

CALGARY MINOR SOCCER ASSOCIATION RULES OF PLAY



October 2016

VISION STATEMENT

Success Through Soccer

MISSION STATEMENT

Dedicated to working with our members to develop, organize and promote opportunities for youth to reach their desired level of achievement within the sport of soccer.

VALUE / BELIEF STATEMENT

Leadership ----- We provide ongoing leadership in the sport of soccer and deliver services in a progressive manner.

Stewardship ----- We demonstrate fiscal responsibility, accountability and good business practices.

Integrity----- We conduct all business in an honest, ethical and transparent manner.

Excellence ----- We strive for and support the achievement of excellence amongst our members, players, volunteers and staff.

Communication----- We engage collaboratively with our members and other stakeholders.

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 so 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. Therefore the coach is responsible for reading and having knowledge of these same rules.

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.

NOTICE TO ALL TEAM OFFICIALS

Please take the time to read this entire book. It contains many important rules and information you will need as a Team Official in CMSA. Most of the questions you have will also be answered within this book. Reminder that not knowing it was a rule is not an acceptable argument or defense.

The CMSA Rules Committee has been given the authority by the CMSA By-Laws to review, modify and issue the Rules of Play with collaborative efforts from our Members for indoor and outdoor seasons.

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 team's 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.

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

Soccer Links

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.

Member:	An organization that has applied for, and has been granted membership in the Calgary Minor Soccer Association by the CMSA Board of Directors as set out in the current Bylaws of the Association. Such organizations may be from within or outside 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.
Youth Player:	A youth player is defined as anyone that is under eighteen (18) years of age on or before January 1 st of the current year.
New Player:	A youth player that has not registered to played soccer at a competitive level within their home residence district and has not been registered with ASA.
Team Official:	Any person who has been properly registered and is not under suspension, who is engaged in the role of coach, assistant coach, and or team manager for a team during the current soccer season.
Eligible Player:	A player, who has been properly registered, is not under suspension, does not exceed the limiting age for their category, and resides within District 4, or has been properly released from another District.
Ineligible Player:	A player that has been suspended, improperly registered, has not provided the proper transfer documentation to become a registered player within CMSA.
ASA Cup Tied:	A player that has been duly registered and playing with a Member team during the soccer season and then transfers to another Member team during the same competition will be ineligible to play for their new team and will be defined as being cup tied to the former team unless the transfer takes place prior to the "cup tied" deadline.
District 4 Fields:	All fields either those listed as City, CMSA, or Community Fields are under the authority of the City of Calgary. City Permits are issued to all that use them and are as such the property of the City of Calgary.
Competition Rules:	These are the CMSA League rules comprised of a combination of FIFA Laws of the Game, CSA Rules, ASA Rules, and CMSA Local Rules. Further there may be different Competition Rules for CMSA Tournaments as compared to Standard League rules.
Abandoned Game:	The referee will abandon a match, if after the opening whistle; the game cannot be conducted in a safe and controlled manner in accordance with the Competition Rules. The conditions might be environmental (lightning/weather, daylight available), problems with the venue (facility staff closures or time limitations of permits of use etc) or discipline issues.

FIFA Laws of the Game (LOTG) This set of Laws published by FIFA and enacted by CSA shall be the current publication for the current CMSA League Season

Suspension from All Soccer Activity

Any person while under suspended from all soccer activity will not be allowed to:

- Play for any CMSA sanctioned game or tournament only at the discretion of the disciplinary committee;
- Sign with/for any CMSA registered Member;
- Act in any capacity as an executive or official with any CMSA registered Member or association;
- Communicate in any fashion with any player or official with the purpose to coach or provide advice during any sanctioned game;
- Officiate as a referee or assistant referee in any CMSA sanctioned game or tournament;
- Players may attend any soccer game as a spectator but are not allowed to be within fifty (50) meters of a registered clubs team bench;
- Team Officials may not attend games as a spectator. This is defined as keeping away from sight or sound of a match involving the team or teams they are registered with by any means physical or virtual (cell phone, etc.);
- If a person, while under suspension, violates any of the above conditions or brings the game into disrepute, or causes the game to be disrupted by their presence or actions they will be subject to further sanctioning from the CMSA Discipline Committee;

Bringing the Game into Disrepute

1. A Member, player, Team Official, parent, or spectator must not bring the game of soccer into Disrepute.
2. Without limiting the generality of paragraph 1, a Member will be taken as having brought the game of soccer into Disrepute if any of the following occurs:
 - a. discriminatory behaviour, including public disparagement of, discrimination against, or vilification of a person on account of an Attribute;
 - b. harassment, including sexual harassment or any unwelcome sexual conduct which makes a person feel offended, humiliated and/or intimidated where that reaction is reasonable in the circumstances;
 - c. offensive behaviour, including offensive, obscene, provocative or insulting gestures, language or chanting;
 - d. provocation or incitement of hatred or violence;
 - e. spectator or crowd violence;
 - f. intimidation of referees, which may take the form of (but is not restricted to) derogatory or abusive words or gestures toward a referee or the use of violence or threats to pressure a referee to take or omit to take certain action regardless of where such action is taken;
 - g. forgery and falsification, including creation of a false document, forgery of a document or signature, the making of a false claim or providing inaccurate or false information on a prescribed form;
 - h. corruption, including offering a benefit or an advantage to a player or a Team Official in an attempt to incite him or her to violate FIFA Statutes, CSA Status, ASA Statutes, or CMSA Rules of Play;
 - i. abuse of position to obtain personal benefit;
 - j. commission or charge of a criminal offence; or
 - k. any other conduct, behaviour or statement that materially injures the reputation and goodwill of CMSA or football generally
3. A Member is deemed to have committed an offence under this article in circumstances in which its spectators have engaged in any of the conduct outlined in paragraph 2.
4. Members are entitled to have their privacy respected and this Code is not intended to apply to private activities engaged in by a Member that are not in the public domain.

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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 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 (and all persons registered to said team) is deemed to have accepted and agreed to 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

In all age groups, team entries will be allowed into Member programs as outlined within the CMSA By-Laws, "General Membership Guidelines", and CMSA Rules of Play.

- A. CMSA is the only organization within "District 4 – Calgary" that has the authority to form representative select youth teams based on players throughout the city. CMSA may delegate this responsibility to another organization depending upon directions of CMSA Board of Directors.
- B. Active CMSA Members Organization must submit a name of a person who will be the liaison between their Organization and CMSA on a seasonal basis or when requested by CMSA. Any changes must be reported to CMSA. As well, each Member and community must submit in writing the name(s) of the person(s) having signing authority each season.
- C. Need to input a notation annually for each member to supply financials, board listings and proof of not-for-profit registration to CMSA as per CMSA policy.

SECTION II - TEAM ENTRY

- A. Members will submit their team names, age group, division, and tier (where applicable) via the CMSA Website system. Team Entry dates and fees shall be set seasonally by CMSA.
- B. Based on the teams entered, CMSA will determine the format of each division and tier. In general, the following will be followed when possible:
 1. CMSA will offer U6, U7, U8, U9, U10, U11, U12, U13, U14, U16, and U18 age groups.
 2. U6, U7, U8 will be entered into geographic groups wherever possible.
 3. U9 will have Tiers A & B
 4. U10 will have Tiers A, B, C & D.
 5. U11 & U13 will have Tier I & II
 6. U12 & U14 will have Tier I, Tier II, Tier III, Tier IV, Tier V & Tier VI
 7. U16 – U18 will have Tier I, Tier II, Tier III, Tier IV & Tier V
- C. Members can enter one team per gender into U11-U18 Tier I. A second team in U16 & U18 Tier I division must be applied for through the application process. Applications are due by the date specified in the Program Calendar.
- D. Members can enter any number of teams into U6 – U10 all Tiers, U11 – U18 Tier II, Tier III, Tier IV, Tier V and Tier VI divisions. Members who enter more than one team into these groups are to rank their teams to allow CMSA to evenly balance the seeding rounds pools or if no seeding rounds, then the tiers
- E. Members shall pay a minimum of 50% (fifty percent) of their total team entry fees by the team entry deadline date. The remainder of the fees shall be paid within 30 (thirty) days of the team entry deadline date. If all fees are not paid by this date, the club or community will default all games that its teams will play until the fees are paid in full.

Payment must be made by cheque or money order ONLY, CMSA will not accept cash, credit or debit payments for any team entry fees.

- F. A Member that withdraws a team after the team entry deadline date shall be assessed a \$50 (fifty dollars) per day withdrawal administration fee. The maximum amount of the fee will not exceed the total entry fee for that team.
- G. A Member that enters a team after the team entry deadline date shall be assessed a \$50 (fifty dollars) late entry administration fee and may only be accepted if there is space where they want to be placed and does not affect the scheduling process.
- H. CMSA has the ultimate authority to decide which Tier a team shall enter and, as such, has the right to have any particular Member place additional team(s) in a specific Tier without reason.
- I. By registering in CMSA, teams are committing to any post season competition (City Finals, Provincials, Inter-Cities, etc.) that the team may qualify for. At the start of each season, every team U9-U18 choosing not to participate in their post season competition is required to OPT OUT of the post season by completing the CMSA Post-Season Commitment form by the specified date. A Member whose team withdraws from any post season competition prior to or during the event for any reason (including the inability to field a team) will be subject to a minimum \$500 and up to a maximum \$2500 penalty as determined by CMSA and ASA. Refer to CMSA Post - Season Play Commitment form for details.
- J. Out of District teams that register and are accepted within CMSA regular season play must declare provincially at that same tier level or higher. Any Out of District Member that allows a team to declare at a lower provincial level than they played within CMSA will be judged to be not in good standing with CMSA and will be dealt with accordingly by the Discipline Committee.

SECTION III – TEAM, PLAYER AND TEAM OFFICIAL REGISTRATION

In all age groups, team entries will be allowed into Member programs as outlined within the CMSA By-Laws, “General Membership Guidelines” and CMSA Rules of Play.

- A. Player registration dates shall be set seasonally by CMSA. CMSA ID numbers for players who have registered previously with CMSA can be obtained from Goal Line via the Member registrar. New players will have to be entered into the system to obtain a CMSA ID number.

Members are responsible to make sure all the information on their players, Team Officials, etc., are current and up to date.
- B. All players and coaches would be issued a CMSA identification card upon successful registration. This card remains the property of CMSA and must be surrendered upon request to CMSA. It would remain the responsibility of the player or player’s guardian, to ensure the information associated with the identification card is current.
- C. All players residing outside of District 4 may register for any CMSA team provided that they have been properly released by their district of residence. Once properly identified, CMSA will obtain the releases for these players.
- D. Any player that moves into District 4 and wishes to play soccer here but has played prior soccer elsewhere must obtain a release from their last district or province. Contact the CMSA Office for more information on this process.
- E. False declaration of district of residence and domicile of a player shall result in suspension(s). Where coaching staff or Member officials are knowingly parties 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 Member may be held accountable for providing correct registration information.
- F. If a Member has any players who owe money or/and equipment, (therefore, are not in good standing with the Member) and the Member notifies CMSA before the Player Transfer Window Period begins or before they are transferred, CMSA will inactivate that player’s record status and will not be allowed to transfer until the issue is resolved with that Member. Please note that once they have been transferred to the new Member and are deemed active (in good standing), CMSA cannot proceed to stop that player from being active with the past or current Member.
- G. Player Waiver Form: All players’ parents/legal guardians must complete a current CMSA liability insurance waiver form via online in order for their registration to be accepted by CMSA. The waiver form covers a complete Indoor season and the following Outdoor season. A waiver form only has to be approved and submitted once for each player playing within this

previous Member team, they cannot register with that team for a period of 2 season (1 Indoor + 1 Outdoor).

