



Okotoks Communities Cup 2027 7v7 Soccer Rules

The Okotoks Communities Cup 2027 will generally follow [Alberta Soccer 7v7 Rules](#).
Tournament rules will take precedence over Alberta Soccer Rules.

Answers to common questions:

- There will be throw-ins in all age groups.
- Size 4 balls up to and including U12.
- Retreat lines will be used up to and including U11 (details below in 2.9).
- There are no off-sides.
- Penalty kicks will apply for fouls committed in the goal area in all age-groups.
- There are no cards up to and including U11. Cards will apply in U12, as per the FIFA Laws of the Game.

1.0 Team and Player Registration

1.1 Age Group Requirements

Age Group	Birth Years
U10	2017
U11	2016
U12	2015
U13	2014
U15	2012/2013

1.2 All teams are to consist of a minimum of 10 and maximum of 20 players. Should you play an ineligible player, your team will automatically default 5-0.

1.3 Teams will be accepted into the event at organizers discretion. If you are unsure of your team's classification, please discuss with the tournament organizers prior to submitting your team entry form. Tournament groups may be split into separate Tier competitions or be run as a joint event.

1.4 All teams will be required to submit a team roster online at the latest one week prior to their first game AND submit a copy of your team's official District approved team roster. Out of province teams will also need to submit a copy of their travel permit.



1.5 Teams will be allowed to play a maximum of four guest players as follows:

- Guest players from a younger age group may be from a lower, equal or one higher division e.g. a U12 T2 team may call up a U11 T1 player
- Guest players can be from the same age group and division within the same club, however guest players from another club must be from a lower age-group or lower division.
- Guest players must have a signed letter of consent or completed Player Release Form from their team coach or head club contact.
- No player will be allowed to play on more than one team in the tournament.
- Proper identification and proof of age must be provided.

1.6 You may not add any new player to your team roster after the commencement of your first game unless due to injury. The new player will substitute the injured player on the team roster. The injured player will be removed from the roster and is ineligible to play for the rest of the tournament. No player may be added after the completion of your 1st game.

1.7 Coaches and players under current suspension by ASA and/or any other cooperating associations at the time of participation are not allowed in the tournament as part of the team roster.

1.8 Teams are permitted a **maximum of 4 team officials** on the team bench at any time. All male teams must have at least one male adult and all female teams must have one female adult (18 or over) present on the bench at all times. If teams do not have an applicable male or female coach a "Bench Parent" is permitted. This parent will count towards the total number of coaches on the bench.

1.9 It is a mandatory requirement for teams to check in with tournament staff a minimum of 30 minutes prior to their first game. This will take place at the designated Tournament HQ room.

1.10 All team rosters will be verified prior to the start of the tournament. If a concern is raised by a coach or official as to a player's eligibility, this will be investigated by tournament organizers.

1.11 On occasion OUSC will permit an overage player to participate within a younger division providing there is a valid reason for this, and such players are aligned with the competitive standard of the division they wish to play within. Requests for overage players must be made via email to tournaments@okotoksunitedsoccer.com for the tournament committee to review.



2.0 Game Format and Tournament Structure

2.1 The Okotoks Communities Cup is an Alberta Soccer Sanctioned tournament. Alberta Soccer Association Rules for the 7v7 Game apply with any applicable competition rules being noted below. In the instance of conflict, competition rules will take precedent.

2.2 Each team will be scheduled for a minimum of 4 games. It is desired that all divisional tournaments will follow a round robin format however this will be at the discretion of organizers and will be communicated to teams when schedules are released subsequent to the team entry deadline.

2.3 Each game will consist of two equal halves (25 minutes) with a 2-minute half time period. There are no timeouts during games. In the event of limited time, these halves may be shortened at the discretion of the match official.

2.4 All U9 to U12 games will be played with a size 4 match ball provided by the tournament.

2.5 Teams must wear numbered jerseys. If colors clash, the home team as per the schedule and game sheet must change to an alternative color. The referee alone decides if the colors clash. Shin guards **MUST** be worn – players will not be permitted to play without shin guards. The wearing of rigid casts or splints will not be permitted. Please read the CSA Memo on Law 4 with regards to other item that are or not permitted.

