CMSA Tournaments

Rules & Regulations

CMSA Code of Conduct

The purpose of this policy is to maintain a safe and positive environment at all CMSA-sanctioned programs, activities, and events. All participants are expected to demonstrate behaviour that reflects the values of CMSA at all times. Our full Codes of Conduct are available on the CMSA website within the current CMSA Rules and Regulations and include:

- Team Official Code of Conduct
- Parent Code of Conduct
- Player Code of Conduct

While these rules are designed to be as comprehensive as possible, unforeseen situations may arise. In such cases, the Tournament Coordinator reserves the authority to make binding decisions for all participants.

Team Official Information

All members of the team, including parents, Team Officials and players, are expected to maintain themselves in accordance with the highest standards of good conduct. Instances of unsportsmanlike conduct will be investigated and addressed without delay.

Individuals displaying unacceptable behavior will be requested to leave the facility. Facility staff can hold the Team Official responsible for the actions of their team and spectators, and they reserve the right to deny entry to any person or entire teams at their discretion.

The Tournament Coordinator reserves the right to adjust tiers and groups as needed to provide balanced pools or ensure teams are competitively balanced.

Team Officials are responsible for knowing, understanding and following all tournament rules.

No refunds will be issued after the team entry is closed.

General Rules

All teams are required to fill out their team's roster online no later than the date posted. No changes to the team roster can be made once that team's first tournament game has been played. Any corrections requiring change after the roster deadline must be made at one of the tournament headquarters.

- A maximum of four (4) Team Officials may be on the bench during the time of play. One of the staff members must be the same gender as the players.

- **Players are only permitted to play on ONE team in this tournament.**
- All mixed-gender teams will participate in the corresponding male age group/tier/division.
- Players on U10-U19 teams must be of the appropriate age group as outlined in A.S.A. rules but may include players from a lower age group - Age exemption must be approved by the tournament coordinator.

Team and Player Registration

1. **AGE GROUP:** requirements

Player Birth Year(s)	Age Group Categories
2016 or later	U10
2015 or later	U11
2014 or later	U12
2013 or later	U13
2011 or later	U15
2009 or later	U17
2007 or later	U19

All players & teams must be currently registered and in good standings with their home organization.

Teams must register in their current league age group and tier or a higher one. All play-ups regardless of age group and tier must be from a lower age group/tier.

***Please note that CMSA's U12-19 open rosters and affiliates used in league play are not applicable to any CMSA tournaments.**

All final decisions regarding team movement and placement for CMSA tournaments will be up to the discretion of the Tournament Coordinator.

2. **ROSTER:** All teams must produce a roster from their District organization (for CMSA teams, this is your official team roster. You can get a copy of it from Demosphere, log in like you are scoring a game, click on team roster). Photo ID is not considered proof of registration.

3. **PHOTO ID**: All teams U11+ are required to provide player Photo ID for all individuals (players and team officials) listed on their roster at time of check in at Tournament Headquarters **PRIOR** to their 1st game. Electronic player/ Team Official cards for teams outside of CMSA district will be accepted.

> Players are not required to show player's cards to the referee. However, players are required to provide player card or proof of their birthdate upon request.
>
> Team Officials must present their Soccer Association ID Card or Government issued photo ID Cards to the referees prior to each game, and upon the request of the referee be able to provide Proof of age/player cards for their players.

4. **TRAVEL PERMITS**: Teams travelling from outside of Calgary need to have a copy of their ASA Provincial Roster signed by their District organization. All out-of-province teams must also produce a travel permit from their provincial or state organization authorizing travel.

5. **GUEST PLAYERS**: Teams are allowed to pick-up a maximum of 4 (four) guest players who play in the same tier to complete their team roster for the tournament. You can have unlimited guest players from lower tiers. You may not pick-up a higher division player from a lower age group. Players must also be registered in these age groups with their home organization.

> For example, if a player who could qualify for U15 but is registered to a U17 team with their home organization, they would be ineligible to play with a U15 team in our tournament but eligible to play with a U17 team.
>
> Also, a higher tier player cannot play on a lower tier team, even if that player is moving up in age group category (for example, a U13 Tier I player cannot play on a U15 Tier II team).
>
> You must prove they are registered for this season. Which means that for Calgary teams, you will need to obtain a copy of your guest player's team's official CMSA roster from their Team Officials (or club).

