECTION XVI - SELECT TEAMS

- A. As authorized by the CMSA, City select teams in any age category from within District 4 may be implemented for specific endeavors or competitions and shall not be of a continuing nature upon completion of the intended purpose.
- B. A team duly authorized must conduct try-out practices open to all eligible players of a particular age group from within CMSA. Every attempt must be made to select those players most qualified for the team. The CMSA shall review the guidelines for select teams appropriate to the situation.
- C. Select coaches and managers will make every effort to advise eligible players of dates and locations of try-outs and practices. The CMSA will assist in advertising any relevant information.
- D. Select coaches and managers will be chosen or appointed by the CMSA Technical Committee with approval by the CMSA. Coaches with the highest level of certification will receive prime consideration of appointment.

Coaches without CSA certification, or without CSA equivalent certification, may not be allowed to coach select teams.

- E. All coaches, managers, and players of select teams will be responsible to the CMSA during their mandate.
- F. A listing of players on select teams must be filed with the CMSA before any approval to travel can be granted.
- G. Select teams formed for an outdoor event shall not be allowed to participate as such in the indoor program, and similarly, select teams formed for an indoor event shall not be allowed to participate as such in the outdoor program. Outdoor Select teams must be disbanded by December 31 of the year in which they are registered with CMSA. Indoor Select teams must be disbanded by March 31 of the year in which they are registered with CMSA.
- H. Only those players registered with a CMSA Club team participating in the outdoor

program may qualify to be chosen for an outdoor select team.

Only those players registered with a CMSA Club team participating in the indoor program may qualify to be chosen for an indoor select team.

All accounts of select teams, under the jurisdiction of CMSA, are subject to audit by CMSA at any time.

SECTION XVII - TEAM, COACH AND PLAYER COMMITMENTS

- A. Each and every team that registers with CMSA has the responsibility to discharge its commitments, which are:
1. Correct and timely registration of players.
 2. Compliance with CMSA Rules and Regulations.
 3. Completion of CMSA regular League and Cup play.
 4. Representation at Provincial Finals (if applicable).
 5. Timely payment of team registration fees.
 6. Not to bring the game into disrepute.
- B. Any arbitrary non-fulfillment of these commitments shall result in forfeiture of games, or fines being imposed (minimum of \$500.00) and possible suspension of team, players or coach as appropriate.

SECTION XVIII - HANDICAPPED PLAYERS

CMSA has an obligation to allow any player the opportunity to play soccer in its programs, subject to that player observing and conforming to CMSA Rules of Play and FIFA Laws of the Game.

In the case of handicapped players, subject to the nature of the handicap, the rules of play contained herein shall be relaxed as they relate to age groups to enable such players to register with Division II or lower teams (whichever is the Clubs lowest team entry in an age group) considered equal to their learning, enjoyment, and capacity, notwithstanding their birth date.

In order to clear registration for such players, the CMSA should be given a letter from the player's doctor or school principal attesting to the player's circumstance.

Appendix A

U6 Indoor League Regulations and Guidelines for Referees

The U6 Indoor program is a developmental and NOT a competitive program. Therefore, no game scores or standings will be maintained. The idea of the program is to afford the players the opportunity to actively participate, learn and have FUN. All coaches, managers and parents are asked to conduct themselves in a manner that supports the spirit and purpose of the game.

The game played will be micro-soccer, i.e. 3v3 (including the sweeper-goalkeeper).

Team Management

- a) All players must be properly registered with the CMSA. For more information, please refer to the 2003/2004 CMSA Indoor Rules of Play.
- b) One coach from each team will act as the educators/officials on the field. Their purpose is to educate the players, i.e. stop the game, correct, and restart appropriately.
- c) Coaches are responsible for the conduct of their team's players and spectators.
- d) The game will be stopped approximately every 3 minutes to allow for substitutions. It is strongly recommended that complete line changes be done if there are enough players, and that players are rotated through the sweeper-goalkeeper position.
- e) Unfortunately, it is unavoidable that at times there will be a mismatch between two teams in terms of the athleticism and skill of the players.

In such a situation, the coach of the dominant team is requested to make such changes so as to dilute this dominance as is reasonably possible.