2. If mutually agreed upon in writing between two organizations, the above restriction does not apply. The written agreement must be submitted to the CMSA office prior to the Team Official registering.
- Q. Exhibition games between registered CMSA Soccer teams and non-sanctioned Soccer teams are not permitted. Any registered CMSA Members or ASA Officials participating in such matches will face disciplinary action.

PHYSICAL AND / OR MENTALLY CHALLENGED 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 physically and/or mentally challenged players, subject to the nature of the handicap and the associated safety risks to the individual and/or other participants, the rules of play contained herein shall be relaxed as they relate to age groups to enable such players to register with Tier II or lower teams (whichever is the Members 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, CMSA must be given a letter from the player's doctor attesting to the player's circumstance.

SECTION IV – TEAM ROSTERS AND PLAYERS PLAYING UP

Team Roster registration dates will be set seasonally by CMSA and listed in Appendix A.

A. Team Numbers

Any team that registers less than the minimum required number of players as listed below shall be deemed as improperly registered and such teams may not be allowed to participate in the CMSA program until properly registered.

Indoor:

<u>Age Group</u>	<u>Minimum</u>	<u>Maximum</u>
U6 - U8	6 Players	20 Players
U9 – U12	11 Players	20 Players
U13 – U18	11 Players	20 Players

Outdoor:

<u>Age Group</u>	<u>Minimum</u>	<u>Maximum</u>
U8	6 Players	20 Players
U9 – U12	11 Players	20 Players
U13 – U18	14 Players	20 Players

All U6 - U18 teams may register up to twenty (20) players at any one time in a season and may have up to a maximum of twenty (20) players dressed for their games.

- B. 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. Members are responsible for the behavior and actions for their team officials at any soccer event.
- C. Each team can have the following maximums for team officials:
 - One Coach
 - Two Assistant Coaches
 - One Team Manager
 - One Age Group Coordinator or Trainer (Medical Personnel)
 - One scorekeeper, who is not considered a Team Official (Optional)

For male teams, one of the team officials must be a male adult. For female teams, one of the team officials must be a female

adult. For any team that has both males and females playing, the team must have a male and female team official. Anyone assigned to a team as a coach, assistant coach, or team manager will also have the ability to score games. They do not need to be set up as a scorekeeper in addition to their other team role.

- D. Up to four but no less than two team officials are allowed on the team bench/technical area, although there may be up to five listed on the team's roster. All team officials must be listed on the game sheet. Only two (2) Team Officials will be allowed to remain on the bench/technical area in the event that none of the Team Officials have a valid ID card. Team officials may request confirmation of identity of any persons who do not provide a CMSA Photo ID Card.
- E. 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 or Team Officials listed on the game sheet at the end of the game and are not crossed off are deemed to have participated 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.

- F. CMSA must approve and validate the player registration for a team/player to be classified as properly registered.

Any player shall be classified as ineligible to play until properly registered. In order to play in CMSA or ASA sanctioned games, all teams and players must be properly registered.

- G. Whether a game is classed as 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 per team in any one season during the regular league and play-off competition. Exhibition, Pre-Season, Provincials, Inter-Cities, City Finals, Fall Season and Tournament games do not count towards the total of SIX maximum play-up games per team.

SIX games is the total number of games allowed per team for the player. The play-up may be with any team within their own Member or with another Member. After playing SIX "play-up" games with one particular team, in order to play on that team again for the remainder of the season; the player must transfer prior to the SEVENTH game.

Any player playing up with a team requested by another Member must have written permission from a team or Member representative. Failure to comply would be a violation of Section III: Recruiting.

No player will be permitted to transfer after the transfer deadline therefore any team playing a "play-up" player past the player's 6th (sixth) game per team maximum after the transfer deadline will forfeit the game.

- H. Play Up Rules:

1. Tier I – a Tier I U16 player can only play up for a Tier I team in a higher age group. A Tier I U11-U14 player is eligible to play up for any Tier I or Tier II higher age group team.
2. Tier II – a Tier II U16 and U18 player can only play up for a Tier I team in the same age group or for a Tier I or II team in a higher age group. A Tier II U11-U14 player is eligible to play up for a Tier I team in the same age group and a Tier I, II or III team in a higher age group.
3. Tier III – a Tier III player can only play up for a Tier I or II team in the same age group or for a Tier I, II, or III team in a higher age group. It is permitted for a first year Tier III player to play up for an applicable Tier I or II single year age group team. For example a first year Tier III U12 player is able to play up for a Tier I or II U11 team.
4. Tier IV – a Tier IV player can only play up for a Tier I, II or III team in the same age group or for a Tier I, II, III or IV team in a higher age group. It is permitted for a first year Tier IV player to play up for an applicable Tier I or II single year age group team. For example a first year Tier IV U12 player is able to play up for a Tier I or II U11 team.
5. Tier V – a Tier V player can only play up for a Tier I, II, III or IV team in the same age group or for a Tier I, II, III, IV or V team in a higher age group. It is permitted for a first year Tier V player to play up for an applicable Tier I or II single year age group team. For example a first year Tier V U12 player is able to play up for a Tier I or II U11 team.
6. Tier VI – a Tier VI player can only play up for a Tier I, II, III, IV or V team in the same age group or for a Tier I, II, III, IV, V or VI team in a higher age group. It is permitted for a first year Tier VI player to play up for an applicable Tier I or II

single year age group team. For example a first year Tier VI U12 player is able to play up for a Tier I or II U11 team.

7. U10 Tier A – depending on which sub Division the U10 Tier a player is playing in, they can only play up for a team in a higher sub Division in the same age group or for any Tier I, II or III team in a higher age group.
8. U10 Tier B – depending on which sub Division the U10 Tier B player is playing in, they can only play up for a team in a higher sub Division in the same age group, or for any U10 Tier A team, and for any Tier I, II, III, IV or V team in a higher age group.
9. U10 Tier C – depending on which sub Division the U10 Tier C player is playing in, they can only play up for a team in a higher sub Division in the same age group, or for any U10 Tier A or B team, and for any Tier I, II, III, IV, V or VI team in a higher age group.
10. U10 Tier D – depending on which sub Division the U10 Tier D player is playing in, they can only play up for a team in a higher sub Division in the same age group, or for any U10 Tier A, B or C team, and for any Tier I, II, III, IV, V or VI team in a higher age group.
11. U9 Tier A – depending on which sub Division the U9 Tier a player is playing in, they can only play up for a team in a higher sub Division in the same age group, or for U10 Tier A, or for any Tier I, II or III team in a higher age group.
12. U9 Tier B – depending on which sub Division the U9 Tier B player is playing in, they can only play up for a team in a higher sub Division in the same age group, or for any U9 Tier A team, or for any U10 Tier A, B or C team, or for any Tier I, II, III, IV or V team in a higher age group.
13. U8 – a player can play up for any team within the U8 age group or with any team in U9 & U10.
14. U7 - a player can play up for any team within the U7 age group or with any team in U8 - U10.
15. U6 – a player can play up for any team within the U6 age group or with any team in U7 & U8.
16. For groups that have a seeding round, for the duration of the seeding round, you cannot play for any other team within your Tier grouping or Division other than your own. For example, in the U10 Tier C seeding round, you cannot play for any other team in Tier C for your age group but you can play for any Tier A or B team. Once the seeding round is completed, the rules above are to be followed.

Once the seeding round is completed and the team has been designated as C-1, C-2 and so on, the above rules will apply.
17. Any Tiers (I-VI) that have Pool A and B, players cannot play across within that Tier. Pools within a Tier only exist to facilitate competition and scheduling within the Tier.
18. For the Fall Season ONLY, any player may play across within that Tier.

- I. Girls may play-up for both genders in their Club, in accordance with the above rules, and may also play on a boy's team of the same tier and age grouping, providing that there is a female adult on the bench. Boys can only play for Boys teams, in accordance with the above rules.
- J. In Crossover Leagues that have different Tiered teams in the same age group, and in games where different tiered teams are playing each other with the results counting towards the final standings, the lower tiered team cannot draw 'play-up' players from a higher tier. Also, the higher tiered team cannot draw 'play-up' players from the same tier in the next lower age group which would be equivalent to the same age group as their opponent.

For example, if there are Tier III teams playing in a League with Tier II teams and the games count for points in the final standings, in the games where teams from the different Tiers play one another, the Tier III team cannot draw players from Tier II and the Tier II team cannot call-up players from Tier III teams.

- K. 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. For example, a U14 Tier I player can play up on a U16 Tier I team when that team is playing another U16 Tier I team but may not play up when the U16 Tier I team is playing an U14 Tier I team.
- L. 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, 3rd6th “play-up” game.

- M. All registered U9 – U10 players, playing-up in a U11 or higher game, require a restricted movement pass, signed by their Coach or Member President. This pass is to be given to the team the player is playing-up with. The pass, along with the game sheet is to be submitted to the Referee.
- N. Play-up rules relate to the age group and Tier 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.
- O. ASA or CSA player registration rules shall apply to teams participating in ASA or CSA competitions.

VIOLATING ANY OF THE PROVISIONS OF THIS SECTION MAY RESULT IN DISCIPLINARY ACTION BY CMSA.

SECTION V - PLAYER TRANSFERS DURING SEASON PLAY

A. TRANSFERS OF PLAYERS BETWEEN TEAMS WITHIN THE SAME MEMBER

- 1. Transfers of players will not be permitted after the internal transfer deadline (See Appendix A – Important Dates)
- 2. A player may transfer no more than twice in one season; however a player transferred once cannot be transferred again in less than 30 (thirty) days from the time of the previous transfer (ASA Rule 5(e)). If a player transfers to a higher Tier team, (e.g.: from Tier 2 to Tier 1), that player cannot play down in a lower Tier until the next playing season. A player is not permitted to transfer back to a team on which they were previously registered to in the same playing season.

All transfer requests must be made in writing on the proper internal Member transfer form, to CMSA for approval. All player transfer request forms will require the signature from the President or Registrar of the player’s current Member. See Appendix A of the Rules of Play for deadlines as they relate to payment (updated each season).

- 3. Players transferring within the same tier after the ASA Cup tied date for Tier I, II, III, and IV will not be eligible to participate in Provincials in that age group and tier.

B. MEMBER TO MEMBER TRANSFERS

- 1. Member-to-Member transfer of players will not be permitted after the deadline (See Appendix A - Important Dates).
- 2. A registered player shall not be allowed to transfer to any other Member unless he has first given his Member seven (7) days notice, in writing, of his intention to transfer. The Member-to-Member transfer form must be signed within seven (7) days unless contested by the releasing Member.
- 3. The registered player must obtain the releasing and receiving Member’s, Registrar’s or President’s signature on the CMSA transfer form.
- 4. Member-to-Member transfers after the final CMSA Player Registration date cannot play in any CMSA league game for a maximum of 2 days (CMSA Administration Period) from the approved date of Transfer accepted by CMSA.
- 5. A Member shall not refuse the right of a player to transfer unless that player owes monies to his current Member or unless he possesses equipment, which is the property of that Member (proof of either claim is required).
- 6. A player being refused a transfer shall be allowed to appeal, without fee, to CMSA. The Member contesting the transfer must file their objection with CMSA and pay a \$250 bond before the end of the seven (7) day deadline (as per point (2) above). CMSA will deal with the matter within seven (7) days of receiving the Member’s objection and payment, and will render a decision within forty-eight (48) hours.
- 7. Should the Member’s decision to deny the transfer be upheld, the \$250 bond shall be refunded to the Member. Should the Member’s decision to deny the transfer is overturned, the Member shall lose the \$250 bond. If overturned, the need for the releasing Member 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 Member.
- 8. Once the signatures are obtained or the appeal decision is made known, the player transfer is not complete until a new player registration is filled out adding the player to the new team, and an authorized signatory from CMSA signs off on the transfer form.

