



Mini Community Premier

EDMONTON MINOR SOCCER ASSOCIATION

Rules & Regulations

Outdoor 2017 – Indoor 2017/2018

Preface

This publication constitutes the Rules and Regulations of the Edmonton Minor Soccer Association (EMSA). Any questions or issues concerning any aspect of EMSA's programs which are not covered in this publication must be referred to the EMSA Board of Directors, or their appointed representatives, for determination. In such event, EMSA may refer to and rely upon the then current provisions of the Alberta Soccer Association's (ASA) rules and regulations.

These Rules and Regulations are binding. They can only be changed:

- (a) by the members of EMSA at an annual general meeting; or
- (b) by the EMSA Board of Directors who, pursuant to the bylaws of EMSA, may grant special dispensations from any provision of these Rules and Regulations having regard to the objectives of EMSA;

except for any provisions that are overridden (expressly or implicitly) by decisions or other determinations made by the ASA or the Canadian Soccer Association.

These Rules and Regulations refer to the FIFA Laws of the Game, which can be found online at www.fifa.com, and to the ASA forms, which can be found online at www.emsamain.com or www.albertasoccer.com.

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SECTION 1 - BACKGROUND

1.1 Objectives

Edmonton Minor Soccer Association (“**EMSA**”) is a volunteer organization with the objectives set out in its bylaws (the “**Bylaws**”), which are to: (a) promote, develop and govern youth soccer in the City of Edmonton, (b) foster and encourage good character and sportsmanship, in all participants, through the principles of fair play, and (c) ensure the welfare and fulfillment of each individual player.

1.2 Affiliations

EMSA is affiliated with the Alberta Soccer Association (“**ASA**”) and the Canadian Soccer Association (“**CSA**”), and generally follows their rules and regulations except as set out in these Rules and Regulations or as otherwise determined by the EMSA Board of Directors (the “**EMSA Board**”). EMSA is also affiliated with the Edmonton Federation of Community Leagues (the “**EFCL**”) and operates in close cooperation with the City of Edmonton.

SECTION 2 - PROGRAM STRUCTURE

2.1 Geographical Scope

EMSA provides its programs within the City of Edmonton and the City of Spruce Grove.

2.2 Communities

The key members of EMSA are the communities (“**Communities**”), as represented by their community leagues (“**Community Leagues**”) that are a member of the EFCL, who have applied and been accepted for membership in EMSA. In addition, the City of Spruce Grove is a Community. EMSA acknowledges the valuable contribution of Communities to the development of youth and soccer in Edmonton and Spruce Grove.

2.3 Zones

Communities are grouped together into six (6) separate geographical zones (“**Zones**”) referred to as:

- (a) EMSA MILL WOODS;
- (b) EMSA WEST;
- (c) EMSA SOUTHWEST;
- (d) EMSA NORTH;
- (e) EMSA SOUTHEAST; and
- (f) EMSA SPRUCE GROVE;

with the geographical boundaries as determined from time to time by the EMSA Board (please consult EMSA for up-to-date boundary information). Each Zone is represented by an incorporated society (a “**Zone Organization**”).

2.4 Parent Organizations

EMSA's parent organizations ("**Parent Organizations**") are Community Leagues and Zone Organizations, or associated groups recognized by a Community League or Zone Organization, that have entered, for participation in EMSA's programs, one (1) or more teams comprised of players from Communities. A directory of Parent Organizations is maintained by EMSA (please consult EMSA for up-to-date information).

2.5 Responsibilities of Parent Organizations

Each Parent Organization shall:

- (a) register with EMSA **all** of their teams and players from the U4 to U18 age groups;
- (b) register team names with EMSA (For the purpose of these Rules and Regulations, in keeping with FIFA/CSA/ASA rules, a team is considered a group of minimum 7 players).
- (c) appoint delegates to exercise their voting rights (if any) at meetings of the members of EMSA, including the annual general meeting;
- (d) appoint officers to assist in the administration of EMSA as required or requested; and
- (e) maintain and control discipline amongst their own members and ensure compliance by their members with all of EMSA's requirements (including these Rules and Regulations) governing the EMSA programs in which they are participating.