Examples of such changes are:

- Playing the better players more in goal for that game.
- Asking the players to play only with their weak foot.
- Asking the players to make 3 or more passes before scoring.

Please make these changes in the spirit of fun and good sportsmanship.

Rules of Play

Law 1 - Field of Play

The field of play will be one of the mini-soccer fields in the Bubble at the Calgary Soccer Complex.

The Goal Area:

This area will be marked by white markings that are six yards out from the goal-line and stretch from one side of the field to the other. Only the sweeper-goalkeeper may use the hands inside this area.

Law 2 - The Ball

The ball shall be size 3.

The ball must be supplied by the home team.

Law 3 - The Number of Players

The game will be played by two teams, each consisting of three players, one of whom is the sweeper-goalkeeper. The game shall not start if either team has less than three players.

Law 4 - The Player's Equipment

Players must wear shinguards so as to prevent injury.

The sweeper-goalkeeper must wear a jersey or pinnie that distinguishes the player from the other players.

The Referee / Official

One coach from each team will act as the officials/educators on the field. Their task is to stop the play, correct and educate the players on the infringements of the rules, and restart play appropriately.

They are responsible for the timekeeping of the game.

Law 7 - Duration of the Game

Time slots are 60minutes in length. The scheduled game consists of 2 – 25 minute halves. This gives the teams 5 minutes to warm-up, 3 minutes for half-time and 2 minutes to leave the field after the game.

There will be NO clock stoppage time during the game, even in the case of an injury during play.

Play shall be stopped approximately every 3 minutes to allow for substitutions. Play shall resume with a drop ball at the last point of play prior to the substitution stoppage, and at a point that does not result in a direct shot on goal.

Law 8 - The Start and Restart of Play

A kick-off will be taken from the centre of the field for

- The start of the game.
- After a goal has been scored.
- The start of the second half.

Players of the opposing team must be 5 yards away.

A goal may not be scored directly from the kick-off.

Fouls and Misconduct

An indirect free kick is awarded, and the player educated as to what the transgression was.

Players of the opposing team must be 5 yards away at the taking of the kick.

Law 14 - Penalty Kick

There are NO penalty kicks.

If an infringement occurs in the 6-yard goal-area by the defending team, then an indirect free kick is awarded to the attacking team and is placed on the six yard line in line with where the infringement took place.

If the infringement is made by the attacking team inside the 6-yard goal-area, the defending team may place the ball anywhere within the 6 yard goal-area for the indirect free-kick.

Ball Out of Play

If the ball is kicked out of play, restart is by a kick-in from a spot one-yard in from the sideline from where the ball went out.

A goal may not be scored directly from a kick-in.

Players of the opposing team must be 5 yards away.

Law 16 - Goal Kick

If the ball strikes the netting above the boards and behind the goal line, after being

kicked by a member of the attacking team, then a goal kick is awarded to the other team.

The goal-kick may be taken from anywhere inside the 6 yard goal-area.

A goal may not be scored directly from a goal kick.

Players of the opposing team must be outside the goal-area.

Corner Kick

If the ball strikes the netting above the boards and behind the goal line, after being kicked by a member of the defending team, then a corner kick is awarded to the other team.

The corner kick is taken from the corner spot.

Players of the opposing team must be 5 yards away.

Substitutions

Play must be stopped approximately every 3 minutes to allow for substitutions. Changes on the fly are not permitted.

Appendix B

U8 Indoor League Regulations and Guidelines for Referees

The U8 Indoor program is a developmental and NOT a competitive program. Therefore, no game scores or standings will be maintained. The idea of the program is to afford the players the opportunity to actively participate, learn and have FUN. All coaches, managers and parents are asked to conduct themselves in a manner that supports the spirit and purpose of the game.

The game played will be 4v4 (including the sweeper-goalkeeper).

Team Management

- a) ***All players must be properly registered with the CMSA. For more information, please refer to the current season CMSA Indoor Rules of Play.***
- b) One coach from each team will act as the educators/officials on the field. Their purpose is to educate the players, i.e. stop the game, correct, and restart appropriately.
- c) Coaches are responsible for the conduct of their team's players and spectators.
- d) The game will be stopped approximately every 3-4 minutes to allow for substitutions. It is strongly recommended that complete line changes are done if there are enough players, and that players are rotated through the sweeper-goalkeeper position.
- e) Unfortunately, it is unavoidable that at times there will be a mismatch between two teams in terms of the athleticism and skill of the players.