C. General

1. Playing an ineligible player as determined by 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. Members have until the No Fee Internal Transfer deadline (Appendix A, C.1.) to move players around, up, down or laterally. After this date, players will not be able to transfer down in tiers permanently or temporary unless due to special circumstances (conflict with team officials, Member or due to an injury). Players can only be transferred up a maximum of two (2) tiers unless due to special circumstances. CMSA will review each of these cases individually and may impose restrictions if granted. (See Appendix A of the current season's Team Official's Rules of Play)
3. Should a team fold during the season, all players on that team shall be deemed "free" to go to any other team within their club subject to the play-up rules in Section III except that they may join another team in the same Tier within their age group. 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 \$50 (Fifty Dollars). They will not be eligible to transfer, under this point, until CMSA receives formal notice that their old team has folded.

SECTION VI - PLAYER RECRUITMENT

It is anticipated in an open boundaries system that players will be solicited to move from one Member to another. If a player is a minor in age, 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 the CMSA Discipline Code.

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 Member seeking to have the player change Member affiliation will be considered 'conduct likely to bring the game into disrepute' and will be dealt with according to the CMSA Discipline Code and the provisions of this sections.

The specific rules around acceptable and unacceptable player solicitation are as follows:

Recruiting of players" is defined as any effort, action or solicitation of a prospective player or a prospective player's relatives [or legal guardian(s)] by any Member or team representative or person representing a Member or team's interests, including parents and players, for the purposes of enticing a player to move from one Member or team to another Member or team, or to a Member or team participating in another league via impermissible activities.

1. Member Representative. Any coach, assistant coach, manager, administrator, board member, volunteer, contractor, player, parent of a player, guardian of a player, or relative of a player who acts in the interests of a Member is considered a Member representative.
2. Team Representative. Any coach, assistant coach, manager, administrator, board member, volunteer, contractor, player, parent of a player, guardian of a player, or relative of a player who acts in the interests of a team is considered a team representative.

Unacceptable Recruitment Activities during the season:

1. Covering of Expenses. Provision of any form of financial incentive to a prospective player, including waiving or partial waiving of fees which is not offered to the general public, is prohibited. This also includes subsidization of training camps, team gear, equipment or other related activities unless this benefit is available to all players registered with the Member.
2. Covering of Transportation Costs. Provision of transportation services or transportation incentives to a prospective player is prohibited.
3. Roster Guarantees and Team Placement Offers. Guarantees of team placement in leagues, roster placement, starting line-up status, or the like is prohibited.
4. Other Placement Incentives. The use of professional, college, university, provincial or national level exposure incentives is prohibited.

5. Attendance or invitation to attend a recruiting team's or Member's in season camps or training sessions without the expressed written consent of the players current Member's President, Technical Director or Registrar via email to the recruiting Member's President, Technical Director or Registrar, is strictly prohibited.

6. Members should ensure proper documentation of such unsolicited activities.

Permissible Recruitment Activities during the off season – defined as after the player's team has finished its season in its entirety and before the next season's first day of roster registration.

Starting October 25 (first day of roster registration) to:

- A. teams finishing the regular season or finishing the playoffs unless go to
 - B. teams continuing in the playoff rounds then after the playoff round unless go to C:
 - C. teams continuing to Provincials then after Provincials unless go to D:
 - D. teams continuing to Nationals then after Nationals
 - E. teams playing in CMSA fall season then after the last game of the fall season
1. Written Correspondence. It is permissible for a prospective player to receive 4 e-mails or mailed written correspondence from a Member or team representative, or person representing a Member or team's interests for the purposes of recruiting the prospective player, provided that the written correspondence is at the Member's or team representative's expense during a calendar year but no more than 2 contacts in any month. Any contact advances greater than 4 will be considered harassment and will be considered 'conduct likely to bring the game into disrepute' and will be dealt with according to the CMSA Discipline Code.
 2. In-Person Contact. Direct in-person communication between a prospective player, or a prospective player's parent(s) or legal guardian(s) and a Member or team representative, or person representing a Member or team's interests for the purposes of recruiting the prospective player is acceptable. In the event that the prospective player is under the age of eighteen, the player must be accompanied by the player's parent(s) or legal guardian(s).
 3. Team try-outs for creation of teams for the next season are permitted so long as the try-outs are open to the general public and advertised via the Member's website. Public means that the information and opportunity is readily available to the general populace.

Disciplinary Action:

In the event that any breach to the recruitment rules are identified by the CMSA Discipline Committee, the offending Member/Team/Coach may be penalized under current CMSA discipline rules regarding "conduct likely to bring the game into disrepute".

In order to bring about any disciplinary action against a **Member Representative of Team Representative** for recruiting a player under the age of 18 (eighteen) years, the minimum requirement shall be as follows:

Any complaint by a registered CMSA player under the age of 18 (eighteen) years, Team Management, or Member for attempted or actual recruiting must be submitted in writing to the CMSA Discipline Chair by the:

1. *Player's coach of the team or Member management with whom the player registered and*
2. *Player's parent(s) and/or custodian. The jointly submitted written statement must be dated and documented with details of all persons involved, related to the attempted or actual recruiting for the player's playing services and note which impermissible activities occur from Section B or C above.*

Any person submitting a written statement must appear at a discipline hearing if requested by CMSA.

The CMSA Discipline Committee may bring sanctions, fines or other forms of penalties as it sees fit.

SECTION VII - LEAGUE PLAY

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

ASA Regional, Provincial, and CSA Inter Provincial scheduled games shall take priority over CMSA games.

- B. CMSA will determine the formats of each division and tier based on the number of teams entered in each. Schedules will be posted on the website by the date indicated in the program calendar.

- C. CMSA will have set days of play for U6, U7, U8, U9 Tier A & B U10 Tier A, B, C and D, and U12 – U14 Tiers V & VI.

Indoor:

1. U6's play on Sundays
2. U7 Girls play on Sundays, U7 Boys play on Saturdays
3. U8 Girls play on Sundays, U8 Boys & U8 Mixed play on Saturdays
4. U9 Tier A play on Saturdays
5. U9 Tier B play on Sundays
6. U10 Tier A play on Sundays
7. U10 Tier B play on Saturdays, and possibly Mondays
8. U10 Tier C play on Sundays, and possibly Thursdays
9. U10 Tier D play on Saturdays, and possibly Wednesdays
10. U12 Tier V play on Sundays, and possibly Wednesdays
11. U12 Tier VI play on Saturdays, and possibly Mondays
12. U14 Tier V play on Saturdays, and possibly Tuesdays
13. U 14 Tier VI play Sundays, and possibly Thursdays

Outdoor:

1. U8's play on Saturdays
2. U9 Tier A play on Wednesdays and Sundays
3. U9 Tier B play on Tuesdays and Saturdays
4. U10 Tier A play on Mondays and Saturdays
5. U10 Tier B play on Wednesday and Sundays
6. U10 Tier C play on Thursdays and Sundays
7. U10 Tier D play on Tuesdays and Saturdays
8. U12 Tier V play on Wednesdays and Sundays
9. U12 Tier VI play on Mondays and Saturdays
10. U14 Tier V play on Tuesdays and Saturdays
11. U14 Tier VI play on Thursdays and Sundays

- D. Where there are insufficient teams in an age group and/or Tier to form a viable league, CMSA shall combine such teams with other teams of a different age group and/or Tier if it is considered both practical and logical to do so.
- E. CMSA may direct any team to move to another Tier 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 CMSA at any time during the season.
- F. All players playing U11 and above must present their CMSA photo ID card prior to playing. The coach of any team, U9 and above, must present their CMSA photo ID card prior to coaching. Each team official on the roster must have a CMSA photo ID card in order to be in the team's technical area/bench.

Photo ID sessions prior to the season starting shall be set by CMSA and published on the CMSA website and seasonal calendar.

- G. For any challenge games, CMSA will determine the format and rules when necessary to do so.
- H. CMSA shall determine the teams that will 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.

- I. Any concern, complaint, issue, or possible protest from a player, parent, or Team Official will only be heard by CMSA if it is received through proper channels (Section XV-Appeals).

ASSIGNMENT OF PLAYING FIELDS

Indoor:

All Indoor Fields and Game Times will be assigned by the CMSA. This does not include rescheduled games at a team's request. Please see the CMSA Rescheduling Policy and Procedures on the CMSA website for rescheduling information.

Outdoor:

At the beginning of the season, CMSA will decide which age groups and tiers they will assign fields for and which age groups and tiers the home teams must supply a field.

Coaches, via their Member or community organization, are responsible for providing properly marked fields for their home games that are scheduled to be played on "Community Fields". Home teams may provide corner flags, not less than 5 feet in height, for all their home games.

At many community and some city fields, the field 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" the above shortcomings shall not be valid reasons for game cancellations or protests, unless the conditions are grossly irregular for the age group and Tier 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 as such.

Please see the CMSA Rescheduling Policy and Procedures on the CMSA website for rescheduling information.

ASSIGNMENT OF REFEREES

Indoor:

All Referees for Indoor (U9 and above) will be assigned by the CMSA, through the CSF Referee Scheduler. This does not include rescheduled games at a team's request. Please see the CMSA Rescheduling Policy and Procedures on the CMSA website for rescheduling information.

In the event the assigned referee does not show up for a game, or becomes incapacitated during a game, it is the responsibility of the Team Officials of both teams to supply a referee, one for each half of the game, unless one referee can be mutually agreed upon by both teams.

- Both coaches must sign the game sheet with the replacement official prior to the game
- The replacement referee must make disclosure on any relations to either team and state their credentials
- The agreed upon individual will temporarily exercise all the authority of a sanctioned referee including but not limited to;
 - a. Referee the match in accordance with the CMSA/ASA/FIFA Laws of the Game
 - b. Provide a match report outlining any sanctions issued in the match.
 - c. Provide dismissal reports outlining misconduct details.

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 mutually agreed upon Referee be at least two 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.

Outdoor:

CMSA will determine at the start of the season which age groups and tiers it will assign referees to games and which age groups and tiers the home team is responsible for find a referee(s) to officiate the game.

For those games where a referee has not been assigned by the league or district, the home team is responsible for providing a registered 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 Team Officials of both teams to mutually agree on how to officiate the game.

In the event the assigned referee does not show up for a game, or becomes incapacitated during a game, it is the responsibility of the Team Officials of both teams to supply a referee, one for each half of the game, unless one referee can be mutually agreed upon by both teams.

- Both coaches must sign the game sheet with the replacement referee prior to the game.
- The replacement referee must make disclosure on any relations to either team and state their credentials
- The agreed upon individual will temporarily exercise all the authority of a sanctioned referee including but not limited to;
 - i. Referee the match in accordance with the CMSA/ASA/FIFA Laws of the Game
 - ii. Provide a match report outlining any sanctions issued in the match.
 - iii. Provide dismissal reports outlining misconduct details.

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 mutually agreed upon referee be at least two years older than the age of the players participating in the game being officiated.

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

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

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

CMSA will create the schedules and formats based on the number of teams entered into each of the Divisions and Tiers and publish the schedules on the CMSA website. If a Division or Tier has a seeding round or pre-season, only the seeding round or pre-season schedule will be published on the website until the final standings are determined. Once that has happened, then the playoff or regular season schedule will be posted on the CMSA website.

All games must be played as scheduled unless re-scheduled in accordance with the current CMSA re-scheduling policy, or cancelled or postponed by the CMSA.

Indoor:

- A. The maximum waiting time to begin a game is 5-(Five) minutes. If one team does not have the minimum number of 4-(Four) players within 5-(Five) 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.
- B. 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 25 (Twenty-Five) minutes of the first half. The second half shall remain at 25 (twenty-five) minutes duration.
- C. The period allocated to play scheduled games must not be exceeded, irrespective of late kick-offs or other delays. Should

the game start late, the time lost shall be deducted from the total game time. The time remaining shall be halved, as each half shall be equal. Subject to validation by CMSA, the score standing at the termination of such games shall represent the final result.

