

## EWZSA Slurpee Cup Rules and Regulations

**These rules are intended to be as inclusive as possible containing all important tournament information. Tournament organizers ask that you read through all the rules and regulations prior to contacting the staff for questions regarding the tournament.**

### Registration Information:

1. All registrations will be online through the tournament website [www.ewzsa slurpeecup.com](http://www.ewzsa slurpeecup.com), after you complete your team's registration you will receive a confirmation email that your registration has been received.
2. Registrations are only considered complete when payment has been received through online payment or cheque/cash being delivered or mailed to the EWZSA office (15430 – 93 Avenue Edmonton, AB T5R 5H3)
3. When registering your team, you can post notes for your team if you are coaching more than 1 team in the tournament or if you know of a league game conflict. Tournament organizers will do their best to accommodate requests, but that is not always possible.
4. All teams should be prepared to play their first game on Friday evening unless you request otherwise. We will only accept travel time, league games and graduation as reasons for not playing on Friday evening.
5. Registration will close on May 15, 2017, once registration has closed there will be no refunds if your team drops out of the tournament.
6. After your team is registered you can upload your official team roster to the website (rosters need to be pdf or word document) and then add the players to the tournament roster. All players that will be playing in the tournament need to be added and activated on the tournament roster. Be sure to check the rules to confirm the correct number of players allowed for your age group.
7. Official team rosters need to be uploaded and tournament rosters finalized by May 29, 2017.
8. The schedules will be posted online by May 24, 2017, and you will then be able to print your game sheets. You will need to provide 1 copy of the game sheet for each game and hand it to the referee at the start of the game.
9. After the schedules are posted, they are considered final and changes will only be made if an error has occurred. It will be the team's responsibility to check the website for any changes that may happen.
10. For further help with the registration process, please watch the helpful videos on the website.

### Coach Information

1. All communication (phone calls and emails) between teams and tournament staff is to be done through the team official; coach, assistant coach or manager that are listed on the official team roster. We will accept communications from a tournament rep or bench parent that is not listed on the roster as long as the coach is copied on all emails.
2. When communicating through emails, always state your team name, gender and age group, this will save time for tournament staff when replying.

3. Coaches and managers are responsible to communicate important tournament information to their team's players and parents, we ask that players and parents do not contact the tournament staff directly.
4. Coaches and managers are responsible to know, understand and follow all tournament rules, especially the rules for guest players/trialists. Any team found to have played an ineligible player(s) will forfeit the game.
5. Team officials are responsible for the behaviour of their players, parents and spectators. Any team showing unsportsmanlike behavior will be disciplined and unruly spectators may be asked to leave the field. Any verbal abuse to referees, staff and volunteers by any team may result in immediate expulsion from the tournament.
6. We will be having our team sign in and coach packet pick-up on Friday June 2, 2017 from 12:00 – 9:00 pm and Saturday 9:00 am – 12:00 pm at the main tournament headquarters.
7. Coach packets will contain important tournament information and giveaways from our tournament sponsors.
8. If needed you can play your first game and then sign in your team if that is more convenient, but we ask all teams to make arrangements to collect their coach packet before Saturday at 12:00 pm.
9. Immediately following the game it is the responsibility of the winning team to bring both game sheets to the headquarters for their age group where tournament staff will confirm the results and post to the website.
10. Scores and team stats will be posted on the official Slurpee Cup website.
11. Teams do not need to bring nets and flags to their games. All fields will be set up with nets and flags for the tournament. The home team will be responsible to provide a game ball(s) each game.
12. In the event that both teams are wearing like colors, the home team will be required to change jerseys or wear pinnies as determined by the referee

### **Inclement Weather**

The safety of players, coaches, tournament management, spectators and referees is the primary concern in any weather event that may occur during the tournament.

