

Rules & Regulations

Player Eligibility & Guest Players/Trialists

Players officially registered with your team by June 26, 2017 are permitted to participate. Suspended players and team officials are not permitted on or about the field of play nor can they attend other functions representing their team during the championships.

You can use up to four guest players per game to replace any missing players, provided they meet the guidelines as noted on the City Championships Finals Guest Player Form. Teams are not permitted to use trialists to increase their current roster size (total number of players you already have on your current roster). You can only use trialists to replace players who are on your roster but cannot attend City Finals. You cannot use players who are already playing on another team in City Finals. You can use trialists who are from the same/lower age group and same/lower tier (lateral tier trialists are permitted). Premier players are not eligible to play as trialists in City Finals on Community teams. A proper trialist form **MUST** be completed and handed to the referee with your game sheet prior to the game start for each and every game. If you are using the same trialist for multiple games you must have copies of the trialist form to hand to the referee at each game so ensure you make enough copies prior to the start of City Championships. Only players from your same Zone are permitted to be trialists on your team (example: If you are a West team you cannot use a player from a North Zone team as a trialist, you would need to find another West Zone player).

Game Sheets and Player/Coach/Manager Cards

Each team will need to print off their own game sheets for the Championships. Game sheets will be available on the City Finals schedules by clicking the icon next to the game that is being played. The system will automatically enter the game information and you will just have to write the player's/team officials information in. Player names must be printed clearly and legibly on the game sheets. **Please wait until all team names have been entered on the website schedules before you print off your game sheets.** U8 Premier teams do NOT require game sheets.

U9-U10 Premier and U14/U16/U18 players must have their EMSA I.D. cards. Coaches, Assistant Coaches and Managers for U10 City Wide Premier and U12/U14/U16/U18 Community teams require an EMSA I.D. card. All EMSA I.D.'s must be written on the game sheet. The referees will check the individual's faces to the picture and their name to the game sheet prior to kick-off. **Those players/coaches/assistant coaches/managers without cards at the start of the game are able to participate as long as their EMSA I.D. card can be delivered to the referee prior to the games completion. If the player plays and the card is not delivered by the game's completion then that team will forfeit their game. If the coaches or manager can't provide their card by the game's completion then that team will forfeit their game. A photo of the EMSA I.D. card may be used on a camera, tablet or phone if the original card is missing or not present at the time.** The cards will be returned to the coach by the game official following the game and completion of the game sheets. It is the responsibility of the team officials to ensure they receive their EMSA I.D. cards before they leave the field of play.

Due to a possible domino effect of having games run late, referees are requested to complete the coin toss, check player cards (for those divisions who have them) and ensure the game sheets are correctly filled out well in advance of the scheduled kick off time.

If a field marshal is not present to collect the game sheets, the winning team, or in the case of a tie, the home team, brings the game sheets back to City Championship Headquarters at your current location.

Duration of Games

U16/U18:	2 x 45 minute halves
U14:	2 x 40 minute halves
U12:	2 x 35 minute halves
U9/U10:	2 x 30 minute halves
U7/U8:	2 x 25 minute halves

There will be an approximate 3-5 minute break given to all teams at half time. Referees/Assistant Referees & Field Marshals may not decide to cut a game short. **No game will be cut short unless confirmed by the EMSA Tournament Headquarters.** Injury time is at the discretion of the referee.

Equipment Required

If you are playing at Mill Woods Park you will be required to bring and set up your own net and flags.

If you are playing at Ivor Dent or the EMSA West Complex the nets and flags will already be set up for you.

The Home Team, as indicated on the schedule, is required to bring two game balls.

Games at the Ivor Dent Park

If you have any games located at Ivor Dent please note the following:

There is to be absolutely NOTHING staked into the group (pop up tents, etc.) as we have a very costly underground irrigation system running underneath the area. If someone stakes something into the ground, you will be held responsible for any damage to the system so please ensure you inform your spectators of this as well.