6. Maximum number of players per team is 20 and all can dress for the game.

7. Players can only play with one team during the tournament.

8. Referees will not start any game until both teams have checked in and submitted their rosters to Tournament HQ.

9. 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 3rd game.

10. All teams are required to provide their own first aid kit along with ice packs in case of injury, some soccer centers do not have ice on hand.

Team officials are responsible for the behavior of their players, parents, and spectators always during the tournament. Any team showing unsportsmanlike behavior will be disciplined and unruly spectators may be asked to leave the facility.

Any verbal abuse to referees, staff and volunteers by any team may result in immediate expulsion from the tournament.

Eligibility Of Team Officials

- All Team Officials and players (including guest players) must be currently registered with a youth soccer association recognized by A.S.A. or C.S.A for the current season to participate in this tournament.
- **Any team found to have played an ineligible player(s) will forfeit the game and will receive a $200 team fine.**
- Any Team Officials or players that are currently under any disciplinary action from any ASA or CSA recognized soccer association must advise the Tournament Coordinator. The Tournament Coordinator will decide (based on the offence) if the player/ Team Official will be permitted to participate in the Tournament. All suspensions will be dealt with on a case-by-case basis.

Out Of Province Teams/Non-CMSA Teams

- Travel permits - All out of province teams must submit travel sanction forms with their roster before their first game at team check in.

Format - INDOOR Tournaments

7v7 (U10 -U19, All Tiers)
The minimum & maximum number of players allowed on the field at any one time. These numbers include the goalkeeper:

Minimum Number of Players	Maximum Number of Players
5 Players	7 Players

Substitutions

Substitutions may be made at any stoppage, with the referee's permission, and shall be unlimited in U10+.

There are no restrictions as the number of substitutions made during the game. A whole team can be substituted at one time.

	Throw In/Dribble In	Retreat Line	Ball Size
U10	Dribble In/Pass In	18 Meters	4
U11	Dribble In/Pass In	18 Meters	4
U12	Throw In	No	4
U13-U19	Throw In	No	5

There is no OFFSIDE for 7V7.

Duration of Games

For all age-groups, all games will be 2 – 25-minute halves, half time will be two (2) minutes.

Half time may be reduced if games do not start on time, a minimum of 2 minutes half time is required.

Tournament organizers reserve the right to shorten game times as necessary during the tournament.

Format - OUTDOOR Tournaments

7v7 (U10 -U11)
9v9 (U12-U13)
11v11 (U15-U19)

The minimum & maximum number of players allowed on the field at any one time. These numbers include the goalkeeper:

Age Group	Minimum Number of Players	Maximum Number of Players
U10-U11	5 Players	7 Players
U12-U13	6 Players	9 Players
U15-U19	7 Players	11 Players

Substitutions

Substitutions may be made at any stoppage with the referee's permission and shall be unlimited in U10+.

There are no restrictions as the number of substitutions made during the game. A whole team can be substituted at one time.

	Throw In/Dribble In	Retreat Line	Ball Size
U10	Dribble In/Pass In	18 Meters	4
U11	Dribble In/Pass In	18 Meters	4
U12	Throw In	No	4
U13-U19	Throw In	No	5

Duration of Games

U10-U11 - all games will be 2 – 25-minute halves, half time will be two (2) minutes.

U12-U19 - all games will be 2 – 30-minute halves, half time will be two (2) minutes.

Half time may be reduced if games do not start on time, a minimum of 2 minutes half time is required.

Tournament organizers reserve the right to shorten game times as necessary during the tournament.

Division Formats

Group of 4

- Will play all teams in group (3 round robin games)
- 1st place vs 2nd place for Gold/Silver medal game

Group of 5

- Will play all teams in group (4 round robin games)
- Overall 1st place wins gold, overall 2nd place wins silver
- If your team has a BYE in the final round of games, please monitor the standings. If it appears your team will finish in the top two, you must be present at the venue to receive your medals.