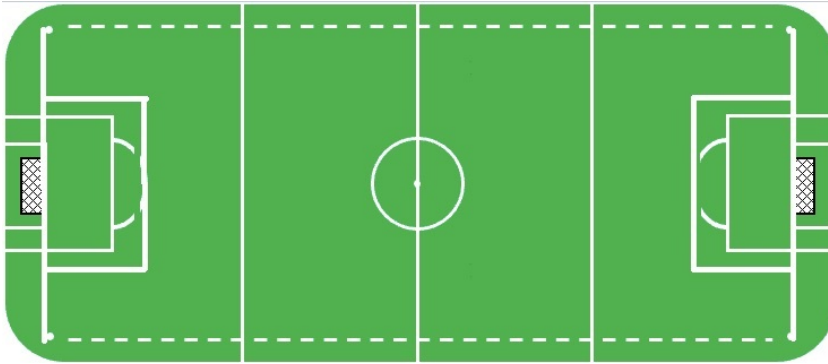
2.6 At the start of each game, teams must provide one coach signed game-sheet to match officials. Round-robin game-sheets will be provided in your team check-in package. Play-off or medal game game-sheets will automatically be at the field. Any absent or ineligible players must also be crossed of the team sheets.

2.7 Tournament play is run to a very tight schedule and games are required to kick off on time. Referees have the capacity to start the clock at the designated start time to ensure the schedule is followed. If a team is not present and ready to play 10 minutes after the designated kick-off time, the game will be considered a 5-0 forfeit loss for that team.



2.8 Field of Play

Dotted touch lines and larger goal areas are marked in the 7v7 field diagram below.



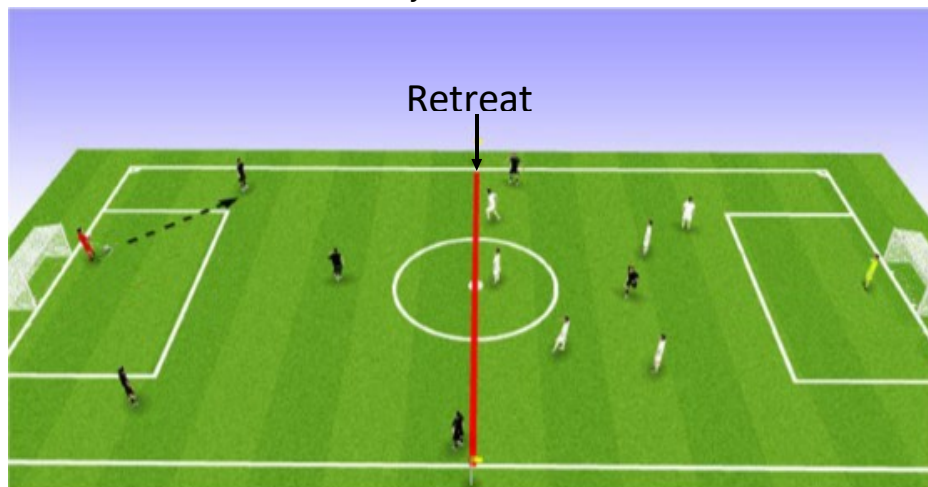
2.9 A Retreat Line will apply for up to and including the U11 games. The retreat line rule will not apply in U12 games.

The Retreat Line will come into effect in two situations during the game:

- A Goal Kick
- A Free Kick to the defending team within their own goal area

At these two restarts, the opposing team is required to move beyond the Retreat Line. The player taking the kick can then pass the ball to one of his team-mates without the pressure of an opposing player nearby. **When the ball has left the goal area**, the play will resume as normal and the “opposing” team can move inside the retreat line.

The retreat line will be the halfway line.



If a member of the opposing team comes inside the Retreat Line **before the ball has left the goal area** and interferes with play, the Referee will stop play and the restart will be retaken.



2.10 Goalkeeper Playing Over Half

Goalkeepers are allowed to play over the halfway line from goal kicks, from their hands, or their feet, without touching the ground. A goal kick, or free kick in the penalty area, can be played long.