2.6 Responsibilities of Zone Organizations

Each Zone Organization shall:

- (a) recommend community playing evenings for the U4 to U14 age groups;
- (b) declare in writing to the EMSA office no later than June 1st for the outdoor season, the age, gender, and category for each team they are sending to the city championships;
- (c) send copies of the minutes of all its meetings to EMSA, promptly after the meeting or upon the request of EMSA;
- (d) submit referee lists to EMSA by June 1st and September 1st of each year so that these referees may be used for games organized or scheduled by EMSA (for example, for the city championships, fall tournament and inter-city cup for the outdoor season, and for all games during the indoor season);

- (e) ensure all league directors and persons holding other volunteer positions are complying with EMSA's requirements (including these Rules and Regulations);
- (f) provide the number of volunteers, and ensure their attendance, as required by EMSA for tournaments such as the city championship, fall tournament, inter-city cup and other tournaments hosted by the EMSA;
- (g) register teams and players as required by EMSA;
- (h) register team names and colors as required by EMSA;
- (i) appoint officers to assist in the administration of EMSA as required or requested;
- (j) maintain and control discipline amongst their own members and ensure compliance by their members with all of EMSA's requirements (including these Rules and Regulations) governing the EMSA programs in which they are participating; and
- (k) ensure the presence of at least one (1) zone representative at every EMSA Board meeting.

2.7 Seasons

EMSA's program consists of two seasons, as follows:

- (a) Outdoor Season:
 - (i) for the community program - May to July; and
 - (ii) for the Tier 1, 2 and 3 program – May to October; and
- (b) Indoor Season: October to April.

2.8 Out of District Teams

Teams ("**Out of District Teams**") from organizations ("**Out of District Organizations**") other than Parent Organizations may participate in EMSA's programs, subject to the following:

- (a) all these teams shall participate through a Zone Organization as approved by that Zone Organization; and
- (b) teams from an organization that did not participate in EMSA's programs the previous season will be assigned to a specific Zone Organization as determined by the EMSA Board, and all teams from that organization (including all age groups and tiers from that organization) shall participate through the same Zone Organization unless otherwise permitted by the EMSA Board.

- (c) any Out of District Team participating in EMSA competitions can only carry a maximum of 3 Edmonton-residing players.

SECTION 3 – PROGRAM DETAILS

3.1 Overview

EMSA offers the following programs, separately for boys and girls, as broadly described below:

- (a) **Annual Programs** include select programs (the EMSA Club Tier 1, 2 & 3 Program), city-wide league competitions in U16 & U18 age categories, community-level competitions within Zones in all age categories where a sufficient number of teams warrant them, and city championships for all U12 and U14 age categories as entries warrant.
- (b) **Special Programs** include such occasional events as week-end age-level festivals, the inter-cities competition and all-star competitions with other ASA districts.

3.2 General Policies

EMSA observes the following policies regarding the organization and conduct of EMSA's programs and the responsibilities of the EMSA Board, EMSA Staff, Zone Organizations and member Communities sponsoring teams.

- 3.2(1)** EMSA will provide competitive programs of play leading to city-wide, district, and provincial championships (where offered) in the U10 and older age categories where the numbers of teams warrant, and a mini-soccer program in the U10 and younger age categories, again where the number of teams warrants such a program.
- 3.2(2)** Soccer programs should be designed to accommodate different skill levels of young players of such caliber as best accommodates their skill level. Consequently, EMSA recognizes many divisions of play reflecting differing skill levels as defined and described below.
 - (a) EMSA Club Program (Tiers 1 and 2): Accommodates select teams composed of players who have proven to be of the highest level of competitive soccer. These teams may be eligible to compete for district, provincial & national championships.
 - (b) EMSA Club Program (Tier 3): Accommodates those teams having players with better than average skills. These teams may be eligible to compete for league, zone, city, district and provincial championships.
 - (c) Tier 4: Accommodates teams composed of players of average skill. These teams may be eligible to compete for league, zone, city, and, in some age categories, provincial championships.

(d) Tier 5 & Lower: Arranged for teams with players having a lesser skill level than appropriate for tier 4 teams. These teams may be eligible to compete for league, zone and city championships, and inter-city cups.

3.2(3) In accordance with the Bylaws, EMSA recognizes and upholds the right of the Zone Organizations to decide how to assess the skill levels of players and place them on appropriate teams within the same community organization, provided all other rules and regulations are satisfactorily met.