In such a situation, the coach of the dominant team is requested to make such changes so as to dilute this dominance as is reasonably possible.

Examples of such changes are:

- Playing the better players more in goal for that game.
- Asking the players to play only with their weak foot.
- Asking the players to make 3 or more passes before scoring.

Please make these changes in the spirit of fun and good sportsmanship.

- f) U8 players may play up for any U10 team that is from their community or club.

Rules of Play

Law 1 - Field of Play

The field of play will be one half of the West or East soccer fields at the Calgary Soccer Complex.

The Goal Area:

This area will be marked by cones that are six yards out from the goal-line and stretch from one side of the field to the other. Only the sweeper-goalkeeper may use the hands inside this area.

Law 2 - The Ball

The ball shall be size 3.

The game ball must be supplied by the home team.

Law 3 - The Number of Players

The game will be played by two teams, each consisting of four players, one of whom is the sweeper-goalkeeper. The game shall not start if either team has less than four players.

Law 4 - The Player's Equipment

Players must wear shinguards so as to prevent injury.

The sweeper-goalkeeper must wear a jersey or pinnie that distinguishes the player from the other players.

The Referee / Official

One coach from each team will act as the officials/educators on the field. Their task is to stop the play, correct and educate the players on the infringements of the rules, and restart play appropriately.

They are responsible for the timekeeping of the game.

Law 7 - Duration of the Match

Time slots are 60minutes in length. The scheduled game consists of 2 – 25 minute halves. This gives the teams 5 minutes to warm-up, 3 minutes for half-time and 2 minutes to leave the field after the game.

There will be NO clock stoppage time during the game, even in the case of an injury during play.

Play shall be stopped approximately every 3-4 minutes to allow for substitutions. Play shall resume with a drop ball at the last point of play prior to the substitution stoppage, and at a point that does not result in a direct shot on goal.

Law 8 - The Start and Restart of Play

A kick-off will be taken from the centre of the field for

- The start of the game
- After a goal has been scored, and
- The start of the second half.

Players of the opposing team must be 5 yards away.

A goal may not be scored directly from the kick-off.

Fouls and Misconduct

An indirect free kick is awarded, and the player educated as to what the transgression was.

Players of the opposing team must be 5 yards away at the taking of the kick.

Law 14 - Penalty Kick

There are NO penalty kicks.

If an infringement occurs in the 6-yard goal-area by the defending team, then an indirect free kick is awarded to the attacking team and is placed on the six-yard line in line with where the infringement took place.

If the infringement is made by the attacking team inside the 6-yard goal-area, the defending team may place the ball anywhere within the 6 yard goal-area for the indirect free-kick.

Ball Out of Play

If the ball is kicked out of play, restart is by a kick-in from a spot one yard in from the sideline from where the ball went out.

A goal may not be scored directly from a kick-in.

Players of the opposing team must be 5 yards away.

Goal Kick

If the ball strikes the netting above the boards and behind the goal line, after being kicked by a member of the attacking team, then a goal kick is awarded to the other team.

The goal kick may be taken from anywhere inside the 6 yard goal-area.

A goal may not be scored directly from a goal kick.

Players of the opposing team must be outside the goal-area.

Corner Kick

If the ball strikes the netting above the boards and behind the goal line, after being kicked by a member of the defending team, then a corner kick is awarded to the other team.

The corner kick is taken from a point one yard out from the corner of the field.

Players of the opposing team must be 5 yards away.

Substitutions

Play must be stopped approximately every 3-4 minutes to allow for substitutions. Changes on the fly are not permitted.

Sweeper-Keeper Clearances

The sweeper-keeper may only distribute the ball along the ground from the goal area with either a throw from the hands or a pass with the feet. No drop-kicks are allowed.

Appendix C

U10 Outdoor League Regulations and Guidelines for Referees

The prime concept of this program shall be participation and learning. CMSA will keep tracking of scores and standing internally only and will not be displayed nor given out. At the end of the game, the winning coach (or in case of a tie, the home coach), receives the white copy, the referee retains the green copy, the home teams receives the yellow copy and the away team, the pick copy.