There is to be no parking on any grass areas. There is a large parking lot provided. Any vehicles parked on the grass will be immediately ticketed and towed. Please inform your spectators.

No dogs (or other animals) are permitted at the Complex.

Please place all garbage including decomposable items such as sunflower seeds, apple cores, etc. in the waste receptacles provided around the park. Teams will be held responsible for any mess/garbage left behind.

Based on their current condition, the full size EMSA fields (#'s 1– 8) will have roving field numbers. Please look for the EMSA tear drop banners with the field numbers on them that coincide with the field number on your schedule. What is Field #1 one day may not be Field #1 the next day.

Games at the new EMSA West Complex

Based on their current condition, the EMSA West fields (#'s 1– 10) will have roving field numbers. Please look for the field numbers staked into the ground that coincide with the field number on your schedule. What is Field #1 one day may not be Field #1 the next day.

No dogs (or other animals) are permitted at the Complex.

Garbage on/near the Fields

Please ensure your team cleans up after themselves on all fields. Please dispose of all garbage properly and do not leave any behind.

Late Arrivals & Failures to Show

A team not showing within fifteen minutes of the scheduled kick off time will forfeit the game with a 5 – 0 loss (unless extenuating circumstances arise and Tournament Headquarters has approved). The field marshal will inform teams if the game is to be forfeited after confirming with Tournament Headquarters. The referee is asked to mark on the game sheet that the other team did not show and no score should be recorded.

For U14, U16, U18 a team must have a minimum of 7 players in order to begin a game. If 7 or more players are present at kick-off time, the game is to begin immediately. The fifteen minute grace period is not to be used if the minimum number of players is present.

For U12 a team must have a minimum of 5 players in order to begin a game. If 5 or more players are present at kick-off time, the game is to begin immediately. The fifteen minute grace period is not to be used if the minimum number of players is present.

For U7,U8,U9,U10 a team must have a minimum of 4 players in order to begin a game. If 4 or more players are present at kick-off time, the game is to begin immediately. The fifteen minute grace period is not to be used if the minimum number of players is present.

Players arriving once the second half has started are not permitted to participate during the game.

Substitutions during the Game

Substitutions are permitted at the discretion of the referee at any stoppage of the game (just as in regular season play). Players must enter the field of play at the half way line of his/her side of the field. Once permitted by the referee, the player is not to enter the field of play until the substituted player has left the field.

Keeper substitutions at half time must be reported to the referee.

Referee Liaison

A Referee Liaison (can't be the coach or assistant coach) for each team must be present and noted on the game sheet within 15 minutes of the scheduled start of a game. If a team does not designate a Referee Liaison within the 15 minute grace period, they will forfeit the match.

We would like to thank all Referee Liaisons for their part in reducing/eliminating the abuse officials have been faced with in the past. We are hopeful that our combined efforts will result in a noticeable decline of the number of referees leaving the system each year, which will ultimately benefit all teams.

Ref Liaisons can submit a report in writing during City Championship Finals to HQ should they feel we should be aware of a situation or issue.

Inclement Weather Procedures

The City of Edmonton Field Conditions line will **NOT** be in effect for this tournament. **All teams must show up to their designated fields regardless of any current or pending inclement weather and no matter what the field conditions line indicates otherwise they forfeit the game.** If HQ rules a game cannot be played, teams will be either asked to proceed directly to Penalty Kicks or will be notified of a rescheduled game date/time.

Games in the City Championships have been designated “must play games”. EMSA will work hard to ensure all games are played in some form, even if it means going to penalty kicks.

All teams must show up to their scheduled game no matter what the weather conditions are. The fate of your game will be decided at “game time” by Tournament Headquarters. **Teams not showing up to the field of play will lose their game by default.**

Tournament Headquarters will be given constant updates by the Volunteer field Marshal at the field.