3.2(4) The organization and conduct of city-wide league play, the EMSA Club Tier 1, 2, and 3 Program, the Tier 4 Program, the city championships, and any further competitions that lead to provincial championships, shall be the primary responsibility of the EMSA, acting jointly with their appropriate counterparts in Zone Organizations.

3.2(5) Organization and conduct of all community-level programs where play takes place wholly, or primarily, within a single Zone shall be the responsibility of member Community Leagues and organizations authorized by the Community Leagues, all acting through their Zone Organizations. In planning and administering these programs, Zone Organizations will abide by these Rules and Regulations.

3.2(6) It is mandatory for all indoor teams to assign a parent (or other responsible attendant) to monitor practices held in school gyms.

3.2(7) Post-Season Commitment: Zone Organizations must submit their teams' post-season commitment forms to EMSA as follows:

Tier 4 teams and lower:	Indoor Season – Last Working day in January
	Outdoor Season – Last Working Day in May
Club Teams:	For both Indoor and Outdoor Seasons: One (1) month prior to the first youth Provincial Competition Date (as set by ASA)

3.2(8) Tournament Rules: All EMSA sanctioned tournaments must, in their tournament rule document, include a rule that requires that all teams (including non-EMSA teams) to submit their ASA official roster before the competition start date. The tournament organizer, as per request of the team and only due to special circumstances, may waive that condition by granting a special dispensation.

3.3 Annual Programs - EMSA Club League Competition

3.3(1) The EMSA Club Tier 1, 2, and 3 Program will operate a city-wide competition among the teams entered in any age/gender category (U10 and older) that has four or more teams entered in it, the organization and direction of league play being the joint responsibility of a designated member of the EMSA Board acting through the EMSA office and a committee of the Zone Organization representatives to oversee it (collectively the "**Club Director Group**"). Teams

must be formed age appropriate (except as noted below) but can declare/play in any Club division that they are suitable for skill wise. For every three Club teams that a club has in a particular age group/gender, two of those teams must be formed age appropriate and the third team can be a mixed team of any combination of first and second year players. During the pre-season team allocation meeting, the Club Director Group reserves the right to vote on a team's tier placement (for both EMSA and Out of District Teams) should they feel they are not being declared in the appropriate grouping.

- 3.3(2)** Where there are three (3) or fewer teams entered in the program in a given age/gender category, the EMSA Board member in charge of the program will arrange to play an inter-locking schedule with two (2) or more divisions if possible.
- 3.3(3)** Teams entered in the EMSA Club Tier 1, 2 and 3 leagues will normally be "select" teams chosen on a zone-wide basis through try-out sessions organized & conducted by the respective Zone Organizations. All players in the relevant age/gender category within a zone shall be eligible to try out for a tier 1, 2 or 3 team in their zone. Zone directors/executives shall have the power to choose any other team in the zone as a club league representative.
- 3.3(4)** The previous provision notwithstanding, community-level teams that chose to compete as a Zone club team need to obtain permission to do so from their Zone Organization.
- 3.3(5)** Out of District Organizations whose teams play in EMSA programs may enter "club" teams or community level teams in the EMSA Club Program, but may not compete for Edmonton District play-off bids for any provincial-level championships for which elite teams are eligible.
- 3.3(6)** If a zone has 2 or more spots/teams designated at the tier 2 level, in any age category (U12- U18), one (1) spot/team must be designated / promoted to the tier 1 level. This means that the top 16-20 players of the two (2) or more teams should form and make up this tier 1 team / spot. This rule is subject to special circumstances. Cases where special circumstances arise can be dealt with by the EMSA Board on a case by case basis. This rule will not affect Zones who already have a tier 1 team declared in the category in question.
- 3.3(7)** Each Zone Organization must initially declare at least one (1) tier 2 or higher league team provided that they meet the minimum numbers listed below. This must be done by the EMSA declaration deadline for each season. EMSA & its Club League Directors will have the ability to place declared teams into appropriate groupings. (Please note that if a Zone Organization were to meet the minimum criteria listed below for declaring tier 2 teams & chooses to submit a team for the tier 1 program, they are not obligated to submit a tier 2 team in that same category for the current outdoor & indoor season).