CMSA requests that any referee used in the U10 program is an ASA registered referee and is up-to-date on courses and/or refresher clinics.

At least one team official for U10 and older age groups team must have a team official ID card. All team officials ID cards are to be handed into the referee. Team officials have until half time to produce and hand in the cards.

FIFA Laws of the Game are in effect with the exception of the following:

Law 1 – Field of Play

Dimensions

Length: between 45 to 55 yards long

Width: between 40 to 50 yards wide

The field shall be rectangular in shape.

Field Markings

Lines may be marked, or wosmarkers or pylons can be used every 5 to 7 yards.

Goal Area

A goal area shall be 10 yards deep by 25 yards wide or 10 yards deep and stretch from one sideline to the other sideline.

Penalty Area

A penalty area will not apply and therefore should not be marked.

Flag posts

Flag posts may be used. If utilised, they must adhere to the FIFA Laws of the Game.

Goals

Goals should be between 9 ft to 16ft wide and 4.5 ft to 6 ft high. The recommended size is 12ft wide by 5.5 ft high. The goal posts may be rigid or may be a pole placed in a pylon. The goal or may not have a crossbar.

Law 2 – The Ball

The ball shall be a size 4.

Law 3 – The Number of Players

A match is played by 2 teams, each consisting of not more than seven (7) players, one whom is the goalkeeper. A match should not start if ether team consists of fewer than five (5) players.

Play shall be delayed approximately every five (5) minutes to allow the teams to perform a substitution. The referee shall keep a note of the time and whistle a stop to the game after 5 minutes. If the ball is in play at the time of the stoppage, then a drop-ball will be used to restart the game. The referee may use discretion in allowing play to continue beyond the 5 minutes if one team has a significant goal-scoring opportunity at the 5 minute mark. All players shall be given the opportunity of playing goalkeeper and in different field positions wherever practical to provide as broad of a learning experience as possible. Other than at such 5 minute rotations, substitutes may only be made as a result of an injury.

Law 4 – The Player’s Equipment

The wearing of rigid casts or splints, even though covered with foam or other protective padding will NOT be allowed. Braces may be worn by players, where in the opinion of the referee, such braces are not POTENTIALLY INJURIOUS to other players on the field.

Law 5 – The Referee

The referee may not card or dismiss players from the field of play. However the referee can insist that a coach substitute a player and talk to him or her regarding his/her actions on the field.

The referee is encouraged to stop play for all infractions of the rules, so that players become aware of all their infractions. The use of advantage should be as minimal as possible.

Law 6 – The Assistant Referee

There will be no assistant referees. Parents may be used as linespersons in order to indicate when the ball is out of play for a throw-in, goal kick or corner kick.

Law 7 – The Duration of the Match

The match last two equal periods of 25 minutes each, unless otherwise mutually agreed between the referee and the 2 participating teams.

Law 8 – The Start and Restart of Play

Kick-offs will be indirect.

Law 11 – Offside

There is no offside.

Law 12 – Fouls and Misconducts

Penal and technical fouls remain the same but do not “card” any players for a foul. The Referee may have a talk with the player or talk the coach if they feel the foul is serious enough. If the player does not listen or continue, the referee may substitute the player off and ask the coach to have a talk with the player.

Referees may still dismiss a coach or a spectator if required.

Law 13 – Free Kicks

All kicks are indirect kicks. This included kicks for penal fouls, a corner kick.

Law 14 – The Penalty Kick

There are no penalty kicks given. An indirect free kick awarded against the defending team for infringements inside its own goal area shall be taken from that part of the goal area line that runs parallel to the goal line at the nearest to where the infringement occurred. The defending team may defend against this kick.

Law 15 – The Throw-In

Since this is a developmental league, CMSA encourages coaches to teach their players to throw in the ball. As long as they use both hands and deliver the ball from behind and over their head, consider the throw legal. Coaches may opt to use a kick-in instead of a throw-in if need be. If a kick-in is used, then this is indirect.

Law 16 – The Goal Kick

Goal kicks can be taken from anywhere between the defending goal line and 10 yard line.

Law 17 – The Corner Kick

Corner kicks are indirect.