The City of Edmonton Field Closures are not in effect for our tournament. If the City closes the fields, we are still allowed to go ahead with the use of the fields. The field conditions will be monitored by tournament organizers; if the playing surface is considered too dangerous for play then the game will be rescheduled. Tournament organizers will have the final say if a game will proceed due to inclement weather. All teams are required to show up to the field for their regular scheduled game regardless of current or pending weather conditions. The decision to play the game will be decided at game time.

The following rule will be used to determine if a game will proceed due to lightning and thunder:

#### **30/30 Rule**

When you see lightning, count the time until you hear thunder. If this time is thirty (30) seconds or less, seek proper shelter. Wait thirty (30) minutes or more after hearing the last thunder before leaving the shelter. If you cannot see the lightning, just hearing the thunder is a good back up rule.

**Please Note:** If 50% of the game has been played before inclement weather, the game will count and the score will stand. Tournament organizers reserve the right to shorten games due to inclement weather, and if needed games will go directly to penalty kicks to determine a winner.

## **Field Locations**

Field locations are listed on the main tournament website under the Locations tab and will be updated regularly. You can view a Google map of each match location by clicking on the short name of each location beside the match time.

## **General Tournament Rules**

### **Section 1 - Registration**

1. When registering your team you must register in the tier or division that your team is currently registered for the current season.
  - Tier 1 teams are teams that will be challenging for Tier 1 Provincials
  - Tier 2 teams are teams that will challenge for Tier 2 Provincials
  - Tier 3 teams are teams that will challenge for Tier 3 Provincials
  - Tier 4 teams are teams that will challenge for Tier 4 Provincials
  - Tier 5 is for all community or house league teams

\*Teams that wish to play in a higher age group or tier than currently registered must first register in their current age group and tier, and then email tournament organizers to discuss tournament placement – email [karen@ewzsa.com](mailto:karen@ewzsa.com)

\*\*No team will be allowed to register in a lower age group or tier

\*\* Tournament organizers reserve the right to adjust tiers and groups as needed to provide balanced pools or ensure teams are competitively balanced. Sometimes this may result in combining tiers to create the pools for the tournament.

2. **U10 Developmental teams** – we recognize U10 developmental teams as club soccer teams. If your soccer organization does not post league results and standings online we will group your team as follows:
  - If your team is a second year team (U10) you are considered tier 1
  - If your team is a first year team (U9) you are considered tier 2
  - If your team is a mixture of both age groups, does not have tryouts or cut any players at tryouts as a club policy, you can register in tier 3
  - If you feel your team cannot compete at these indicated levels, it is your responsibility to discuss placement with tournament organizers prior to registration ending to be sure we have your team tiered correctly.
  - Tournament organizers may require game sheets or a letter/email from your organization to be placed in a different group than as outlined above.

- It may be helpful to indicate in your team's notes if your team is winning most games, or losing most games.
3. Tournament organizers reserve the right to adjust tiers and groups as needed to provide balanced pools or ensure teams are competitively balanced. Sometimes this may result in combining tiers to create the pools for the tournament.
  4. Teams may request to play in a higher age group or tier, please contact tournament organizers to discuss placement prior to registering.
  5. A maximum of four (4) team officials will be listed on the roster. One of the team officials must be the same gender as the players.
  6. Players are only permitted to play on one team for the tournament.
  7. All coaching staff and players (including guest players) must be currently registered with their provincial youth soccer association, recognized and in good standing with Canada Soccer for the current season in order to be eligible to participate in the tournament.
  8. Player cards, where mandated for regular league play, are not required for this tournament, however must be shown upon request by tournament officials. All players that do not have player cards should carry government issued ID that proves birth date in case of a dispute.
  9. All mixed gender teams are required to register in the corresponding male age group and tier.
  10. Coaches or managers that are suspended by ASA or any other cooperating associations are not allowed in the tournament as a team official. The team is welcome to participate.