U12 and U14:

One (1) team where there are eleven or more teams registered in an age/gender category within the Zone.

U16 and U18

One (1) team where there are six (6) or more teams registered in an age/gender category within a Zone.

- 3.3(8)** Each Zone Organization & Out of District Organization must declare its intention to participate in the EMSA Club Program to the EMSA office in writing (as per the EMSA declaration forms provided) no later than the applicable seasons' declaration deadline (as set or approved by the EMSA Board). The team colors of declared teams must be registered with EMSA office at that time. Formal registration of those teams will take place at the applicable seasons' team registration date.
- 3.3(9)** If a Zone Organization chooses not to place teams in the EMSA Club program in a particular category notwithstanding that it has met the minimum criteria to do so, EMSA will not permit the entire age category/gender from that Zone to participate in the EMSA city championships, inter-cities or Provincials. A Zone Organization may choose not to enter any Club Teams but in doing so will forfeit the right to have its representatives participate in any policy making regarding the program or decisions regarding the conduct of the program for that season (indoor or outdoor).
- 3.3(10)** Each Zone Organization participating in the EMSA Club Program should designate specific fields of appropriate size for the age levels of the teams entered from it to be used as their "home" fields. Regulation-size nets and flagpoles, and proper and complete field markings, are required for all fields used for club level play.
- 3.3(11)** Referees who have successfully completed a level III or IV referee course, but are not of age to be officially identified as level III referees (Youth Competitive) shall be considered for officiating club games provided that they are one (1) full age category older than the category they are refereeing.

3.4 Annual Programs - City-Wide League Programs

- 3.4(1)** City-wide leagues will be provided at the U10, U12, U14, U16 and U18 level of play for both the boys and the girls programs.
- 3.4(2)** The organization and conduct of these city-wide leagues will be the responsibility of EMSA with representatives from the Zone Organizations which have teams in city-wide league play.
- 3.4(3)** Each Zone Organization must initially declare at least one (1) tier 3 or higher team provided that they meet the minimum numbers listed below. This must occur by the EMSA declaration deadline for each season. EMSA & its city-wide directors will have the ability to place declared teams into appropriate groupings.

U12 and U14:

One team where there are six (6) or more teams registered in an age/gender category the Zone.

U16 and U18

One (1) team where there are four or more teams registered in an age/gender category within a Zone.

- 3.4(4)** Each Zone Organization participating in the tier 3 city-wide leagues must designate specific fields of appropriate sizes for the age levels of the teams entered from it to be used as their "home" fields. Regulation-sized nets and flagpoles, and proper and complete field markings, are required for all fields used for city-wide league play.
- 3.4(5)** Referees having Class III, district certification or higher shall be used for games played in the tier 3 city-wide leagues and no game should be played without at least one (1) linesmen available (a person from the home & visiting team can be designated as a lines person if need be). Referees who have successfully completed an adult entry level or youth entry level referee course, but are not of age to be officially identified as Class III referees (District) shall be considered for officiating tier 1, 2 or 3 city wide games provided that they are one (1) full age category older than the category they are refereeing.
- 3.4(6)** If a Zone Organization chooses not to place teams in the EMSA tier 3 program notwithstanding that it has met the minimum criteria to do so, EMSA will not permit the entire age category/gender from that Zone to participate in the EMSA city championships, inter-cities & provincials. A Zone Organization may choose not to enter any tier 3 Teams but in doing so will forfeit the right to have its representatives participate in any policy making regarding the program or decisions regarding the conduct to the program (indoor or outdoor).
- 3.4(7)** EMSA shall assign any community based tier 4 soccer team to the tier 3 level if that same team has won at least 80% of its games, retains at least 60% of its players and has won a medal in the Tier 4 Provincials in the preceding soccer season. This assignment is governed by the following policies:
- (a) the team must join EMSA's Club Soccer Program in their Zone at the tier 3 level in their current age category;
 - (b) the team will be grandfathered as constituted for the current season only; and
 - (c) all players on that team will be invited to their Zone's Club soccer tryouts.

All U18 teams shall be exempt from this rule including teams moving from U16 to U18.

3.5 Annual Programs - Community-level Programs

- 3.5(1)** Each Zone Organization shall organize leagues in each age/gender category from U4 through U18 for community level teams in each skill level from tier 4 & lower, where the number of teams is sufficient to do so. Both a preliminary round and a main round of play should be provided.