1	VS	4
2	VS	5
3	VS	BYE

1	VS	BYE
3	VS	2
5	VS	4

2	VS	1
BYE	VS	4
3	VS	5

5	VS	1
4	VS	3
2	VS	BYE

1	VS	3
5	VS	BYE
4	VS	2

Group of 6

- Randomized 3 games for all teams
- 1st with highest points vs 2nd with highest points for Gold/Silver medal game

3	vs	1
6	vs	5

2	vs	4

4	vs	3
5	vs	1
6	vs	2

3	vs	6
4	vs	5
1	vs	2

Group of 8

- Two pools of 4
- Play all teams in pool (3 round robin games)
- 1st pool A vs. 1st pool B for Gold/Silver medal game

Ball Size

- U10 - U12 age groups – size #4
- U13 + age groups – size #5

The game balls will be supplied by CMSA.

Game Sheets

Game sheets will be printed by CMSA and will be given directly to the referees prior to each game.

Forfeiting Games

- Should any team forfeit a scheduled game the opposing team will be awarded a final score of 5-0, and the forfeiting team will receive a $150 fine.
- Should both teams forfeit a scheduled game the final score will be recorded as N/S (no score) and no points will be awarded and both teams will receive a $150 fine each.

Game Results and Standings

- All group round-robin games will finish at the end of regulation time.
- Points will be awarded as follows: 3 points for a win, 1 point for a tie, and 0 points for a loss.
- Team standings, following completion of the qualifying play, shall be decided on points awarded. If two (2) or more teams are equal on points, then the tie breaking rules (outlined below) shall be used to determine the final round-robin standings.
- For all games that must produce a winner (e.g. medal games), penalty kicks shall be used to determine the winner, if the game is tied at the end of regulation time. There is no extra-time.
- **The Mercy Rule will be in place for the tournament**. No team will be given more than a 5-goal win differential. Tie-Breaking procedures will use stats AFTER the mercy rule is applied.
    - For example, if a team wins 6-0, they will only receive credit for 5-0 regardless of actual score

Tie Breaking Rules

The following tie breaking rules will be used to determine the final team standings where two or more teams are tied on points.

A. PREVIOUS MATCH RESULTS – results against each other – Head-to-Head, if tied move to (B). Where three or more teams are tied on points move directly to (B).

B. GOAL DIFFERENCE – for any teams still tied, by deducting goals against from goals for, the highest goal difference shall be used to determine the final standings.

C. FEWEST GOALS CONCEDED – for any teams still tied, the fewest goals conceded, shall be used to determine the final standings.

D. For any teams still tied (this applies if there are more than two teams who remain tied) steps a, b, c in turn shall be re-applied to the match(es) between the teams concerned to determine the final standings.

E. For any teams still tied, methods b and c respectively shall be re-applied using goals scored and conceded in ALL games against ALL teams with the respective grouping.

F. For any teams still tied penalty kicks shall be taken to determine which team advances to the next stage of the competition.

CMSA Tournaments

Rules & Regulations

	Score			Tie Breaking Rules			Placement
	Opponent			Rule a. Total Pts	Rule b. Goal Diff.	Rule c. Goals Conceded	
	Team 1	Team 2	Team 3				
Team 1		0 pts (0-1)	3 pts (4-1)	3 pts	4-2= 2	N/A	1st
Team 2	3 pts (1-0)		0 pts (1-5)	3 pts	2-5= -3	N/A	3rd
Team 3	0 pts (1-4)	3 pts (5-1)		3 pts	6-5= 1	N/A	2nd

Fair Play and Sportsmanship

The purpose of the tournament is to provide players with a positive and enjoyable experience. Players, Team Officials, and parents are asked to remember that the game of soccer is to make players better people as well as good soccer players. This may be done by respecting the game officials and applauding the skillful play of the players of both teams. If there is an issue with a parent or Team Official, they will be asked to leave the building immediately. Failure to do so may result in the game being abandoned and team expelled from the tournament.

