



COMMUNITY SOCCER ASSOCIATION 2024 Tournament Rules

1. Laws of the Game

All games shall be played in accordance with the laws of the game observed by the Community Soccer Association (CSA) and F.I.F.A.

2. Age & Gender

The tournament is open only to male players within the age category **U15 to Adult level**.

3. Team Eligibility

- a. Teams will be accepted to play in the tournament at the sole discretion of the league Organizing Committee appointed by the Community Soccer Association.
- b. All teams across Alberta with players in the age category noted above are eligible to participate.

4. Teams and Player Registration

- a. Teams and players must be registered and have the participation fees paid before their first game is played.
- b. A player **CANNOT** be registered for more than one team.
- c. Teams which withdraw their application after deadline communicated by CSA shall forfeit their entry fee.
- d. Teams may register and dress **30 players** for all games. Players who have not been registered by the registration deadline communicated by CSA will not be allowed to participate in the tournament.
- e. All players (first 11 and reserves) must be registered by match officials prior to the start of each game. A government approved ID must be presented at registration. Players who present someone else's ID or fake ID to circumvent our process shall be disqualified and the team **fined \$200**.

5. Number and Duration of Games

- a. The number of games played shall be based on the match schedule released by the Organizing Committee.
- b. Duration of each game shall be 90mins except otherwise decided by match officials in alignment with team captains.
- c. Game breaks shall be a total of 10mins except otherwise decided by match officials in alignment with team captains.

6. Determination of Group Winners

Teams will be awarded:

- 3 points for a win
- 1 point for a tie
- 0 point for a loss
- At the end of the preliminary round, the group winner shall be the team with the most points. If teams are tied on points, the following criteria shall be used to determine the winner:
 - Head-to-Head competition winner
 - Goal differential (goals for minus goals against)
 - Coin toss

Decision on which criteria to apply will be based on agreement between impacted teams.



7. Extra Time Rules

- a. In the event a knockout game ends in a draw after regulation time, the referee shall signal an extra period of 10 minutes, split into two 5-minute halves. If the game remains tied after the 10-minute extra time, the match will move to a penalty shootout.
- b. Each team takes 5 penalties each, and the team that converts the most spot kicks at the end of the five rounds is deemed the winner.
- c. However, if the teams are level after five kicks each, a sudden death penalty shootout will settle the contest. The team that edges ahead after any one of the subsequent rounds is deemed the champion.

8. Substitutions

- a. There is no limit to the number of substitutions during a game, but a substitution can only be made during stoppage in play, **AND** only at the referee's discretion.
- b. No substitution will be allowed for a player ordered from the field by the referee because of misconduct.
- c. Only players on reserve list are allowed to be seated on the reserve bench and must be dressed in team jerseys.
- d. All players on reserve or substitute as well as asst coach **must be seated** during games except only during momentary celebrations or when a player is about to be substituted.

9. Game Sheets and Referees' Reports

- a. All game sheets and referee reports must be returned to CSA website manager, by the Match Commissioner (MC), as soon as possible after the completion of a game.
- b. Game sheets must be signed by the referee and each team's MM (TMM).

10. Extraordinary Weather

- a. In the event of severe weather (e.g., continuous heavy rain, lightning, excessive heat), the Organizing Committee has the authority to change the duration of games or any other function of the tournament, including such things as the following:
 - i. Relocate and/or reschedule any games.
 - ii. Reduce, by up to 50 per cent, the scheduled duration of any game (including playoffs).
 - iii. Cancel any game in the preliminary round that has no bearing in deciding group winners.
- b. A game is considered complete when 50 per cent or less of the playing time remained when the game was terminated by the referee.
- c. In the event of total cancellation of the tournament, CSA reserves the right to refund a portion of the registration fee.

11. Failure to Show

- a. A team shall be allowed a **30-minute** period of grace after the scheduled kick-off time before it is considered that they have failed to show.
- b. A minimum of seven players constitutes a team and the game will be started if a team has at least this number of players. The period of grace may be allowed only if there are less than the minimum players required.
- c. In the event of a failure to show, the offending team shall forfeit the game. If both teams fail to show, the Organizing Committee will make a ruling.