- 3.5(2)** Zone Organizations not having a sufficient number of teams to organize leagues at a given skill level in a specific age/gender category may arrange for those teams they do have at that level to play in leagues formed at the appropriate level in another Zone.
- 3.5(3)** If a Community has three (3) or more teams registered in a U12 or U14 gender category, then one (1) of those teams must be designated as a tier 4 team in that category within the Zone.
- (a) If a Zone has four (4) or more teams registered in a U16, or U18 gender category, it must designate at least one (1) of those teams as a tier 4 teams for zone league play or city- wide league play.
 - (b) In the community-level U14 age / gender categories, there must be at least two (2) divisions where the number of teams permits: tier 4 and tier 5.
 - (c) In any age/gender category where a community has two (2) teams, one (1) of them must be designated a tier 5 team for league play in the Zone or outside it, as circumstances warrant.
 - (d) EMSA adopts the format and rules and regulations of the CSA / ASA U6, U8 and U10 Mini Soccer Programs except for the number of players on a team since this can vary drastically from game to game at this level. Instead the number of players on a team roster at this level should be modified as reflected in Section 4.4.

3.6 Annual Programs - City Championships

- 3.6(1)** EMSA will provide a city-wide play-off competition at the end of the outdoor season to determine city champions for tier 5 and lower tiers teams and such other medals as it should wish to recognize at each competitive skill level in each of the competitive age / gender categories where regular season play was organized at the competitive U10 city- wide and older age levels unless the EMSA Board decides otherwise.
- 3.6(2)** The organization and conduct of the city championships shall be the responsibility of the EMSA Board, acting through its Tournament Director who shall oversee operations. The EMSA Board may delegate the conduct of the championships to a specific Zone, acting as host for the competition on EMSA's behalf.
- 3.6(3)** EMSA will provide a qualified referee and, where possible, two (2) linepersons for each game in the city championships.
- 3.6(4)** All special rules and regulations pertaining to the city championships shall be specified by the Tournament Director and affirmed by the EMSA Board at least ten (10) days prior to the start of the competition.

- 3.6(5)** Each Zone shall designate which teams will represent it as its zone champion at each skill level in each age/gender category in which it will be represented at the city championships.
- 3.6(6)** Where for some reason a Zone must specify an alternate team to the one originally chosen to represent it, the coach of that alternate team must be informed of the decision at least 48 hours before the start of the competition and the Zone or the substitute team must inform the EMSA office of that team's availability to take part no later than 10:00 a.m. of the Friday of the week preceding the start of the city championships.
- 3.6(7)** Three (3) teams will advance from each conference to U-16 city championships.
- 3.6(8)** Up to four (4) trialists will be allowed for teams advancing to city championships. Trialists must be in compliance with these Rules and Regulations, and cannot be from another team advancing to city championships. Completed EMSA city finals trialist forms for each trialist must be received by the EMSA office or city championships headquarters a minimum of one (1) hour prior to the game they will be playing. Teams competing in city championships in their age group are allowed to use trialists from the same age group, and the same or lower tier, in order to replace missing players from the team's current registered roster.

3.7 Special Programs

- 3.7(1)** Special Programs include the select and all-star programs. Teams participating in Special Programs are grandfathered as constituted for the current season only.
- 3.7(2)** The games in special programs are arranged as circumstances permit. The rules of competition are laid down by each organizing committee. It is expected of coaches that they will support and cooperate with these programs.
- 3.7(3)** Representation may be made to the League Director for re-scheduling considerations if exceptional circumstances prevail (i.e. death or serious injury).

3.8 Injuries and Liability Insurance

- 3.8(1)** All EMSA registered players and team officials involved in EMSA sanctioned events are provided limited insurance coverage through a commercial general liability, sport accident and excess travel insurance policy issued to the ASA. Chaperons and game officials are included in this coverage, but Zone and Community directors are not. EMSA acquires additional insurance coverage as the EMSA Board determines necessary from time to time. For the current benefit scale and the scope of coverage, contact the EMSA office. It is recommended that Community Leagues, Zone Organizations and affiliated organization arrange for supplemental insurance as necessary or required.
- 3.8(2)** Note to tournament organizers requesting EMSA sanction - EMSA requires that in your tournament information package you advise out of town teams that the EMSA insurance (through the Alberta Soccer Association) may not cover their teams if they are not registered with EMSA or ASA.