On-Field Medical Distress

- Injuries occurring that require on-field medical attention will not result in additional "makeup game time" being allocated.
- If there is a serious injury that occurs in the first half and results in a stoppage in play for more than 10 minutes the Tournament Coordinator, in consultation with the Referee in Chief, will determine how the result for that game will be determined.
- Where game time remains greater than 10 minutes game play will resume with the final score determining the outcome.
- Should the score be tied, and game play can resume with less than 10 minutes remaining on the clock team officials may elect to go to penalty shots to determine a winning team.
- If less than 5 minutes remain on the clock the Penalty Shoot-out is not an option and game play will resume until time runs out.

- Should one Team Official wish to play out the remaining time whereas the other Team Official desires a penalty shootout, a flip of the coin by team captains will resolve the issue.
- Where resolution requires a coin flip the referee will request tournament officials oversee the coin flip.

Discipline

If not clear, the team mentioned first on the schedule is deemed the Home team.

- In the event that both teams wear like colors, the home team will be required to change jerseys or wear pinnies as determined by the referee.
- Scores and team stats will be posted on the official webpage. **www. calgaryminorsoccer.com**
- No cards will be shown to U10 players. However, for offenses that are considered serious the referee can instruct the Team Official to temporarily remove the player from the field of play to instruct the player on game conduct. The team will not play shorthanded.

The Tournament Coordinator will rule over all discipline for the tournament. The following carries an automatic one (1) game minimum suspension:

- Automatic Red Card.
- Two (2) yellow cards in one game (Red Card).
- Three (3) yellow cards accumulated throughout the tournament.
- Additional penalties are subject to the Tournament Coordinator's ruling.

If a player receives a second red card in the tournament, the player will not be permitted to participate in any further tournament play and may face further disciplinary action.

- It is the Team Official's responsibility to ensure that their players serve their discipline during the tournament.
- Players who are ejected from a game for U13 and up must immediately leave the field of play and either go to their dressing room or leave the field area. They cannot remain near the field of play.
- Any Team Official who is ejected from the game (two Yellow Cards or a Red Card) must leave the playing area. An ejected Team Official could be suspended from their next game. This will be determined by the Tournament Coordinator based on the referee misconduct report. Any Team Official suspended will be advised before their next game.
- Any suspended player/ Team Official serving a next-game suspension cannot be in the dressing room or field prior to the game and cannot enter the field of play for the warm-up or for the end of game handshake.

- If the nature of the suspension warrants, the Tournament Coordinator will convene with the Referee in Chief and advise the Team Officials of its findings. The regular process of appeal remains available if needed.

Protests

No protests will be allowed concerning the facts of play, the final decision rests with the referee. All referees are ASA certified or equivalent and are assigned by the tournament referee assignor. Their decisions on their interpretations of the Laws of the Game are final.

Any other type of protest must be received by the Tournament HQ at the field location within one hour of the completion of the game in concern. Protests will only be reviewed provided that they are made in writing with cash or money order (made payable to 'CMSA') in the amount of $150.

Awards (Medals)

- Gold & Silver medals will be awarded to the top two (2) teams in each division.
- No bronze medal games

Field Locations

- Calgary Soccer Centre (7000,48 Street SE)
- Shouldice Athletic Park (1515 Home Road NW) Indoor Dome for Indoor Tournaments
- Shane Home West Soccer Dome *Indoor Dome* (11014 Bearspaw Dam Rd NW, Calgary, AB T3L 1S4)
- Macron Performance Centre *Indoor Dome* (111 Exploration Ave SE, Calgary, AB T3S 0B6)