## **Section 2 – Team Rosters**

1. All registering teams are required to upload their official provincial team roster in their online team profile prior to completing their online tournament roster. This includes all Edmonton West Zone and EMSA teams.
2. All teams are required to register their completed roster and identify any guest player(s) no later than May 29, 2017.
3. No changes to a team's roster can be made after the team's first tournament game.
4. Players not on the team roster prior to the team's first tournament games are deemed ineligible.
5. Players cannot be registered on more than one team roster.
6. The maximum number of players permitted on a team roster is as follows:
  - U10/U12 teams – 16 players
  - U14, U16 & U18 teams – 20 players
  - A team can only dress and play the number of players that corresponds with their age group for any game in the tournament.
  - If you are bringing guest players to replace players that cannot make all tournament games you will need to cross off the players from the game sheet that are not participating in that particular game.
7. The Edmonton West Zone will recognize any EMSA teams with existing special dispensation to carry more players than regularly permitted. Any non-EMSA teams will need to submit a letter of approval along with their official team roster from their soccer organization to carry more players than regularly permitted.

8. **Out of Province Teams** – Along with their official team roster all out of province teams must submit travel permits from their provincial soccer association listing all the players traveling with the team to the tournament.

### Section 3 – Guest Players (Trialists or Call-Ups)

1. Each team will be allowed to use a maximum of three (3) guest players for the tournament.
2. All guest players must come from the same district association and be properly registered for the current season in order to be eligible to participate in the tournament.
3. The guest player consent form must be completed for each guest player(s) and be signed by the guest player's current coach as well as a team official from the tentative tournament team.
4. Guest player's official team roster will no longer be required due to privacy concerns, but proof of player registration must be produced if required by tournament organizers.
5. All guest players will need to be identified on the team's tournament roster/game sheets.
6. The guest player consent form(s) will need to accompany the game sheet when handed to the referee at the start of each game that the guest player participates in.
7. Any player listed on the game sheet, but is not participating in that particular game will need to be crossed off the game sheet. The game sheet is to correctly represent the players that will participate in the game as indicated on the game sheet, this includes all guest players.
8. A guest player will be allowed under the following conditions:
  - **Tier 1, 2 & 3 teams** – can only use a guest players from a **lower age group, lower age category or lower division**
  - **Tier 4 teams & 5 teams** – can use guest players from the **same or lower age group/division/tier**.
  - Guest players for **tier 4 & 5 teams** must **NOT** increase the team's roster above the original number of registered players. A guest player must only replace a registered player of the team that cannot attend the tournament.
  - No player will be allowed to play on more than one team for the tournament.
  - Any team found to have played an ineligible player will forfeit the game.

### Section 4 – Games

#### 1. Format of Games

- The length of games will be as follows:
  - U10 & U12 Games – 2 X 25 minute halves
  - U14, U16, U18 Games – 2 X 30 minute halvesThere is no overtime for any game in the tournament
- All round robin games can end in a tie, only games that need a result will go to penalty kicks to decide a winner
- Each team will play a minimum of three (3) games and medals will be presented after the last games in the group are played

- The Mercy Rule will be in place for the tournament. No team will be given more than a 5 goal win differential. Tie-Breaking procedures will use stats AFTER the mercy rule is applied. For example if a team wins 6-0, they will only receive credit for 5-0 regardless of actual score
- All referees are ASA certified or equivalent and are assigned by the tournament referee assignor. Their decisions on their interpretations of the Laws of the Game are final
- Substitutions are made at the discretion of the referee
- Teams are permitted an unlimited number of substitutions during the game.