SECTION 4 – REGISTRATION REGULATIONS

4.1 Registration Fees

- 4.1(1)** Team registration fees, set annually by EMSA, are to be paid in full on or before the annual team registration date. Cheques will be made payable to the Zone Organization in which the team applies who will in turn forward fees to the EMSA Office. There will be a surcharge on all N.S.F. cheques.
- 4.1(2)** A team shall not be eligible for participation in an EMSA program unless all outstanding debts owed to EMSA, ASA and CSA have been discharged by the associated Parent Organization.
- 4.1(3)** Refunds for non-formed outdoor teams must be requested prior to May 20th of the current year. Refunds for non-formed indoor teams may be requested in writing prior to November 1st of the current year. In either case, an administration fee may be charged.

4.2 Team Registration

- 4.2(1)** Parent Organizations and Out of District Organizations in good standing with EMSA, ASA and CSA may register teams.
- 4.2(2)** The team application date is set each year. The designated EMSA team application form is to be used and to be signed by the soccer coordinator of the Parent Organization. Team applications are subject to acceptance by EMSA.
- 4.2(3)** Every team within a Parent Organization must be registered with EMSA through its associated Zone Organization by their Parent Organization. This registration is valid for one (1) season. Team registration will be considered valid and completed only through the EMSA on-line soccer database system (EMSA Soccer Portal).
- 4.2(4)** EMSA reserves the right to decide where a team may play.
- 4.2(5)** Where there are insufficient players to form and register a full team (as set out in Section 4.4 (Team Rosters)) within a Zone, application can be made to EMSA for the right to amalgamate two (2) or more Zones within the subject Zone for the purpose of forming a team with sufficient number of players. Applications shall first be endorsed by each respective Zone committee and secondly approved by EMSA prior to the commencement of the current season.
- 4.2(6)** Subject to the requirements of Section 2.8 (Out of District Teams), Out of District Organizations may register their teams with EMSA provided that their declarations are submitted by their district office/president. For the outdoor season, if the outside district would like to enter their teams into a Zone league (where the EMSA office does not directly run/administer that age group/division) they must register their teams with the Zone Organization that is closest to their district geographically.

4.3 Age Group Categories

Categories shall be comprised of teams of players who have been born within the following dates:

OUTDOOR:

Age Groups - Outdoor 2017								
	U4	U6	U8	U10	U12	U14	U16	U18
Birth year	2013	2011 2012	2009 2010	2007 2008	2005 2006	2003 2004	2001 2002	1999 2000

These apply for the 2017 Outdoor Season (ASA Rule).

INDOOR:

Age Groups - Indoor 2017-18								
	U4	U6	U8	U10	U12	U14	U16	U18
Birth year	2014	2012 2013	2010 2011	2008 2009	2006 2007	2004 2005	2002 2003	2000 2001

These apply for the 2017/2018 Indoor Season (ASA Rule).

4.4 Team Rosters

Teams (including all community, city-wide and club teams) are limited to a maximum number of players whom they can have registered and dressed at any one (1) time during the season according to the list below. Should a team be granted special dispensation to register extra players above the allowed maximum number, they are also permitted to dress that many players during the EMSA regular season. During inter-cities and provincials, teams will only be permitted to dress up to the ASA roster limit.

OUTDOOR:

U4	10 Players
U6	10 Players
U8	12 Players
U8 Club	16 Players
U10	16 Players
U12	16 Players
U14, U16, U18	20 players

INDOOR:

U4	10 Players
U6	14 Players
U8	14 Players
U8 Club	16 Players
U10	16 Players
U12	16 Players
U14, U16, U18	20 players