If the weather is not cooperating:

If the weather is considered dangerous (Lightning in the area) at game time or any point during the game, Headquarters will ask the field marshal to inform the referee to postpone the game & teams must take shelter. Once it is safe to return the field teams will be asked to continue their games as promptly as possible. A decision may be made by Tournament Headquarters to shorten the game if necessary or go to Penalty Kicks. **DO NOT leave the Complex without talking to Headquarters first or you risk forfeiting the game should it recommence once the storm passes.**

If lightning is seen in or around the area where teams are playing please notify your volunteer field marshal. At that time, he/she will notify tournament Head-quarters and a decision whether or not to postpone the game will be made.

Only as a last resort will penalty kicks be considered to decide a game. We will have considered the safety of players, the potential for permanent damage to the field, and whether there is the possibility of an alternative field the play can be moved to. If Tournament Headquarters makes the decision to decide the game by penalty kicks, standard penalty kick procedures will be followed.

Only Tournament Headquarters will make the call to postpone or shorten games. Information will be relayed through the field marshal. Team representatives & referees will not cancel or postpone games without the permission of Tournament Headquarters.

It is important to remember that Tournament Headquarters will make a decision with the best interest & safety of the children & spectators on the field. We thank you in advance for your understanding.

Players Equipment

Shin guards are mandatory- under no circumstances is a player to play without shin guards. If matching jerseys are not being worn by the players participating on the same team, the game will not commence. If jerseys are not available at the start of the game by one team, then the opposing team will win by default.

Should both team's jersey colours conflict, it is up to the home team to change their shirts or wear pinnies.

Jewellery of any kind is not permitted. Taping of any piercings is not permitted.

Hard casts are strictly forbidden and splints are at the discretion of the Referee.

Only knee braces and splints that are made of plastic/nylon will be permitted. The game official must also approve these. If the referee feels that the apparatus poses a threat of injury to other players on the field then the player will not be permitted to play. To avoid any potential problems we strongly recommend that the coaches and player seek written approval from the General Manager, Tournament Chairperson or EMSA President prior to the game.

Field Marshals

Teams requiring assistance can check with the field marshal at their game's location. They will be wearing a bright orange shirt with the EMSA logo on it. If the field marshal is unable to answer your question/s, he/she will contact the Tournament Headquarters in order to assist you.

Coaching and Team Placement on the Side Lines

Teams are to position themselves on opposite sides of the field when space permits. The team's spectators should sit on the same side as their own team. This means Team A and their spectators on one side and Team B and their spectators on the other side. The team should sit on one side of the half flag and their spectators should sit on the other side of the half flag. The home team will

have first option as to which side-line they would like to have. Players & coaches are restricted to within 4 meters of either side of the half way line.

Protest of Game Results and Appeals

Protests will only be accepted at Tournament Headquarters, in writing from a TEAM OFFICIAL and must be accompanied with a certified cheque, money order or cash payable to the Edmonton Minor Soccer Association in the amount of \$100.00.

The protest or appeal must be received within (one) 1 hour following the completion of the game being appealed or protested. Please note that situations regarding referee calls or missed calls are not grounds for appeal or protest. Protests regarding referee calls during a game & points of fact will not be accepted.

Under no circumstances are protests taken verbally from any team or parent. **Protests must be in writing according to the rules and regulations.**

Please note: Field Marshals, as well as many of those working in the Tournament Headquarters, are volunteers. Do not discuss protests, appeals, or argue your case with verbal complaints as this will not affect the status of your situation.

Awards Presentations

The presentation of Gold, Silver & Bronze medals will take place immediately following the final game on the division's schedule at the complex you are at. Look for the medals tent.

Medals will be presented once stats have been confirmed by HQ. **Stats can only be confirmed once game sheets or verbal confirmation is provided by the field marshal. Please remember that your team is not the only team receiving medals and we must confirm all qualifying teams' results prior to presentations. Your patience is appreciated.**

Tie Breaking Procedures

The following tie breaking rules are those used by the Edmonton Minor Soccer Association.