## 2. Pool Format

- Teams will be grouped into Pools for the tournament (Pool A, Pool B, Pool C, etc.)
- Depending on the number of teams in each group, the Pool Format will be determined as follows:
  - Three Team Knockout – teams will play a three team round robin, the 2<sup>nd</sup> and 3<sup>rd</sup> place team will play-off to determine who plays the first place team for the final game. Gold and Silver medals will be awarded in a three team knockout.
  - Four Team Round Robin – each team plays three matches (playing each team in the group). Medals are determined from standings after all games have been played. Gold, Silver and Bronze medals will be awarded to the top three teams in the group.
  - Five Team Round Robin – each team plays four matches (playing each team in the group). Medals are determined from standings after all games have been played. Gold, Silver and Bronze medals will be awarded to the top three teams.
  - Six Team Crossover – each team plays 2 round robin games against the other teams in their group. After all regular matches are finished, 1<sup>st</sup> of Group 1 plays 1<sup>st</sup> of Group 2 in Gold and Silver match, 2<sup>nd</sup> plays 2<sup>nd</sup> in Bronze and 4<sup>th</sup> place match and 3<sup>rd</sup> plays 3<sup>rd</sup> in consolation match.
- All round robin games can end in a tie, if teams are tied in points after the round robin please see the tie-breaking rules to determine winner
- All Final games need a result, if the games are tied after regulation time then they go straight to penalty kicks to determine a winner. There is no overtime in the tournament.

## 3. Game Sheets

- Official Slurpee Cup Tournament game sheets will be used throughout the tournament and are available to print off the website. When your team's registration is at 100% and the schedules have been posted, you will see the green button "Download Game Sheets" and you can then print your game sheets.

- Game sheets are to be completely filled out and given to the game official prior to the start of each tournament game.
- Ensure all players (including all guest players, labeled as “guest”) are listed on the game sheet. Any player not listed on the game sheet prior to kick off will not be eligible to play.
- If there are players not playing in that particular game, but are listed on the game sheet, you are required to cross off their names. The players listed are to be the actual players that participated in that game.
- Teams are to ensure that the jersey numbers for each player are correct on the game sheet and correspond with the jersey numbers the players are wearing during the game.
- It is the responsibility of the winning team to bring both game sheets immediately after the game to the tournament headquarters.

#### 4. Game Balls

- The home team is required to provide a game ball(s) each game.
- U10 & U12 Teams – Size 4
- U14, U16 & U18 Teams – Size 5

#### 5. Point System

- Win – Team is awarded 3 points
- Tie – Team is awarded 1 point
- Loss – No points awarded
- **NEW - NO** bonus points will be awarded for a shutout win

#### 6. Tie-Breaking Procedures

- **2-Way Tie**
  - Head to Head
  - Goal Differential
  - Least Goals Against
  - Penalty Kicks
- **3-Way Tie**
  - Goal Differential
  - Least Goals Against
  - Penalty Kicks
  - NOTE: Most goals for cannot apply due to Mercy Rule

## 7. Forfeiting Games

- Any teams that forfeits a scheduled game the opposing team will be awarded a 3-0 win as well as 3 points
- Should both teams forfeit a scheduled game the final score will be recorded as N/S (no show) and no points will be awarded

## 8. On-Field Medical Emergencies

- Injuries occurring that require on-field medical attention will not result in additional "makeup game time" being allocated
- If 50% of the game has been played and the clock runs out the game is considered legal and the score will stand
- If less than 50% of the game has been played then the game will be cancelled and the score set at zero for both teams.

## Section 5 – Rules of Play/Discipline/Protests

### 1. Rules of Play

- The tournament follows FIFA Laws of the Game (LOTG) and the current EMSA/ASA rules. EWZSA reserves the right to amend parts of these laws as outlined in these tournament rules.
- All players, coaching staff, assisting personnel and team supporters are expected to obey the LOTG and respect all tournament officials.
- Offensive, insulting or abusive language towards players, coaches, referees and tournament staff/volunteers will not be tolerated. Failure to comply may result in expulsion from the tournament. The team is responsible for the behavior of its players, coaches and spectators.