4.5 Player Registration

- 4.5(1)** Players must first contact the Parent Organization in which they reside to see if their organization offers any kind of EMSA program before being released or transferred to another Parent Organization.
- 4.5(2)** Time is required to guarantee process of new registration(s) through the EMSA Registrar.
- 4.5(3)** Teams are asked to have their registration submitted to the zone registrar well in advance to ensure its completion prior to their next game. Please be aware that a zone registrar's signature is required on all forms before the registration process begins with the EMSA Registrar.
- 4.5(4)** The EMSA new player registration deadline is one (1) week prior to Cup Play-off or City Finals competition (the first date on a tournament type schedule following the main round). No new players may be registered after this date. Please note that players may not participate until they are registered with the EMSA. This will not overrule any registration dates imposed by the ASA for provincial competitions.
- 4.5(5)** Proof of age can be provided ONLY BY copies of birth certificates, baptismal certificates, passports, landed immigrant papers, Alberta Healthcare (with full first and last names) or affidavits for players not previously registered with a player card. Affidavits must be signed by the parents or guardians of the player and witnessed by a Commissioner of Oaths. The burden of proof of age rests with the player, parent and/or coach.
- 4.5(6)** All players in U10 and U12 City-Wide, Club Division A & B, and U-14 and older, will require an EMSA player card. These identification cards shall be made available for presentation to the referee prior to kickoff (by each individual player so that the game official may compare the picture to the player and the name of the card to the game sheet).
- 4.5(7)** Player cards are required at every game for presentation to the game, team and association officials.
- 4.5(8)** Replacement player cards (for those players that have been issued a player card previously by EMSA) will be at a cost of \$20.00 to the individual player or coach who receives a replacement card.
- 4.5(9)** Player cards are valid for no more than three (3) years from date of issue. (The \$20.00 replacement fee for lost or replacement cards will not be charged if the original outdated player's card is submitted with the new card and photo.)
- 4.5(10)** Player cards are the property of EMSA.
- 4.5(11)** Contracts and Agreements that have been entered into with players before the Outdoor Team Application Date shall be considered null and void by EMSA.

- 4.5(12) New player applications after the player registration date shall be completed and submitted to the appropriate Registrar who will then forward it on the EMSA per current office policies.
- 4.5(13) Teams participating in City Cup Championships may not register new players less than one (1) week prior to the commencement of the competition.
- 4.5(14) Teams are required to have present at every game the valid copy of all registrations for those players participating, for inspection at any time by game, team, and Association Officials.
- 4.5(15) Except for additional players to teams, all players (minimum seven (7)) must have been registered by the EMSA registrar no later than May 10th of the current year. Teams with not enough players (less than seven (7)) by May 10th to form a team, will not be permitted to participate in City Finals and the Parent Organization may be assessed an administration fee by the EMSA Board of Directors.
- 4.5(16) If a team registers more than three (3) players, who during the previous one (1) or two (2) seasons were registered in the Division A or Division B league, the team must be declared a Club team by the hosting EMSA zone.
- 4.5(17) As per the ASA rules & regulations, players must first register with a youth team prior to registering with an adult team.
- 4.5(18) Any EMSA Registered player who plays with a team in an adult program at the major league or club level, can participate in the EMSA Program only at a Club A level.
- 4.5(19) A player is allowed to play for more than one (1) amateur team; however, a player may not register for more than one (1) team in the same league or cup or youth age group competition. A registered youth player may play for an amateur senior team in any senior competition without that player losing their youth status.
- 4.5(20) Players may only register with one (1) youth soccer association at one (1) time during a season. (i.e.: a player cannot register to play for both EMSA and EIYSA during a season). A player may only register for one (1) youth team at any one (1) time.
- 4.5(21) Any youth EMSA registered player must have attained his / her 16th birthday in order to become eligible to participate in adult league games, and or as a guest player. Failure to comply for the first time with this rule will represent a caution for the player, and in case of a second offence, the cancellation for the season of his / her EMSA registration.

4.6 Player Recruitment - All EMSA Divisions

- 4.6(1) EMSA recognizes community league boundaries and address of permanent residence as a condition of registration. All players registered with EMSA from within the City of Edmonton must be current Community League Members, in

good standing of the Community within which they reside (as per article 2, Edmonton Federation of Community League's "Code of Ethics").