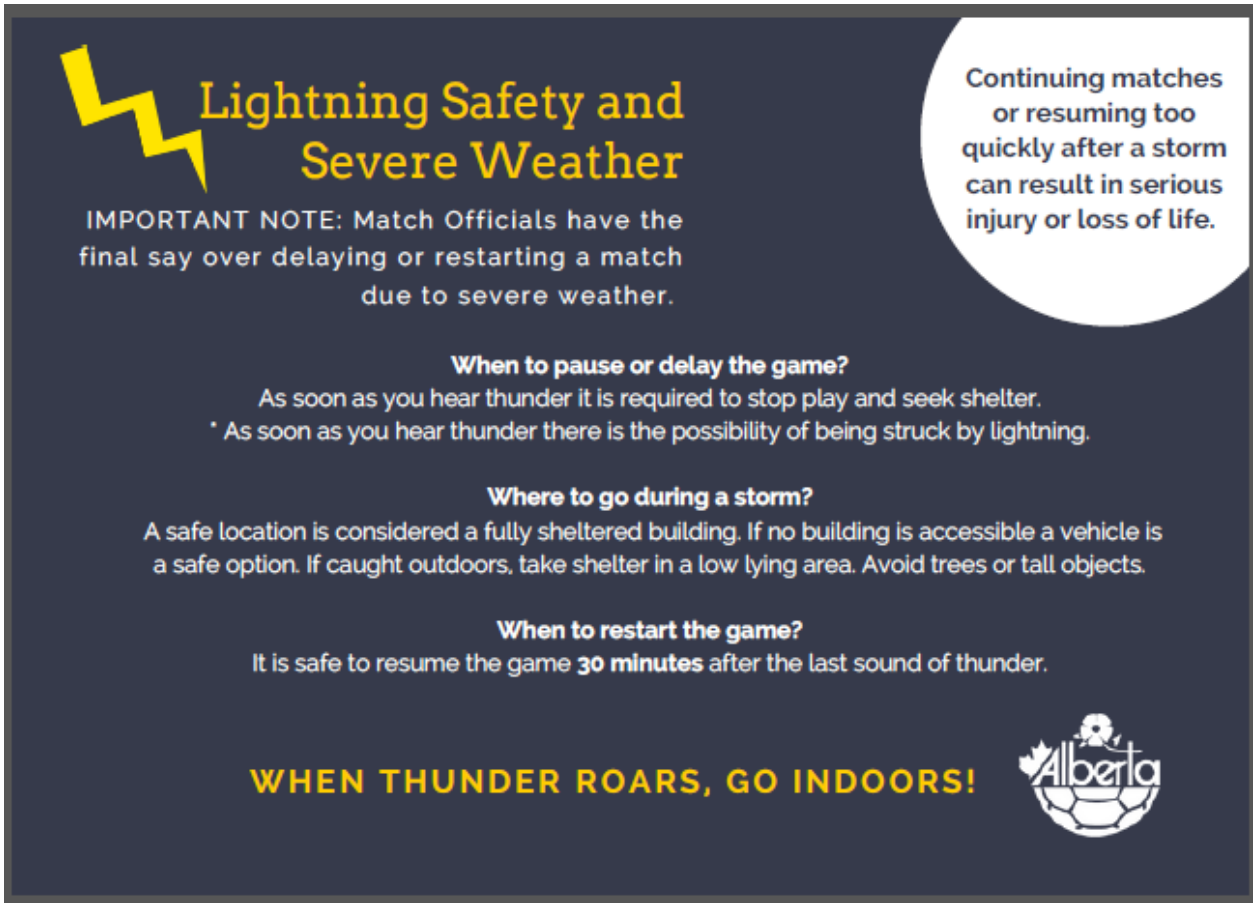
Inclement Weather – Outdoor tournaments

Tournament organizers will determine if the fields are unsafe to play due to inclement weather. Teams are expected to check in at the field for their regular scheduled game whatever the weather conditions may be. The decision to play the game will be decided at game time.

If a game has been played more than 50% before being called, the game shall be considered complete and the score at that time shall be the official outcome of the game.

If a game cannot continue and less than 50% of the game has been played, the game will be rescheduled based on field availability. Referees will make the final call on whether a game can resume. Should no fields be available, outcomes will be decided by shoot out or coin toss.

If inclement weather cancels the tournament prior to the completion of a teams' first scheduled game of the tournament, a maximum of 50% of the team's entry fee may be retained by the tournament to cover start up cost of the tournament.



Inclement Weather – Indoor tournaments

All games will proceed unless the city/police close the roads due to winter weather.

Officials

Indoor tournaments

- All age groups will have 2 referees assigned.