- D. Only the Referee has the discretionary power to suspend or terminate games whenever, by reason of the elements, interference by spectators, or any other causes which he considers such stoppage is necessary. The referee must file a report of the incident within two business days to 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 deems appropriate.

Outdoor:

A. Athletic Park Fields (U13 Tier I – III, U14 Tier I – III, U16 & U18)

- I. Games scheduled on Athletic Park Fields by CMSA must be played unless the field is closed by the City Parks Department via the field closure phone line or website due to Inclement Weather or Field Maintenance, or the game is postponed or cancelled by CMSA. When a field is closed the Home Team must notify CMSA of the field closure in accordance with the current CMSA rescheduling policy located on the CMSA website.
- II. In the event a replacement Athletic Park Field on an alternative date is not available from CMSA, the Home Team has the responsibility to supply a field.
- III. Teams wishing to reschedule a game for any other reason, must reschedule the game, at their own expense, in accordance with the current CMSA rescheduling policy located on the CMSA website.

B. Community (Member) Fields (U8, U9, U10, U11, U12, U14 Tier IV – VI)

- I. The Home Team is responsible for supplying the field for games scheduled on Community (Member) Fields. If supplying a field is not practical or possible for a particular game, it is the responsibility of the Home coach to 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 CMSA. Failure to inform CMSA prior to the game may result in default for both teams as determined by CMSA.
- II. Scheduled game times on Community (Member) 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.
- III. Games scheduled on Community (Member) Fields must be played unless the field is closed by the Member via the Member closure phone line or Member website due to Inclement Weather or Field Maintenance, or the game is postponed or cancelled by CMSA. When a field is closed the Home Team is solely responsible for rearranging the missed games including supplying a suitable field and referee. These arrangements must be communicated to CMSA in accordance with the current CMSA rescheduling policy located on the CMSA website.
- IV. Teams wishing to reschedule a game for any other reason, must reschedule the game, at their own expense, in accordance with the current CMSA rescheduling policy located on the CMSA website.

C. General

- I. All league games must be completed by a date as determined by CMSA. If CMSA considers or foresees completion of a league 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.
- II. The maximum waiting time to begin a game is 10 minutes. If one team does not have the minimum number of seven players within 10 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.
- III. The period allocated to play scheduled games must not be exceeded, irrespective of late kick-offs or other delays. Should the game start late, normally the time lost shall be deducted from the total game time. The time remaining shall be halved, as each half shall be equal. Subject to validation by CMSA, the score standing at the termination of such games shall represent the final result.
- IV. Once a game has commenced, only the referee has the discretionary power to suspend or terminate games whenever, by reason of the elements, interference by spectators, or any other causes which he considers such stoppage is necessary, as per FIFA LOTG – Law 5. The game will only be re-scheduled if CMSA considers it

necessary and time for replaying the game is available. Depending on the results of the referee report on the game suspension, CMSA has the authority to award game points in such games, to neither, one, or both teams, as deemed appropriate. Awarding of these points is only reviewable to the CMSA Board directly or their delegates.

SECTION IX - DURATION OF GAMES

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

Indoor (Futsal & Boarded):

- 2-(Two), 25-(Twenty-Five) minute halves.
- Half time will be 3 (Three) minutes (Boarded)
- Half time will be 2 (Two) minutes (Futsal)
- Exceptions may apply for U6 - U8 age groups.
- For U9 - U10, a goal differential of 1 will be posted on the score clock
- For U11 – U18 games, a goal differential of 5 will be posted on the score clock

Outdoor:

- U9 – U10 25 minute halves
- U11 – U12 30 minute halves
- U13 – U14 40 minute halves
- U16 – U18 45 minute halves

Half time will be a minimum of five minutes.

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, five minute overtime periods with the 'golden goal' rule in effect (first goal scored in overtime wins the game).

Any Games not completed due to the decision by a Referee, after having played two-thirds of the game, shall be deemed complete.

SECTION X - NUMBER OF PLAYERS AND SUBSTITUTIONS (U13 to U18)

Indoor:

- A. A minimum of 4-(Four) players on each team is required to officially start the game. A maximum of 6-(Six) 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 4-(Four) players at any time during the game, the game shall be abandoned.
- B. ASA and CSA substitution rules shall apply to all Regional, Provincial, and National competitions respectively.

Outdoor:

- A. A minimum of seven players on each team is required to officially start and continue a game. Any eleven 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 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 three 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. Substitutions are made in accordance with the FIFA LOTG – Law 3.

SECTION XI – SCORES, LEAGUE STANDINGS, FORFEITURE OF GAMES, TIE BREAKING RULES

- A. In league and cup competition (if applicable), points will be awarded as follows:
Win – Three points Tie - One point Loss – Zero points

A team that wins a game via a penalty kick contest shall have one 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 winners as per Section XI – G, and the team causing the default shall be penalized the following:
 - 1st Offense: No default fine
 - 2nd Offense: \$50 default fine
 - 3rd Offense: \$50 default fine
 - 4th Offense: See point C
- C. Any team that defaults four games in a single season will be removed from the League for the remainder of the season unless they can provide an extraordinary reason for their actions.
- D. Forfeiture or default of a game for any reason by both teams shall result in no points being awarded to either team.
- E. 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.
- F. If CMSA determines that deliberate and willful forfeiture has occurred to thwart or benefit a team's standing in league or play-off schedules, CMSA shall take disciplinary action.
- G. For all U11-U18 games, any goals scored by one team that exceed a goal difference greater than five shall be ignored when the final score is recorded by CMSA (Mercy Rule). For all U9 - U10 games, any goals scored by one team that exceed a goal difference greater than one shall be ignored when the final score is recorded by CMSA. The Mercy Rule shall be in effect when determining league standings.
- H. 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 (G) 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 one, two and three 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 two and three 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.
- I. If any tier or group that could not complete all of their games due to a game being cancelled by the city or CMSA and it could not be rescheduled by the round's deadline date, the standings will be determined on a points earned percentage basis. CMSA will take each team's points earned and divide that by the total points they could have earned in the games they played, giving the teams points earned percentage. Teams will be ranked on this percentage, with the highest percentage being declared 1st, and so on. Games that have been defaulted count as a game played. If CMSA deems that there was ample time left for the game to be rescheduled but it was not, CMSA will award no points and treat it as a game played. Decisions of this type are non-appealable.

Example:

Team A – 7 games played x 3 points = 21 possible earned points. 19 points actually earned. $19/21 = 90.4\%$

Team B – 6 games played x 3 points = 18 possible earned points. 16 points actually earned. $16/18 = 88.9\%$

SECTION XII - 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.

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 Competitions (if applicable)
 5. Not to bring the game into disrepute.
- B. Any arbitrary non-fulfillment of these commitments shall result in forfeiture of games, or administrative fees being imposed and possible suspension of team, players or coach as appropriate.
- C. Each team shall have in attendance at each game a registered Team Official to look after and take responsibility for the team, before, during, and after the game. Team Officials shall identify themselves to the referees before the start of the game.
- D. Each team in all levels of play must designate an individual (does not have to be the same person for each game) at each game (home and away) to act as a Field Marshall. See Appendix D for more information about this program.
- E. When a player receives a red card during a game or afterwards, that player must leave the field of play immediately and will be escorted by team bench personnel off the pitch without retrieving their belongings. A field marshal or adult team designate shall then escort the player to a location out of the lower concourse area. Once a player departs the lower concourse area they are forbidden to return to that area for the remainder of that day. The player may remain in the building so long as the player is supervised by an adult and is not in line of sight of the game. Any contravention of this section will cause the player to be suspended for the number of games CMSA deems appropriate.

CMSA reserves the right to make adjustment to the number of team field marshals, their placement during the game, and their duties based on a team's discipline history.

GAME EQUIPMENT

A. Game Ball:

<u>Age Group</u>	<u>Ball Size</u>
U6 - U8	Size 3
U9 - U12	Size 4
U13 - U18	Size 5

- B. Two game balls are 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.
- C. 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.
- D. Shin guards must be worn by all players in all age groups. Shin guards, 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 WITH THE REFEREE HAVING THE FINAL

DECISION ON THIS MATTER.

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

- H. 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.
- I. For all players, the use of non-compulsory equipment such as padded head gear, face masks, and arm and knee protectors are permitted with the **permission of the referee** as per the latest FIFA Laws of the Game and any supplemental FIFA or CSA Instructions. **NO JEWELRY WHAT SO EVER IS ALLOWED TO BE WORN EXCEPT FOR A MEDICAL ALERT TAG. IF IT CAN BEEN SEEN, IT HAS TO BE REMOVED**
- J. If an item of clothing or equipment that has been inspected at the start of the match and determined not to be dangerous becomes dangerous or is used in a dangerous manner during the match, its use must no longer be allowed.

Indoor Only:

- K. No more than four team officials, including a bench parent if necessary, shall be allowed to be with their players within their teams' bench or 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. When team officials are present in a dressing room, teams must have team official same gender representation. Failure to comply may result in disciplinary action. All officials present MUST be listed on the game sheet.

GAME SHEETS

- A. Game sheets will be available through the team's official login on the CMSA website. Each team must print three copies for each game and they must be completed and handed to the referee by halftime. **If one team does NOT have three printed copies, the game must still be played, and the Coach must sign the oppositions game sheet. If BOTH teams do NOT have three printed copies, hand written copies can be given to the referees. CMSA disciplinary action will apply if printed copies are not available.**

For all games, both coaches shall ensure that all information as to the names of all players, bench personnel, game date, location, age group and Tier, league are present on the game sheet.

Coaches have until half time to add any new player(s) to their game sheet for that game or strike off any player(s) that will not be participating in the game at any time.

- B. Either team's team officials can check the other team's CMSA ID cards. If they believe there is an ineligible player/team official participating in the game, they have up to two business days from the end of the game to file a protest with CMSA as per the grievances and protests section noted below.
- C. After the game, the Referee shall sign and record the score on the game sheet(s). Coaches may sign their game sheet before or after the game.
- D. **For all U9 through U18 games, the winning team, or home team in the event of a tied game, must submit the score to the CMSA web site within 48 hours.** Teams that do not put their scores into the system in a timely fashion may be subjected to

a \$50 late score entry fee as determined by CMSA.

GRIEVANCES AND PROTESTS

- A. Any concern, complaint, issue, or possible protest from a Player, Parent, or Team Official will only be heard by CMSA if it is received through proper channels. These issues must be passed on to the individual Members. The Member (President / Executive) will address these issues and determine if they need to be forwarded on to CMSA.
- B. Protests of any nature must be forwarded by the Member to CMSA accompanied by a \$150 administrative fee which must be paid at the time the protest is lodged.

PHOTO IDENTIFICATION CARDS

- A. All players from U11 to U18 require a valid CMSA Photo ID card. See Section IV- Team Management for further clarification on Photo ID requirements.
- B. If by the start of the game, a player does not have their Player ID Card, that player will not be allowed to participate in the game and must leave the technical area. If the Player ID Card arrives during the game, that player may show the referee their card, and participate in the remainder of the game. If there are not enough ID cards handed in by one team to start the game, the game is to be abandoned and the referee is to note the reason on the game sheet.
- C. All Team Officials for U9 to U18 teams require a valid CMSA Photo ID. In the event that none of the Team Officials for a specific team show up to a game with a valid ID card, Team Officials will be allowed to remain on the bench and the game will be played. The Referee will note that no cards were presented on the game sheet, which will be reviewed by CMSA Discipline.

Teams are permitted to have one bench parent present at each game that does not require a photo ID card. Their name must be listed on the game sheet.