12. Abandoned/Forfeited Games



- a. The Organizing Committee will review the circumstances of any team that abandons (quits) a game before it is completed and decides whether the team shall forfeit the game.
- b. At the discretion of the Organizing Committee, teams that abandoned a game, fail to show, or otherwise forfeit a game will be subject to a dismissal from the tournament and all entry fees and bonds forfeited without appeal. Furthermore, such action will be reported to the governing body of the team involved.
- c. All opponents of a team who have forfeited a game will be awarded a win and three points in preliminary standings (**score recorded as 3-0**).

13. Player Uniforms and Equipment

- a. Players must wear a number on the back of their shirts. Each player on a team shall have a different number and this number must coincide with the player's name and number as shown on the entry form and game sheet.
- b. If the colours clash, the home team will change colours. A coin toss may also be used to decide which team changes colour.
- c. At the Organizing Committee's discretion, a team that does not observe the colour change or shirt requirements of this rule may forfeit the game.
- d. The Organizing Committee and/or competing teams shall supply the game ball.
- e. All Players and participant in the tournament **MUST** wear required protective gears such as shin guards, soccer socks and boots with approved cleats to play all tournament games. No jewellery, glasses or any other item considered unsafe by match officials are allowed to be worn during games. Match officials reserve the right to prevent non-compliant players and participants from playing.

14. Field Supervision

- a. Match Commissioner (MC) working with match officials shall coordinate all games on behalf of the Organizing Committee. They shall act on behalf of the referee on the sidelines to prevent escalation of issues.
- b. Each team must present a Team Match Marshall (TMM) at every game. The TMM is responsible to ensure that players and spectators comply with all rules and guidelines as communicated by organizing committee (represented by the designated MDM). **Any team that fails to present a TMM at each game, shall be fined \$50.**
- c. While the referee is the primary officer responsible for applying the laws of the game, they shall work closely with the MDMs to ensure smooth running of all games. Players, coaching crew and spectators **AGREE** to cooperate with our officials and comply with all rules and instructions passed on by the Organizing Committee.
- d. Players, teams or any individual found violating any rules or causing disruptions shall be **fined \$1000** and reported to law enforcement agencies.

15. Protests

- a. All protests will only be entertained if received within 1 hour after the completion of the game in question.
- b. All protests must be written and accompanied with the protest fee of \$50.00 payable by cash or money order only. Protest fee will be refunded if the protest in question is deemed to be valid.

16. Video Assisted Referees (VAR)

- a. VAR will be used for knockout games, leveraging drones, or any cameras operated only by CSA sanctioned officials.
- b. The use of VAR will follow the requirements defined in the IFAB laws of the game to the extent practicable, as determined by the match officials.



- c. Only the referee can initiate a review; the VAR (and other match officials can only recommend a 'review' to the referee.
- d. As the VAR will automatically 'check' every situation/decision, there is no need for coaches or players to request a 'review'.
- e. Players, substitutes and team officials must not attempt to influence or interfere with the review process, including when the final decision is communicated.
- f. During the review process, players should remain on the field of play; substitutes and team officials should remain off the field of play.
- g. A player/substitute/substitute/team official who excessively shows the "TV signal" or enters the RRA will be cautioned.
- h. A player/substitute/team official who enters the video operation room (VOR) will be sent off.

17. Code of Conduct

- a. In addition to the rules that shall be enforced by match officials in line with the laws of the game, the following procedures shall be applied in cases of players and/or coaches' misconduct.

Red Card issued to a player:

- Player will be made to vacate the game and the match venue.
- Player will not be allowed to play one game after the game in which they were suspended.
- The impacted player team will be required to pay a misconduct fee of \$100 before being featured in any other game.

Yellow Card issued to a player:

- Players and team officials who receive up to **3** cautions which did not result in a red card shall be suspended from the next game and fined \$20.
- An official warning letter shall be issued to the offending player or team official.

Match Official Assault

- The offender shall be immediately suspended from all tournament games, pending a hearing by the Organizing Committee
- If found guilty, the offender will be permanently suspended from the tournament and the team will be required to pay a \$200 fine.

18. General

- a. The Organizing Committee will not be responsible for any expenses incurred by any team if the tournament is canceled in whole or in part.
- b. The Organizing Committee and the CSA reserve the right to decide on all matters pertaining to the tournament, whether addressed or not in this tournament rules.
- c. The organizing committee, the CSA and its Board is not be liable for any injuries sustained by a player, coach, spectators, and volunteers during and after the tournament.