Outdoor Tournaments

- U10 – U11 will have 2 referees, and U12 – U19 will have 3 officials on a best-efforts basis. In cases where 3 officials are not provided, each team shall provide a lines person.

If your referee is not at the field 5 minutes before the start of your game, please visit the closest field marshal tent and let us know. Judgement calls by the official can not be appealed.

Withdraw from Tournament

All teams are expected to attend and complete their games with a minimum of 5 players. Any team failing to do so will be assessed an administration fee of up to $575 per game that the team does not attend.

Tournament Refund Policy

Cancellations made **PRIOR** to the tournament registration deadline will receive 100% of the entry fees back.

Cancellations received **AFTER** the tournament registration deadline will be refunded their fees, 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 funds will be kept by CMSA and no refund will be given.

Additional fines, of up to $2500, may be applied to any team whose cancellation past the registration deadline causes a tournament grouping to be cancelled.

All decisions with regards to the administrative fees will be the responsibility of the Tournament Coordinator and notice of all administrative fees will be sent out to the Club that the team was representing.

Penalties (penalty shoot-out) – Outdoor and Indoor Tournaments

Procedure

Before penalties (penalty shoot-out) start

- Unless there are other considerations (e.g. ground conditions, safety etc.), the referee tosses a coin to decide the goal at which the kicks will be taken, which may only be changed for safety reasons or if the goal or playing surface becomes unusable
- The referee tosses a coin again, and the team that wins the toss decides whether to take the first or second kick
- Except for a substitute for a goalkeeper who is unable to continue, only players who are on the field of play or are temporarily off the field of play (injury, adjusting equipment etc.) at the end of the match are eligible to take kicks
- Each team is responsible for selecting from the eligible players the order in which they will take the kicks. The referee is not informed of the order
- If at the end of the match and before or during the kicks one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the referee must be informed of the name and number of each player excluded. Any excluded player is not eligible to take part in the kicks (except as outlined below)
- A goalkeeper who is unable to continue before or during the kicks may be replaced by a player excluded to equalise the number of players or, if their team has not used its maximum permitted number of substitutes, a named substitute, but the replaced goalkeeper takes no further part and may not take a kick
- If the goalkeeper has already taken a kick, the replacement may not take a kick until the next round of kicks

During penalties (penalty shoot-out)

- Only eligible players and match officials are permitted to remain on the field of play
- All eligible players, except the player taking the kick and the two goalkeepers, must remain within the centre circle
- The goalkeeper of the kicker must remain on the field of play, outside the penalty area, on the goal line where it meets the penalty area boundary line
- An eligible player may change places with the goalkeeper
- The kick is completed when the ball stops moving, goes out of play or the referee stops play for any offence; the kicker may not play the ball a second time
- The referee keeps a record of the kicks

- If the goalkeeper commits an offence and, as a result, the kick is retaken, the goalkeeper is warned for the first offence and cautioned for any subsequent offence(s)
- If the kicker is penalised for an offence committed after the referee has signalled for the kick to be taken, that kick is recorded as missed and the kicker is cautioned
- If both the goalkeeper and the kicker commit an offence at the same time, the kick is recorded as missed and the kicker is cautioned.

Subject to the conditions explained below, both teams take five kicks

- The kicks are taken alternately by the teams
- Each kick is taken by a different player, and all eligible players must take a kick before any player can take a second kick
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken
- If, after both teams have taken five kicks, the scores are level, kicks continue until one team has scored a goal more than the other from the same number of kicks
- The above principle continues for any subsequent sequence of kicks, but a team may change the order of kickers
- Penalties (penalty shoot-out) must not be delayed for a player who leaves the field of play. The player's kick will be forfeited (not scored) if the player does not return in time to take a kick

Substitutions and sending-off during penalties (penalty shoot-out)

- A player, substitute, substituted player or team official may be cautioned or sent off
- A goalkeeper who is sent off must be replaced by an eligible player
- A player other than the goalkeeper who is unable to continue may not be replaced
- The referee must not abandon the match if a team is reduced to fewer than seven players

Unless stated otherwise in these rules and regulations, ASA Rules of the Game and CMSA Rules of Play will apply.