### 2. Discipline

- **U10 Games - No Red or Yellow Cards at the U10 Level-** Referees will inform the coaches to sit a players they feel were dangerous or intentionally circumventing the rules of soccer. All other rules apply which include indirect penalty kicks for infractions inside the penalty box.
- **U12 Games -** The **yellow card** is used to communicate that a player has been cautioned. Any player receiving a yellow card may not play for the remainder of the half. The offending player may be substituted for another eligible player; both teams continue to play 8 vs 8. The **red card** is used to communicate that a player has been sent off. Any player receiving a red card may not play for the remainder of the game. The offending player may be substituted with another eligible player; no team will play short-handed at any point during the match.
- **U14, U16 and U18 Games -** The referee has the authority to take disciplinary action from entering the field of play for the pre-match inspection until leaving the field of play after the match ends (including kicks from the penalty mark). If,

before entering the field of play at the start of the match, a player commits a sending-off offence, the referee has the authority to prevent the player taking part in the match; this will be reported to tournament headquarters. A player who commits a cautionable or sending-off offence, either on or off the field of play, against an opponent, a team-mate, a match official or any other person is disciplined according to the offence. The yellow card communicates a caution and the red card communicates a sending-off. Only a player, substitute or substituted player may be shown the red or yellow card.

- U12, U14, U16 & U18 games – Any player receiving a red or two yellow cards in a single game will be suspended for the remainder of the game and will serve an automatic 1 game suspension.
- Any player that receives a second red card in the tournament, must report with their coach to tournament headquarters immediate following the team's game. The player will not be permitted to participate in any further tournament games and the offenses may be reported to their association for further disciplinary action
- It is the coach's responsibility to ensure that their players serve their discipline during the tournament.
- Players serving red card (or 2 yellow cards in a single game) suspension must immediately leave the area of play and are not permitted on the team bench during the game they are serving the suspension.
- Players serving suspensions from red cards in league play prior to the tournament will need to contact tournament organizers to determine eligibility to participate in the tournament.
- Any coach serving a suspension from their associating league will not be allowed on the bench as a team official for the tournament. The team is welcome to attend.

### **3. Protests**

- Protests of any tournament game result or player eligibility will be reviewed by tournament organizers if the protest is in writing and received within 1 hour of completion of the game which is being protested.
- Protests in reference to the LOTG and protests of decisions by game officials will not be accepted.
- No appeals will be accepted for a red card and subsequent, 1 game suspension of any player.
- Playing ineligible players will result in the forfeit of any game the ineligible player participated. Teams found to have played an ineligible player will forfeit the game and the opposing team will receive a win of 3-0 for the game as well as 3 points.

## **Section 6 – Rules for Penalty Kicks**

A few reminders for coaches/parents regarding this procedure –

- Only players on the pitch at the end of the game are able to take part in the penalty kicks, therefore unless being treated for an injury they must remain on the pitch at the end of the game.
- Coaches and players not taking part in the penalty kicks must remain in their technical areas.
- The goal used for the penalty kicks will be chosen by the referee.
- All parents, fans must remain on the touch line. No one is to be behind the goal line.

### **Procedure**

Before the start of kicks from the penalty mark, teams shall be required to equalize the number of players on each team e.g. if one team has 14 players and the other team has 16 players, the team with 16 players must reduce their team size by 2 players. These 2 players will be outside the technical area during the duration of the penalty kicks.

The referee chooses the goal at which the kicks will be taken

The referee tosses a coin and the team whose captain wins the toss decides if they will kick first or second.

The referee keeps a record of the kicks being taken.

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

The kicks are taken alternately by the teams.

If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.

If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.

Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.

An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken

Only the eligible players and match officials are permitted to remain on the field of play when penalty shots are being taken

All players, except the player taking the kick and the two goalkeepers, must remain within the center field area.

The goalkeeper who is the team-mate of the kicker must remain on the field of play, beside the corner mark on the side of the field where the kicks are being taken.

The ASA Rules of Outdoor Soccer apply when penalty shots are being taken.