- D. All registered U9 – U10 players, playing-up in a U11 and older League require a restricted movement pass, signed by one of their team officials or Club Board of Directors. This pass is to be given to the team the player is playing-up with. The pass, along with the game sheet is to be submitted to the Referee.
- E. Player Photo ID cards are valid for four years from the date of issue. Team Official Photo ID cards are valid for three years and correspond to the validation of their CPIC. No Team Official cards will be issued until such time as the individual Team Official has applied CPIC. Upon expiry and with return of the expired card to CMSA, cards will be revalidated and re-issued at no cost to the player / Team Official, should they still require and desire a valid CMSA Photo ID card.
- F. The ID cards are property of CMSA and must be given back when requested by CMSA. The cost for new or a lost replacement card is \$10.

Any person found using more than one CMSA ID card shall be suspended from all soccer activity until a CMSA Discipline hearing is held.

SECTION XIII – POST LEAGUE PLAY

- A. CMSA Regular Season league rules shall apply to provincial rosters in addition to the ASA Competition Rules. ASA Competitions Rules are applied for replacement players. Only Members that reside in District 4 (City of Calgary) may qualify for provincials through CMSA league play. What this means is that only Members physically located within the city limits of Calgary can qualify for Provincials (Tier I, II, III, and IV) through CMSA league play. Out of District Members must qualify for provincials through their own districts:
 - 1. All teams qualifying for ASA competitions must confirm their player roster for said competitions in writing to CMSA prior to dates set by the CMSA office. The appropriate player registration forms for each team will then be filed with

the ASA by CMSA prior to the deadline date to confirm each team's entry in the ASA Regional or Provincial competition.

2. If any ongoing regular league play prevents firm identification of the team(s) that will represent CMSA in any ASA regional or provincial finals, all teams that are still in contention to represent CMSA must comply with the above rules and deadline dates as may be applicable.
 3. CMSA may host challenge games in designated age groups and tiers to determine who will represent Calgary at provincials.
 4. Teams that qualify or are selected to represent District 4 in ASA Regional or Provincial Finals will be allowed to add new players to their ASA Provincial Roster to the maximum permitted by the ASA, no less than seven days prior to the competition start date.
 5. A player cannot play for, and be registered with, more than one team in youth ASA regional or provincial finals unless the ASA Competition Rules says otherwise.
- B. CMSA Rules of Play shall apply to the rosters for the Inter Cities Championship. Any CMSA member can compete and vie for an Inter Cities berth through CMSA league play (subject to divisional and tier availability.) Special rosters are not needed for Inter-Cities play.
- C. A Member whose team withdraws from provincial competition prior to, or during the tournament for any reason (including the inability to field a team), will be subject to a financial penalty as determined by CMSA and ASA.
- D. If provincials or Inter-Cities are to be held in Calgary, the qualifying teams for those competitions must supply one volunteer for a minimum of four hours to assist with the running of the event. Any team that fails to provide a volunteer shall have a \$100 volunteer levy applied to them.
- E. CMSA will be running a City Finals competition for those teams who do not participate in a division that leads to Provincial or Inter Cities play.

SECTION XIV – DISCIPLINE

The Rules of Play of Soccer, except where modified herein by the CMSA, are the laws of the game as adopted and published by FIFA, the CSA, and the ASA.

The referee exercises the powers granted by the Rules of Play upon entering the field of play, its surrounding area, and extends to the time upon leaving the field of play and its surrounding area.

The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final. (This should be kept in mind when filing a protest, request for a hearing, or appeal).

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, ASA, CSA, and FIFA, as applicable.
2. Members are responsible for the actions of its players, Team officials, and spectators as determined by CMSA.
3. Members are required to take all precautions necessary to prevent its players, Team officials and spectators from abusing, threatening or assaulting anyone present at games, especially the Referee and assistant Referees. Members are required to provide security for players and officials.
4. The Member shall ensure that their Disciplinary Rules, Regulations, and Procedures are consistent with those of

CMSA.

5. Failure to observe time lines established under Section XIV (D) 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.
7. An ASA Misconduct Report completed by the referee and forwarded to the CMSA office shall be regarded as their affidavit to a CMSA Discipline Committee Hearing, as per FIFA LOTG – Law 5. The presence of the referee is not required unless requested by the CMSA Discipline Committee.
8. An ASA Misconduct Report from another District or Provincial Association shall be regarded as an affidavit and may be used by the CMSA Discipline Committee.
9. CMSA Discipline 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.
10. In the event of abandoned games, the referee will keep all the ID cards and game sheets from both teams. The CMSA will hand out disciplinary measures to those who caused the game to be abandoned.

B. JURISDICTION

1. All cases of misconduct involving alleged physical assault, attempted physical assault or threatening behavior toward a referee by any person, shall be dealt with at a Discipline Committee Hearing of the ASA unless the ASA directs otherwise pursuant to ASA Policy
2. Any person or organization reported for misconduct other than situations in above shall be dealt with by CMSA Discipline, unless otherwise stipulated herein.
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 Member 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. CMSA, at its sole discretion, may delegate its jurisdiction under Rule XIV B, (3) to any Member.

C. MISCONDUCT

1. In addition to matters referred to in any other By-Law, Rule or Regulation of the CMSA, it shall be considered a misconduct if any person or organization is proved at a hearing to the satisfaction of CMSA Discipline 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 Member, or to any player or game official, with a view to influencing the result of any game, or the acceptance of 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. Any individual found guilty of an offense or offenses in Section XI C, (1) shall be subject to a penalty as determined by CMSA Discipline (as per Section XI. G).
3. Notwithstanding Section XI 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.
4. Any person who threatens to take or takes any legal action against CMSA or any of its members shall be suspended immediately until such time that the legal procedures and processes have been concluded and CMSA has reviewed and made its decision based on the outcome of the legal proceedings.

D TIME LINES AND NOTICES

1. Upon receiving a misconduct report from the game official, CMSA staff will review the documentation and send out a suspension notice to the player, coach, and Member president, within ten days of receiving the misconduct report.
2. Any player or team official under the jurisdiction of the CMSA having received a suspension notice may request a Discipline hearing through their Member representative within four business days of the notice, accompanied with a \$150 hearing fee (cheque or money order only). The request shall identify the exact reason for the hearing by the appellant. If CMSA decreases the punishment from its original decision, the \$150 is refunded. If CMSA does not change its original decision or increases the punishment from the original decision, the \$150 hearing fee will be non-refundable.
3. Should CMSA initiate a hearing, any person or Member accused of misconduct will be given at least five business days notice of the scheduled hearing date. A copy of such notice shall be sent to the person(s) and/or Member if the accused is one of their registered Members. 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 Administrator at least five business days prior to the date of the hearing. All requests for postponement must be accompanied by a \$100 fee in the form of a certified cheque or money order.
5. In cases where the accused stands suspended pending an automatic hearing, or for any adjournment hearing, the date for the hearing shall be set within fifteen business days of the receipt of the misconduct report (or previous hearing), for a scheduled date no later than twenty-five business days from the receipt of the misconduct report or previous hearing.
6. Any player, Team official, Member or Parent who is granted a hearing or is requested by the discipline committee to appear before it but fails to appear at said hearing and fails to show sufficient cause acceptable to CMSA for missing the hearing, must pay an administrative fee of \$150 (payment of which is the responsibility of that party's Member) for not appearing. The CMSA Discipline Committee will proceed with the hearing, without the accused present, making a determination based on the information available.
7. Any player, Team Official, Member or Parent who is granted a hearing or is requested by the CMSA Discipline Committee to appear before it but fails to sign the hearing document will forfeit their \$150 hearing fee. The individual is/remains suspended until they make another request for a hearing through their Member representative as per Section XIV (D).
8. The result of any hearing shall be sent to the relevant individual(s) and the Member no later than fifteen business days after the hearing.
9. By mutual written consent of the accused and CMSA Discipline, any terms in Section XI (D) above may be waived.
10. In all cases, where a person has been charged in Criminal Court, Civil 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.
11. The accused may be accompanied by legal counsel only with prior written permission of the CMSA. Time lines will be

adjusted as necessary to also accommodate the presence of CMSA legal counsel. All time line adjustments will be communicated to the accused.

E. HEARING PROTOCOL

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

1. A Discipline Hearing Committee shall have a minimum of three voting Members, at least one of whom shall be a Member of the CMSA Board and act as Committee Chairman.
2. One of the committee shall act as recording secretary, or a non-voting recording secretary (not part of the committee) shall be appointed and present for the duration of the hearing.
3. The accused, the accused's parent (if the accused is a youth), and one other individual may accompany the accused at a hearing. The accused is entitled to provide witnesses. Refer to Section XI F 6.
4. Written request for permission to have Legal Counsel present must be received no less than five business days prior to the CMSA Discipline Committee hearing. Rescheduling of the hearing may be required to accommodate the presence of CMSA legal counsel.
5. Video or audio replays will be permitted as evidence of off field incidences only. It must be submitted 48 hours prior to the hearing date.
6. Postponement of any hearing may be granted by the CMSA on terms published in advance of the hearing.

F. HEARING PROCEDURE

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

1. The Committee Chairman or Secretary will introduce the committee and take names from all individuals present.
2. The accused will sign a hearing document acknowledging the committee members present, the date, and the time of the hearing.
3. The Committee Chairman or Secretary shall read the report and state the charge(s).
4. The person(s) writing the report(s), if present, shall be given the opportunity to expand on or qualify the report(s)
5. 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
6. The accused and the person(s) writing the report(s) shall have the opportunity to call witnesses to the incident providing all names have been submitted to CMSA, five business days prior to the scheduled Discipline Hearing
7. The Committee Chairman and any Discipline Committee Member may question the accused or any witnesses
8. The person(s) writing the report and the accused shall be allowed to make final summations before withdrawing
9. CMSA Discipline shall consider the report and any further evidence provided and shall either decide on the case or adjourn the hearing in accordance with Section XI (D) above
10. The accused shall be notified, in writing by the CMSA office, of the result of the hearing, in accordance with Section XI D, (7) above.

G. PUNISHMENT

1. On misconduct being proved to its satisfaction, CMSA Discipline shall have power to order the offender:
 - a. Suspended for a specific number of scheduled games in a designated competition(s) over and above the "minimum" punishment stated;
 - b. 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 CMSA Discipline;
 - c. To be censured;
 - d. Default any game(s) the offender participated in or against the team the offender is registered to.
 - e. Required to take and pass an ASA entry-level referee course and may referee a specified number of games.
 - f. Take/Retake Respect in Soccer
2. In serious or extreme cases and situation the CMSA has the power to apply the following as additional punishment:
 - a. Suspended from any or all soccer activity either permanently, indefinitely, for a stated period of time, or a specific number of games;
 - b. Pay all expenses of CMSA Discipline related to any hearing, this may be incidental to consideration of the matter (with or without any other punishment).
3. CMSA Discipline shall set time lines for the payment of any costs, fines or bonds, and may set further terms of punishment for non-compliance.
4. Notwithstanding, Section XI 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 CMSA Discipline.
5. Notwithstanding, Section XI 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.
6. 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.
7. Suspension guidelines for specific offenses are set out in Rule XI, H. The CMSA and any Member shall use these guidelines in setting punishments.
8. A player or team official being ejected from a game and/or receiving a red card shall be immediately suspended pending CMSA Discipline's decision.
9. In the event of a hearing, CMSA Discipline will review and rule on all evidence and information presented.

H. ACTION SPECIFIC

1. Cautions (Yellow Cards)
 - a. The following suspensions for Yellow Card accumulation during the indoor season shall be automatic:
 Three cautions..... One game suspension.
 Additional two cautions Two game suspension.
 Additional two cautions Four game suspension and appearance before CMSA Discipline.
 - b. Team Officials are responsible for tracking yellow card accumulations for all players registered on their team.

Once a player has accumulated three, five or seven yellow cards during the current season, they **MUST** sit out their next CMSA league game(s), and indicate on the game sheet the serving of the game(s) suspension(s).

Failure to sit the next game(s) WILL result in further disciplinary sanctions to the player and/or team official.