2.11 Free Kicks

- All free kicks are indirect from U9 up to and including U11 games. A goal may not be scored directly from an indirect free kick.
- Indirect and direct free kicks apply in U12 games.
- The ball is in play when it is kicked and moves.
- If an indirect free kick is kicked directly into the opponents' goal, a goal kick will be awarded to the opposing team.
- If an indirect free kick is kicked directly into the team's own goal, a corner kick will be awarded to the opposing team.
- A player may not touch the ball a second time on a free kick, until it has been touched by another player from either team. If this happens, an indirect free kick will be awarded to the opposing team.
- All opponents must remain at least 5 yards from the free kick, until the ball is in play.

2.12 Penalty Kicks

A penalty kick is awarded if a player commits an offence inside their penalty area. Penalty kicks are direct.

2.12 Number of Players

Each team will consist of 7 players, one of whom must be a goalkeeper.

Substitutions may be made at any stoppage with the referee's permission and will be unlimited.

The minimum number of players is 5 for a game to start or continue.

3.0 Results and Standings

3.1 Points awarded as follows: 3 points for a win, 1 point for a tie, 0 points for a loss. The winner of each group will be the team with the most points.

3.2 In the Okotoks Communities Cup there is a 5 Goal Mercy Reporting Rule in place for up to and including U11 and no Mercy Rule for U12+.



3.3 In the event that two or more teams have the same number of points at the end of the round robin, the following procedure is used to determine a winner:

U11 Two Way Tie Breaker: *Head to Head, Goal Difference (up to a max of 5 per game), Fewest Goals Conceded, Penalty Kicks*

U11 Three Way Tie Breaker: *Goal Difference, Fewest Goals Conceded, Overall Record excluding the division's bottom team record, Penalty Kicks*

U12+ Two Way Tie Breaker: *Head to Head, Goal Difference, Highest Goals Scored, Penalty Kicks*

U12+ Three Way Tie Breaker: *Goal Difference, Highest Goals Scored, Overall Record excluding the division's bottom team record, Penalty Kicks*

3.4 In the event of a tie in a non-round robin game a result will be determined by penalty kicks. If no winner is declared from five kicks, penalties will continue in order until one team has scored more than the other from the same amount of kicks.

****** Please note it may be the case that due to schedule constraints kicks from the penalty mark may be transferred to another area of the facility and scheduled at a suitable time.

4.0 Discipline

4.1 All referees are ASA certified and are assigned by the tournament. Their decisions on their interpretations of the Laws of the Game are final.

4.2 The Tournament Organizers will rule over all discipline for the tournament. Expulsion from a game due to a red card or two yellow cards in one game carries an automatic one (1) game minimum suspension. Additional penalties are subject to the tournament chairperson's ruling.

4.3 No protests will be allowed concerning the facts of play; the final decision rests with the referee. Any other type of protest must be received by the tournament HQ within two hours of the completion of the game in concern in writing. Protests will only be reviewed provided that they are made in writing with cash or money order (made payable to 'OUSA') in the amount of \$100. If the protest is unsuccessful the \$100 will not be returned.

4.4 The purpose of this tournament is to provide players and referees with a positive and enjoyable experience. Players, coaches and parents are asked to remember that the game of soccer is to make players better people as well as better soccer players. This is done by respecting the game officials and applauding the skillful play of the players of both teams. Parents, Coaches and Athletes not adhering to the fair play code of ethics will be asked to leave the field of play immediately.



5.0 Tournament Refund Policy

5.1 Cancellations made by a team, **BEFORE** the tournament registration deadline on December 12th, will be refunded their registration fee minus a \$100 administrative fee.

5.2 Where cancellations are made by the tournament organizers, for example due to insufficient number of teams in a division, 100% of the entry fee will be refunded.

5.3 Cancellations received **AFTER** the tournament registration deadline will be refunded their registration fee minus a \$100 administrative fee, **IF** a team is found to replace the canceling team. If a team is **NOT** found to replace the canceling team, 100% of the registration fee will be kept by OUSC and no refund will be given.