All Round Robin Games can end in a tie

Where there is more than one team at the end of a round which has accumulated the same number of total points within their group, a tie breaking formula is required in order to determine the team with the higher standing. The following formulas should assist you in determining the higher ranking teams:

In Round Robin Play - if there are two teams with the same amount of points:

Step # 1 – Head to Head

The winner of the game between the two teams concerned will determine the higher ranking team.

For example: If both 'Yellow' and 'Red' are tied with 6 points each, and the teams played each other and the score for that game was 'Yellow' 5 and 'Red' 6, 'Red' would be awarded the higher standing because they had won over 'Yellow'. If each of the teams tied also tied the game(s) against each other, then the second (step #2) tie breaking formula would be used.

Step # 2 – Goal Differential

The goal difference will be determined by subtracting the total number of goals scored against each of the two teams from the total goals scored by each of the two teams. It is not only the goals scored against each other, but the goals scored against all other teams in the group as well as the goals scored against them by all teams within the group that should be counted. The team with the greater goal difference of the two with the equal number of points will be declared the team with the higher

standing. If this breaks the tie, nothing further is required. If this does not break the tie, proceed to step #3.

Step # 3 – Fewest Goals Against

The team which has the fewest goals scored against them from all games within their group will attain the higher ranking. If this breaks the tie, nothing further is required. If this does not break the tie, proceed to step #4

Step # 4 – Penalty Kicks

If steps 1, 2, 3, or 4 fail to break the tie, both teams shall meet, as scheduled by the League Director or league organizer to proceed into penalty kicks in order to break the tie.

In Round Robin Play if there are three or more teams with the same amount of points:

Step #1 – Goal Differential

The goal difference will be determined by subtracting the total number of goals scored against each of the teams from the total goals scored by each of the teams. It is not only the goals scored against each other, but the goals scored against all other teams within the group as well as the goals scored against them by all teams within the group that should be counted. The team with the greater goal difference of all with the equal number of points will be declared the team with the higher standing. If this breaks the tie, and only one higher ranking team is required, nothing further is required. If this produces a highest ranking team and others are required, that one higher ranking team is removed now from the formula and given the highest possible ranking in their group. If another higher ranking team is required (example: a next place team), Then this step (#1) should be used to determine that next ranking team. (The next highest goal difference by a team). If the teams are tied in goal difference as well as points and this formula does not break the tie, then proceed to step 2.

Step #2 – Fewest Goals Against

The team with the lowest number of goals scored against them by all other teams will be awarded the higher ranking. If this does not determine a higher ranking team, then proceed to step 3.

Step #3 – Penalty Kicks

If steps 1, 2, or 3 fail to break the tie, all teams shall meet, as scheduled by the League Director or league organizer to proceed into a single round robin of penalty kicks in order to break the tie.

SPECIAL NOTE for 6 Team Groups

The Gold/Silver and Bronze/4th Crossover games must play to a decision on all 6 team schedules. In the crossover game if teams are tied upon completion of regulation time then Penalty Kicks will be used to determine the winner.

Additional Information:

The Mercy rule is not in effect for this competition

For emergencies only you can reach Tournament Headquarters by calling 587.340.3674. ****Coaches and Team Managers only please**** Stats will not be given over the phone, they will be available on our website, www.emsacityfinals.com .

An Important Reminder

This tournament is for the enjoyment of all teams. Spectators should be reminded that they are there to support and encourage their team. Respect should be shown for all players, coaches, and game officials. The tournament organizers have the right to remove any and all persons that are not showing sportsmanship either on the pitch or in the spectator/surrounding areas. COACHES, PLEASE ENSURE YOU CONTROL YOUR TEAMS, YOUR SPECTATORS, ETC.....if issues do arise; the tournament committee has the right to issue disqualifications for those teams involved.

- These rules are intended to be as inclusive as possible; however, in the event of unforeseen circumstances the EMSA Executive Committee and/or EMSA Discipline Director reserves the right to make binding decisions upon all participants.