- c. Yellow cards accumulated while playing up count towards a player's overall total.
- d. 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 CMSA Discipline in issuing suspensions.

Any additional punishment or suspensions may be imposed at the discretion of CMSA Discipline once the misconduct report has been reviewed.

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

Punishment for player's offences leading to ejection during the current season:

- a. Denying a goal or goal scoring opportunity (as deemed by the referee):
 - First Offence.....Time served
 - Second OffenceMinimum one game suspension
- b. Receives a Second Caution in the same Match:
 - First Offence Minimum one game suspension
 - Second Offence Minimum three game suspensions
- c. Player's ejected for the following shall receive a minimum two Game suspension with the second offence receiving a minimum four Game suspension (to another player, team official, or spectator)
(SFP means Serious Foul Play and VC means Violent Conduct):
 - i. Offensive, Insulting, or Abusive Language and/or Gestures
 - ii. SFP or VC: Dangerous Tackle or Tackling from Behind
 - iii. SFP or VC: Pushing or Charging
 - iv. SFP or VC: Gesture or Attempt to Strike, Kick, or Trip
 - v. VC: Throwing an Object in the Direction of an Opponent
 - vi. VC: Pushing with Intent to Injure
 - vii. Receives a Second Caution in the same Match: Persistent Criticism or Disputing Decision
 - viii. SFP or VC: Striking or Kicking Anyone Excluding the Referee
 - ix. VC: Bite/Scratch/Gouge another person excluding the Referee
 - x. VC: Boarding (indoor only)
- d. Offensive, Insulting, or Abusive Language and/or Gestures against a Referee:
 - First Offence.....Minimum four games suspension
 - Second OffenceAutomatic CMSA Discipline Hearing
- e. Violent Conduct: Fighting
 - First Offence.....Minimum four games suspension
 - Second OffenceAutomatic CMSA Discipline Hearing
- f. Spitting at anyone other than a game official:
 - First Offence.....Minimum four game suspension
 - Second OffenceAutomatic CMSA Discipline Hearing
- g. Racial Remarks (not towards a game official).
 - Each OffenceAutomatic CMSA Discipline Hearing

- h. Serious Foul Play: Other Circumstances not listed above:
All offences.....Automatic CMSA Discipline Hearing
 - i. Violent Conduct: Head Butting: (Automatic CMSA Discipline Hearing)
First Offence.....Minimum eight game suspension
Second OffenceMinimum sixteen game suspension
 - j. Violent Conduct: Other Circumstances not listed above:
All offences.....Automatic CMSA Discipline Hearing
 - k. Failure to leave the field, upon dismissal, including remaining in view of the referee and/or returning at the end of the match may result in additional suspension time being added and possibly being referred to the CMSA Disciplinary Committee for a mandatory hearing
 - l. Failure to conduct themselves in a responsible manner;
Any act or statement, verbally or in writing, which is considered to be ungentlemanly, insulting, or improper behaviour or is likely to bring the game into disrepute
All offences.....CMSA discipline will look at each incident on a case by case basis
3. All other dismissals not listed above will be dealt with at the discretion of CMSA Discipline. A Discipline Hearing may be called for any offense listed or not listed above.

Punishment for offences leading to a person's ejection for:

- a. Any punishment or suspensions may be adjusted at the discretion of CMSA Discipline Committee once the misconduct report has been reviewed.
- b. Abusive conduct towards, spitting at, harassing, threatening, attempting to make physical contact or making physical contact with any referee(s), prior to, during, or after the game, the following will apply:

For all offences, the immediate and indefinite suspension of the person(s) involved and will be referred to the Alberta Soccer Association for a discipline hearing.
- c. Team Official Ejections are subjected to the same punishments as players as noted in Section XIV H (2). In addition, any dismissal related to the referee that involves a youth referee will have an additional 50% suspension added to the punishment.

In cases where a fee has been levied as a result of a Team Official's actions, that Team Official shall remain suspended until the fee has been paid in full.
- d. **Repeated Ejections**
It is strongly recommended that anyone who receives a third Red Card (ejection) offense in a twelve month period will be suspended for a minimum of twelve months in addition to any sentence imposed at the hearing.
- e. **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.
- f. **Accumulated Team Offences**
Any team that accumulated more than twelve cautions and/or four dismissals in one season may be required to attend a discipline hearing. The team/member may be subject to further sanctions as deemed appropriate by CMSA Discipline Committee.

4. **Abusive and Threatening Behavior**

CMSA has adopted a behavioral stance against persons who feel they need to harass, insult, threaten, or assault other persons at a soccer game where a CMSA team is involved. Referees are instructed to immediately dismiss any team official or spectator who is abusing them or is acting in an unacceptable manner, whether it is directed to them or not. If the abuse or behavior continues in any way, shape, or form during the game, the referee will be instructed

to abandon the game, keep both team's ID cards and CMSA will hand out discipline measures to those who caused the game to be abandoned. Note that the referee no longer has to dismiss the person from the game in order for CMSA to deal with the issue. Any report submitted to CMSA by a game official will be reviewed and acted upon.

For team officials or parents who are identified by the referee or through investigation (a hearing may or may not be called) to have breached our behavior rule, the following sanctions will apply:

- (1) If the person identified is a team official, that team official (and possibly their child(ren)) will be suspended from ANY AND ALL CMSA activity for the remainder of the season or longer if needed, and will have to put up a behavioral bond before they can start coaching again (and possibly before their child(ren) can play again.)
- (2) If the person identified is a parent, the parent (and possibly their child(ren)) will be suspended from ANY AND ALL CMSA activity for the for the remainder of the season or longer if needed, and will have to put up a behavioral bond before their child(ren) can play again.
- (3) If a team has a second incident from any of its team officials or spectators in a season, the team may be removed from the schedule for the remainder of the season AND disqualified from all post season competitions (Provincials, Inter-Cities, City Finals, etc.) and from attending any tournaments or traveling.
- (4) If CMSA has issues with any particular tier or division, CMSA may cancel post season play for all teams in that tier or division.
- (5) If CMSA has issues with any particular tier or division, CMSA may not schedule referees for that tier or division for the remainder of the season.

Other sanctions, not listed above, may be applied if CMSA deems it is necessary and warranted. Remember that team officials are responsible for the behavior and conduct of their players and spectators. Members are responsible for the behavior of their team officials.

6. 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 year ban from all Soccer Activity
Second OffenceUp to five 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, CMSA scheduled exhibition games, playoff games, or post season competitions 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 (including CMSA Cup) will not count towards the suspension.

Any player or team official serving a suspension may not be eligible to play in any tournament competition until his suspension is fully served. Team Officials must state on the game sheet(s) if it is the player's or coach's 1st., 2nd, etc, game of the suspension.

Team Officials must serve their full suspension on the team they were suspended from. Team Officials will not be eligible to be on the bench for any CMSA games for any team while suspended.

Players must serve their suspension with their registered team. If a player transfers to a new Member during the initial suspension, the suspension shall follow the player and will be served accordingly. Players are not eligible to play-up for any team until their suspension has been fully served with their registered team.

If a player is serving a suspension and the other team defaults a game during that player's suspension period, that game shall count towards that player's suspension.

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

CMSA Discipline can, at its discretion review player suspensions prior to a CMSA Tournament and reserve the right to allow players suspended to participate in said tournament.

J. 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 CMSA Discipline to answer to a charge of 'conduct likely to bring the game into disrepute'. Refer to Section XIV, H (4).

SECTION XV – APPEALS

A. GENERAL

2. Only CMSA Members may appeal decisions of a CMSA Discipline. These appeals must be submitted in writing, on Member letterhead, and signed by the person(s) having signing authority for that Member as submitted to CMSA.

An appeal of a decision of a CMSA Committee or staff must be directed to the CMSA Appeals Chair. 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 ASA Appeals Committee.

3. The accused will only be granted an appeal if ONE of the following has occurred:
 - i. An error in procedure has occurred – a description of the procedural error must be supplied in writing 10 days before the appeal date.
 - ii. New Evidence – the new evidence must be supplied 10 days before the appeal date.

Appeals based on unsupported allegations will NOT be heard.

4. Appeals submitted to the CMSA must be accompanied with a cheque or money order, from the Member, in the sum of \$250 of which a minimum of \$150 shall be retained in all cases.
5. 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 submitted to the office of the CMSA no later than five 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 reviewing the appeal. No video or audio replays will be permitted as evidence.

6. The Appeals Chairperson has five business days to review the appeal documentation. Should the documentation provided not substantiate the appeal, the appeal will be denied.
7. Should the Appeals Chairperson believe that the Appeal documentation has merit, he shall schedule an appeals hearing within fourteen business days of acceptance of the appeal by the CMSA.
7. Suspensions or Decisions of CMSA Discipline or Staff 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

Should an Appeal hearing be called, it shall be conducted in accordance with the following:

1. A CMSA Appeals Committee, which shall consist of at least one CMSA director, whom will act as chair, and two other individuals, shall hear all accepted appeals. A non-voting recording secretary may be appointed.
2. Any individual who has participated in the prior judicial process as a player, coach or Discipline Committee or Staff Member is automatically disqualified from participation in the related Appeals Committee hearing but may be contacted for further clarification or information by the Appeals Committee.

3. Persons who are allowed to attend appeal hearings shall include:
 - a. The Appellant (which is the club President or designated representative)
 - 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 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 Member. Professional Legal Representation is not allowed unless written permission is given by the Appeals Chairperson.
5. Subject to the foregoing, a Member may be represented at any hearing or Inquiry by any Member of its Executive.
6. The results of the hearing shall be sent to the accused and their Member no later than five business days after the hearing.
7. Subject to the foregoing the hearing procedure shall be the same as per the Discipline Committee hearing process identified above in Section XI, (F).

SECTION XVI – TEAMS TRAVELING OUTSIDE ALBERTA

Check the ASA or CMSA website for up to date information on the ASA travel permit process.

OTHER THAN FOR CMSA LEAGUE PLAY, ANY TEAM THAT TRAVELS OUTSIDE OF ALBERTA FOR ANY REASON WITHOUT AN APPROVED TRAVEL PERMIT SHALL BE SUSPENDED IMMEDIATELY AND REMAIN SUSPENDED UNTIL THE CHARGE OF 'CONDUCT LIKELY TO BRING THE GAME INTO DISREPUTE' BE REVIEWED BY THE LEAGUE DIRECTOR AND CMSA DISCIPLINE.

Appendix A: Important Dates

- A. Recruiting Contact Period - The Contact Period for the 2016 - 17 Indoor Season shall be from the end of the Outdoor League Season:
 - A. teams finishing the regular season or finishing the playoffs unless go to
 - B. teams continuing in the playoff rounds then after the playoff round unless go to C:
 - C. teams continuing to Provincials then after Provincials unless go to D:
 - D. teams continuing to Nationals then after Nationals
 - E. teams playing in CMSA fall season then after the last game of the fall season
until CMSA Indoor Season Team Entry date (October 12, 2016).
- B. Member to Member Transfer Deadline – 6:00PM Wednesday December 21, 2016
- C. Internal Transfer Deadline
 - 1. No Fee – until 6:00PM Wednesday December 21, 2016
 - 2. Tier I-VI: \$50 Transfer Fee from December 21, 2016 – 6:00PM February 15, 2017
 - 3. Internal Lateral Transfer deadline – 6:00PM February 15, 2017
- D. New Player Registration Deadline – 4:00PM March 3, 2017

Appendix B: Calgary Minor Soccer Association (“CMSA”) Harassment Policy

The CMSA is committed to providing a sport and work environment that is civil, decent and respectful. This policy shall be deemed to be embodied in and part of the CMSA Rules. **The CMSA has an expectation that each CMSA member club and association will implement and enforce its own rules and policies with regard to Harassment, as the primary obligation in this regard lies with the CMSA member club or association.**

This policy applies to all employees, directors, officers, volunteers, coaches, athletes, officials, administrators, members and participants involved with the CMSA. This policy applies to Harassment that may occur in the CMSA workplace or other activities or events where CMSA employees may be involved on behalf of CMSA and during the course of all activities and events of CMSA and its members, and to all Harassment occurring outside those situations when the Harassment involves individuals covered by this policy.

The CMSA will not tolerate disrespectful behaviour, Harassment, abuse or damage to people or property.

In this policy, Harassment means any behaviour that demeans, humiliates or embarrasses a person, and that a reasonable person should have known would be unwelcome. Harassment may be verbal or physical, and may be in the form of a comment or display that is insulting, intimidating, humiliating, hurtful, demeaning, belittling, malicious, degrading or otherwise cause offence, discomfort, or personal humiliation or embarrassment to a person or group of persons. Harassment may involve a person’s or a group of persons’ appearance, race, religious beliefs, colour, place of origin, gender, mental or physical disability, ancestry, marital status, family status, source of income, a conviction (whether pardoned or not) or sexual orientation (hereinafter referred to as “characteristics”). Harassment may be a single incident or a series of incidents. A person does not have to intend to harass for the behaviour to constitute harassment.

Examples of Harassment are:

- verbal or physical abuse;
- hostile verbal or non-verbal communications, including yelling and screaming;
- use of terminology that reinforces stereotypes based on a person’s characteristics;
- any form of discrimination, including derogatory or demeaning comments, jokes, slurs, innuendos, taunts, posters or cartoons, etc., that cause awkwardness or embarrassment, endangering a person’s safety or negatively affecting a person’s performance;
- condescending, paternalistic or patronizing behaviour linked to a person’s characteristics, which undermines self-esteem or diminishes or adversely affects performance or adversely affects working conditions;
- any form of hazing;
- Sexual Harassment as defined below.

In this policy, Sexual Harassment means unwelcome sexual advances, unwelcome requests for sexual favours or other unwelcome verbal or physical conduct of a sexual nature. Sexual Harassment may occur in behaviours by males toward females or by females toward males, between males, or between females. The behaviour does not need to be intentional for it to be considered Sexual Harassment.

Examples of types of behaviour which may be Sexual Harassment include:

- unwelcome attention or physical contact, including touching, pinching, patting, rubbing, or kissing;
- unwelcome sexual flirtations, advances, or propositions, including repeated unwelcome invitations to socialize;
- leering, staring, gestures of a sexual nature;
- sexually suggestive or obscene comments or gestures;
- sexist joke(s), comment(s), suggestion(s) or innuendo(s) causing embarrassment or offence;
- sexually degrading words used to describe a person;
- the display of visual material such as pictures, pornographic materials, cartoons, graffiti or sayings of a sexual nature which is offensive or which one ought to reasonably know is offensive;
- derogatory or degrading remarks about a person’s gender or sexual orientation;
- unwelcome inquiries or comments about an individual’s sex life or sexual preferences;
- persistent unwelcome contact or attention after the end of a consensual relationship or otherwise;
- promise or threats contingent on the performance of sexual favours;
- decision-making affecting an individual that is contingent on the performance of sexual favours;

- conduct that creates an intimidating, hostile or offensive environment;
- verbal abuse or threats of a sexual nature;
- sexual assault;
- stalking.

Complaints

If you are the subject of Harassment involving persons covered by this policy, you should:

1. Tell the harasser that his or her behaviour is unwelcome and ask him or her to stop.
2. Keep a record of the incidents (dates, times possible witnesses, what happened, your response). You do not have to keep a record of events in order to file a complaint; however, a record may help you remember the details over time.
3. Contact your CMSA member club or association through its President and register your complaint in accordance with its rules and policies.
4. If your member CMSA club or association does not deal with the complaint in accordance with its rules and policies, you may file a written complaint with the CMSA in care of the Executive Director or the employee or director of the CMSA delegated responsibility by the CMSA Board to receive such complaints. **It should be noted that this Policy is not in any way intended to supersede or replace the rules or policies of your CMSA member club or association and is not intended to provide you with an appeal from a determination by your CMSA member club or association.**

Once a CMSA Director receives your written complaint, the CMSA Board will appoint a committee of three Board Members for the purpose of reviewing and attempting to resolve the complaint (the “Committee”). The Committee may also be a standing committee of the Board. The Committee will open a secure file containing all of the relevant information in respect of your complaint and undertake an investigation immediately. If the complaint involves a Board Member or Members or an employee of the CMSA, those individuals will be precluded from partaking in the Committee and from reviewing the file while the matter is being investigated.

The Committee will interview you and the alleged harasser, along with all of the individuals who may be able to provide relevant information. If the investigation reveals evidence to support the complaint of harassment, the harasser will be disciplined appropriately in accordance with this policy and the CMSA Rules. Subject to the discretion of the Committee, discipline may include a fine and/or suspension from involvement with the CMSA, or permanent expulsion from any further involvement with the CMSA. If circumstances warrant, the Committee may refer these matters to the City of Calgary Police Service, the Alberta Human Rights Commission or such other body or organization as they deem appropriate.

For the purposes of this policy, threats of retaliation and retaliation by one person against another:

- designed to dissuade an individual from reporting discrimination or harassment;
- to punish an individual who has rejected sexual advances;
- for having invoked this policy (whether on behalf of oneself or another);
- for having participated in any investigation under this policy; or
- for having been associated with a person who has invoked this policy or participated in these procedures

Will be considered a form of Harassment.

Complaints found to be false, frivolous or made in bad faith will not be tolerated and will be subject to appropriate disciplinary action.

In addition to any other findings or sanctions imposed by the Committee, a finding of Harassment will be considered conduct likely to bring the game into disrepute under the CMSA Rules.

Once the matter has been resolved, the CMSA Board will retain the file in a secure location along with all of the other books and records of the CMSA. No absolute confidentiality may be made by the CMSA, particularly in circumstances where the matter warrants police or other regulatory or administrative body intervention.

Notwithstanding this policy, any person who experiences Harassment continues to have the right to seek assistance from the Alberta Human Rights Commission or to file a complaint with the City of Calgary Police Service or such other body or organization as they deem appropriate.

Appendix C: Blood Borne Pathogen Policy

Adopted from the ASA H.I.V. Policy

Dealing with a bloody wound;

- a) If bleeding occurs where other participants may be exposed to blood, **the individual's participation must be interrupted until the bleeding has been stopped**. The wound must be cleansed with antiseptic and securely covered.
- b) All clothing soiled with blood should be replaced prior to the athlete resuming training or competition. Clothing soiled with blood and other body fluids must be washed in hot, soapy water.
- c) If an athlete leaves the field, has his/her injury treated and covered and wishes to re-enter the game in another, differently numbered jersey, that replaces a blood-stained jersey, **the athlete may re-enter only after the referee has been advised of the change of number**.
- d) All equipment and surfaces contaminated with blood and other body fluids should be cleaned with a solution of one part household bleach to nine parts water. This solution should be prepared fresh daily. This is particularly important on the artificial turf of indoor arenas.
- e) While cleaning blood or other body fluid spills, the following must be done:
 - wear waterproof gloves;
 - wipe up fluids with paper towels or disposable cloths;
 - disinfect the area as described in (d);
 - place all soiled waste in a plastic bag for disposal;
 - remove gloves and wash hands with soap and water.

Other wounds must be reviewed by medical personnel, including abrasions and all skin lesions and rashes on athletes, coaches and officials. All wounds, skin lesions and rashes must be confirmed as non-infectious and be securely covered prior to the athlete starting or continuing participation.

Appendix D: Field Marshal Program

Background:

Referee retention issues have been an increasing issue over the past few years in Calgary. This referee shortage is caused by many reasons, but the most worrisome is the abuse from team officials and spectators towards the youth referees. The abuse can come in many forms but in particular, it is the verbal abuse which is personal, provocative and public in regards to the referee's on-field performance that cause for the referee to quit.

This unacceptable behavior towards our youth and new officials must be addressed as a **priority** particularly if soccer is to have an adequate supply of referees. The Field Marshall Program is intended to power one individual from each team to speak up on behalf of the referee among their fellow parents/spectators.

Specifics:

- All teams participating in CMSA league play must designate an individual at each game (home and away) to act as a Field Marshal.
- The individual acting as the Field Marshal (FM) must be named on the team's game sheet. **Teams will be fined if they do not list their FM on the game sheet.**
- The Field Marshal is to wear the arm band provided by CMSA as identification

Responsibilities:

- Position yourself in the middle of your team's half of the spectators' seating area
- Monitor the behavior of your teams' parents.
- The Field Marshal is expected to act on behalf of the referee by reminding parents to keep their comments to themselves and refrain from vocalizing their complaints during the game
- Quickly diffuse potential problems before they arise by either being visible or calmly speaking with the individual(s) involved.
- Deal with, and act on, inappropriate comments, gestures and/or general unsporting behavior directed at referees, players or any other individual by your teams' spectators or coaches but please avoid getting into a confrontation. If someone is still hostile after being asked to calm down, please gather as much information but do not put yourself in a dangerous position.
- The Field Marshal is **not** expected to put themselves in a situation which may compromise their safety and instead are asked to contact the CMSA Referee Mentor at referees@calgaryminorsoccer.com
- The Field Marshal is expected to support the referee when requested by the official to do so
- Any questions/comments/complaints/compliments in regards to the officiating should be directed to referees@calgaryminorsoccer.com. Based on any official report, CMSA will investigate the incident and act accordingly.

Fines:

- The fine for not participating in the Field Marshal Program shall follow the fee structure for Defaulted Games:
 - 1st Offense: no fine, Warning Letter
 - 2nd Offense: \$50 fine
 - 3rd Offense: \$50 fine
 - 4th Offense: \$50 fine
- Any team found to be consistently not participating in the program shall be subject to further disciplinary action.

Appendix E: U6 Indoor League Rules and Regulations

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.

Team Management

- a) All players must be properly registered with the CMSA. For more information, contact your club registrar.
- 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 (Three) 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 (Three) 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 two U6/U8 fields at the Genesis Centre of Community Wellness, (Genesis), one of the two U6-U8 fields at the Subway Soccer Centre (SSC), or one of the two U6-U8 fields at the Calgary West Soccer Centre (CWSC).

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.

Goal Size:

Goal size will be 4x8 (Bownet)

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 2 (two) teams, each consisting of 3 (three) players. The game shall not start if either team has less than three players.

Law 4 - The Player's Equipment

Players must wear shin guards so as to prevent injury.

The sweeper-keeper must wear a jersey or pinnie that distinguishes the player from the other players. There is no 'stand in' goal keeper.

Law 5 - The Referee

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 55 (Fifty-Five) minutes in length. The scheduled time broken down as follows:

- 15 (Fifteen) minute technical/warm up activity. Ball/Player warm up.
- 2 (Two) – 20 (Twenty) minute halves.

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 (Five) yards away.

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

Law 9 - 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 (Five) yards away.

Law 12 - 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 (Five) yards away at the taking of the kick.

Law 14 - Penalty Kick

There are NO penalty kicks.

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

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

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 (Six) 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.

Law 17 - 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 (Five) yards away.

Substitutions

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

Appendix F: U7 - U8 Indoor League Rules and Regulations

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 contact your club registrar.
- 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 (Three to Four) 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 of the two U6/U8 fields at the Genesis Centre of Community Wellness, (Genesis), one of the two U6-U8 fields at the Subway Soccer Centre (SSC), or one of the two U6-U8 fields at the Calgary West Soccer Centre (CWSC).

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.

Goal Size:

Goal size will be 4x8 (Bownet)

Law 2 - The Ball

The ball shall be size 3 (Three).

The game ball must be supplied by the home team.

Law 3 - The Number of Players

The game will be played by 2 (two) teams, each consisting of 4 (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-keeper must wear a jersey or pinnie that distinguishes the player from the other players. There is no 'stand in' goal keeper.

Law 5 - 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 55 (Fifty-Five) minutes in length. The scheduled time broken down as follows:

- 15 (Fifteen) minute technical/warm up activity. Ball/Player warm up.
- 2 (Two) – 20 (Twenty) minute halves

There will be clock stoppage time during the game, even in the case of an injury during play.

Play shall be stopped approximately every 3-4 (Three to Four) 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 (Five) yards away.

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

Law 9 - 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 (Five) yards away.

Law 12 - 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 (Five) yards away at the taking of the kick.

Law 14 - Penalty Kick

There are NO penalty kicks.

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

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

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.

Law 17 - 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 (Five) yards away.

Substitutions

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

Sweeper-Keeper Clearances

Once the Sweeper-Keeper has the ball in the hands, then the players of the other team must drop off 5 (Five) yards. The Sweeper-Keeper is allowed to place the ball on the ground within the six-yard goal area, and either kick the ball out or dribble the ball out of the 6 (six)-yard goal area. No opposition team player is allowed to challenge for the ball until it has left the 6 (six)-yard goal area.

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.

The Sweeper-Keeper must distribute the ball within 6 (Six) seconds.

4 (Four) Up Rule:

If a team is leading by 4 goals or more, the opposition may add a player to the field of play.

Appendix G: U 7 - U8 Outdoor League Rules and Regulations

The U8 program is a developmental program 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 contact your member registrar.
- 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 three to four 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 three 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 member.

Rules of Play

Law 1 - Field of Play

Dimensions

Length: Between 25 to 35 yards long

Width: Between 20 to 30 yards wide

The field shall be rectangular in shape.

Field Markings

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

Penalty Area

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

Goal Area

A goal area shall be 8 yards deep by 12 yards wide (6 yards each side of center of the end line). Only the sweeper-goalkeeper may use the hands inside this area.

Goals

Goals shall be 9 feet wide and between 4 feet and 5 feet high. The goal posts may be rigid or may be a pole placed in a pylon. The goal must have a crossbar.

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.

Law 5 - 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 60 minutes in length. The scheduled game consists of two 25 minute halves. This gives the teams five minutes to warm-up, three minutes for half-time and two 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 three to four 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 five yards away.

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

Law 11 – Offside

There is no offside.

Law 12 - 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 13 – Free Kicks

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

Law 14 - Penalty Kick

There are NO penalty kicks.

If an infringement occurs in the goal area by the defending team, then an indirect free kick is awarded to the attacking team and is placed on the 8 yard line in line with where the infringement took place.

If the infringement is made by the attacking team inside the goal area, the defending team may place the ball anywhere within the 8 yard goal area for the indirect free-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.

Law 16 – The Goal Kick

Goal kicks can be taken *from anywhere inside the goal area*.

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

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

Substitutions

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

Sweeper-Keeper Clearances

Once the Sweeper-Keeper has the ball in the hands, then the players of the other team must drop off five yards. The Sweeper-Keeper is allowed to place the ball on the ground within the 6 yard goal area, and either kick the ball out or dribble the ball out of the 6 yard goal area. No opposition team player is allowed to challenge for the ball until it has left the 6 yard goal area.

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.

The Sweeper-Keeper must distribute the ball within 6 seconds.

Appendix H: U9 - 10 Outdoor League Rules and Regulations

The prime concept of this program shall be participation and learning. At the end of the game, 1 “home” copy, the away team gets the “away” copy and the referee keeps the 2 “CMSA” copies and the 2 “Referee” copies. After every 2 weeks of games, the CMSA copies must be delivered to a drop box location found on the CMSA website under the referees tab.

All referees scheduled in the U10 program must be ASA registered referees and be 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 (Mandatory Requirements)

Dimensions

Length: Between 55 to 65 yards long
Width: Between 35 to 45 yards wide
The field shall be rectangular in shape.

Field Markings

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

Penalty Area

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

Goal Area

A goal area shall be 8 yards deep by 20 yards wide (10 yards each side of center of the end line).

Goals

Goals shall be twelve feet wide and between 5.5 feet and 6.6 feet high. The goal posts may be rigid or may be a pole placed in a pylon. The goal must 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 two teams, each consisting of not more than seven players, one whom is the goalkeeper. A match should not start if either team consists of fewer than five players.

Play shall be delayed approximately every 5 minutes to allow the teams to perform a substitution. 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 7 – The Duration of the Match

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

Law 11 – Offside

There is no offside.

Law 12 – Fouls and Misconducts

Penal (offenses) and technical (offenses) fouls remain the same but do not caution/dismiss 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. Any Spectator or Team Official dismissed will be subject to discipline sanctions according to Section XIV: - Discipline from the CMSA Rules of Play.

Law 13 – Free Kicks

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

Law 14 – The Penalty Kick

There are no penalty kicks given. An indirect free kick awarded for the attacking team for infringements inside the defending teams goal area shall be moved to the top of the goal area line to where the infringement occurred. The defending team may have a wall 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.

Law 16 – The Goal Kick

Goal kicks can be taken *from anywhere inside the goal area* and opponents must be 6 yards from the ball.

Appendix I: U11 - 12 Outdoor League Rules and Regulations

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

Law 1 – Field of Play (Mandatory Requirements)

Dimensions

Length: Between 65 to 82 yards long
Width: Between 45 to 60 yards wide
The field shall be rectangular in shape.

Field Markings

The field of play is divided into thirds and by a centre spot that indicates a centre spot that is located at the midpoint. A circle with a radius of 10 yards may, but not mandatory be marked around it. An offside line parallel to the centre line should be marked from touch line to touch line at the attacking third mark. Lines may be marked, or cones or pylons can be used every five to seven yards.

Goal Area & Penalty area shall be the same

A goal area and penalty area shall be 8 yards deep by 20 yards wide (10 yards each side of center of the end line).

Goals

Goals shall be 18 ft wide and between 6ft and 8ft high.

Law 2 – The Ball

The ball shall be a Size 4.

Law 3 – The Number of Players

A match is played by two teams, each consisting of not more than eight players, one whom is the goalkeeper. A match should not start if either team consists of fewer than six players.

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 7 – The Duration of the Match

The match lasts two equal periods of 30 minutes each, **unless otherwise mutually agreed between the referee and the two participating teams.**

Law 11 – Offside

The offside rule is in effect at the attacking 3rd of the field. This line may be marked as a dotted line, and solid line or single cones or flags on the touch line.

Law 12 – Fouls and Misconducts

A player who, in the opinion of the referee, intentionally commits any of the following offences shall be penalized by the awarding of a free kick to the opposing side. A yellow card or a red card may be issued if warranted.

- Kicks or attempts to kick an opponent
- Careless, reckless or excessive force
- Trips an opponent
- Jumps at an opponent
- Charges an opponent in any manner
- Strike, attempts to strike, or spits at an opponent
- Holds an opponent
- Pushes an opponent
- Handles the ball, i.e. strikes, carries or propels the ball with hand or arm, with the exception of the goalkeepers within their own goal area.

Referees may still dismiss a coach or a spectator if required. Any Spectator or Team Official dismissed will be subject to

discipline sanctions according to Section XIV: - Discipline from the CMSA Rules of Play.

Law 13 – Free Kicks

1. For any infringement of the Rules of the Game when the ball is in play, the referee may award a free kick to the team opposing that of the offending player. The free kick shall be taken from the place where the infringement occurred, unless the free kick is awarded to the attacking team within the opponent's goal area. In this case, the kick shall be taken from that part of the goal area line which runs parallel to the goal line, at the point nearest to where the offence was committed.
2. At the taking of a free kick the ball shall be stationary and all opponents shall be not less than 6 yards from the ball until it is kicked.
3. Defenders taking a free kick within their own goal area shall kick the ball into play beyond the goal area. The ball is in play when it is kicked, moves, and has passed outside the goal area. All opponents shall be outside the goal area and not less than 6 yards from the ball until it has been kicked. For any infringement of this rule the free kick shall be retaken.
4. A player taking a free kick shall not play or touch the ball a second time until it has been played or touched by another player.

Law 14 – The Penalty Kick

A penalty kick shall be taken from the **penalty spot** (8 yds out at the center of the net). All players, with the exception of the defending goalkeeper and the player taking the kick, shall be outside the penalty area but within the field of play, and not less than 6 yards from the ball (and behind the ball) until it has been kicked. The goalkeeper remains on his/her goal line, facing the kicker, between the goalposts until the ball has been kicked. The player taking the penalty kick must not play or touch the ball a second time until it has been played or touched by another player (one of which may be the goalkeeper). The time of play shall be extended at half-time or at full-time to allow a penalty kick to be taken. In the event that time is extended to complete the penalty kick, play shall end when the ball is either saved or scored.

Law 15 – The Throw-In

Since this is a developmental league, CMSA encourages coaches to teach their players how 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.

Law 16 – The Goal Kick

Goal kicks can be taken *from anywhere inside the goal area* and opponents must be 6 yards from the ball

Appendix J: Futsal General Procedures & Regulations

Law 2 – The Ball

- Futsal balls only to be used in games, provided by the home team (size 4 for all competitions)

Law 6 – Scorekeeper

The scorekeeper and assistant will be located inside the penalty box.

Scorekeeper

- Home team volunteer
- Keeps track of the score using score clock
- Set the time clock: 25 minute periods. Stop time last 1 minute of 2nd half.

Assistant Scorekeeper

- Away team volunteer
- Tracks team fouls on Futsal tracking (allowed 5 direct free kick fouls per period, after which the opposing team is awarded a direct free kick, without a wall, on the opponent's goal at the 10 meter spot)
- Referee will indicate when foul committed, then check off appropriate box on form
- No time outs permitted

Law 7 - Duration of the Match

- 2 x 25 minute halves, 2-minute break between periods. Running clock, except stop time last 1 minute of the 2nd half.
- Stop time in last minute for kick in restarts, goals and accumulative fouls (1-5)
- No stop time in the 6th accumulative foul in the last minute (must complete kick if time runs out)
- No stop time on penalty kick in last minute (must complete kick if time runs out)

Miscellaneous:

- Imperative the games start on time
- Team Officials & players must remain in the bench area with the exception of up to 4 players in front of the bench
- Liquids allowed inside the benches only, not on the playing surface

Appendix K: Concussion Safety and Management

1. All CMSA member clubs/organizations and teams must abide by the CMSA Concussion Policy and Protocol (as in effect from time to time).
2. Each team enrolled in a CMSA league or tournament in all levels of play must designate an individual to act as Safety Advocate. The Safety Advocate may be a coach, manager, or other volunteer.
3. At least one coach, assistant coach, manager, or Safety Advocate for each team must complete the NCCP Concussion Module training or the Concussion Awareness and Training Tool, as made available via www.calgaryminorsoccer.com, prior to commencement of the soccer season. CMSA recommends that a trained person be present at each game and / or practice.
4. Any player who suffers a head injury or is suspected to have suffered a head injury, including a concussion, or exhibits any after-contact behavior that may indicate that a head injury or concussion has occurred, must be **immediately** removed from play.
5. The Safety Advocate is responsible for ensuring a Soccer Injury Report Form (in a form acceptable to CMSA) is completed for any head injury or suspected head injury, including a concussion, and submitting the Soccer Injury Report Form to the club/organization for compliance with the CMSA Concussion Policy and to the CMSA for informational purposes.
6. Any player who suffers a head injury, including a concussion, is not permitted to return unless and until he or she has followed the graduated Return to Play Protocol (as in effect from time to time) and a Return to Play Form (in a form acceptable to CMSA) has been completed by a physician and submitted to their respective Safety Advocate, who must provide a copy to the club/organization for compliance with the CMSA Concussion Policy and Protocol (as in effect from time to time) and to the CMSA for informational purposes.