- 4.6(2) Teams formed by a zone shall be assigned by EMSA to one (1) of six (6) geographical zones as described under Section 2.3.
- 4.6(3) Recruiting (poaching) is not permitted from other Zones; however, players may choose to play outside their respective Zones. They will be classified as imports and must follow the rules as stated in Section 4.7. This will also apply to recruits from outside the City of Edmonton. Notwithstanding the Edmonton Minor Soccer Association's (EMSA) rule on no import restrictions on teams within zone boundaries, EMSA prohibits the poaching of players. It is a serious offence for any community or team, through its responsible officers or representatives, to induce or attempt to induce a player who is under the jurisdiction of EMSA to leave his community or team for another. Such inducement which may be to the detriment of the community or team will be penalized. The offence shall be dealt with at a hearing called for that purpose by the EMSA Discipline Director, and at which all involved parties will be invited to attend. If found guilty, the person(s) and/or organization shall be assessed a minimum administration fee of \$100.00 and suspended from soccer participation for a period of not less than one (1) month of the current playing season. The suspension will apply to any tournaments or championships which may fall within the suspension period.
- 4.6(4) All duly registered communities are assigned to one (1) of six (6) geographical zones by EMSA.
- 4.6(5) Player Availability (Free Agents) - The EMSA team declaration deadline will be the cutoff date for player to be available for a team.

4.7 Import Regulations

- 4.7(1) The following types of players shall be considered IMPORTS:
 - (a) Those players that participate outside their residing zone when that same zone provides soccer at an age group suitable for that individual;
 - (b) [intentionally deleted]
 - (c) Those players who register for a team outside the zone in which they reside which provides a soccer program at their age level (regardless if the teams within the zone are considered full or not).
 - (d) INDOOR: Those players residing in one of the ASA Districts other than Edmonton wishing to register for a different District (other than Edmonton) when that team participates in the EMSA program. These players must obtain a written release on a New Players Registration Form from the Zone/District in which they reside.
 - (e) Teams or players moving from EIYSA to EMSA will be grandfathered. Once a player has been grandfathered on an EMSA team, he/she loses their grandfather status if he/she transfers to another team. All other

import rules and regulations will apply. This rule applies for the outdoor league as well.

- (f) Any player who has played with a team from their zone of residence or club continuously for four (4) or more seasons will not be considered an import if any time after that their residence changes to another zone.

4.7(2) Guidelines with respect to the admittance of teams from the Edmonton Inter-district Youth Soccer Association (EIYSA):

- (a) If an EIYSA coach is under suspension by EMSA, he must first receive removal of the suspension by presenting a written request to EMSA Discipline Committee.
- (b) An EIYSA team/club shall make a request to its resident EMSA Zone for approval to join EMSA's Club A programs.
- (c) It is that Zone's responsibility to vet the request and decides if it wishes to admit the team/club into its Club A programs.
- (d) In no uncertain terms, the Zone must inform the requestor that if it is admitted into the Zone's Club A programs, it must adhere to all the Zone's and EMSA's Bylaws, Rules and Regulations and policies and procedures (it is preferable that this condition be in writing and signed off by both parties).
- (e) The Zone should obtain a firm commitment from the EIYSA team/club to fully support and assist the Zone in its soccer programs.
- (f) An EIYSA team/club shall have no choice of play location. It shall play in the Zone in which a majority of its players reside unless that Zone decides not to accept the team/club. In this instance, the team/club is free to approach other EMSA Zones.
- (g) EMSA will not object if one (1) or more of a club's teams want to play where the majority of its players reside, and the club organization joins another Zone.
- (h) The EIYSA team/club shall not move from its approved Zone.
- (j) The Zone shall inform all the other Zones and EMSA whether or not it has accepted or rejected a request from an EIYSA team/club.
- (k) It is each Zone's decision to have one (1) or two (2) club organizations within its boundaries.
- (l) The EIYSA team/club so admitted shall be grandfathered as described in EMSA's Rules and Regulations and policies and procedures thereto.

4.7(3) Imports Must Have a Release

- (a) Imports from zones must have a release per current EMSA office policies. This release is valid for the current season only. A child moving from a community to a community within a zone is not considered an import.
- (b) Notwithstanding EMSA's no import rule within a Zone; each Zone administration can pass policies and procedures to control the movement of players within its Zone, particularly where player movement may detrimentally affect one (1) or more communities. Each Zone is responsible for providing any remedy to these situations.
- (c) Prior to the beginning of each season, a zone may apply to the EMSA for the right to create and maintain an accurate list of imports for all their teams. The zone is required to submit a completed list of players being released to or from their zone to EMSA each season with the exception of those using the EMSA on-line soccer database system (EMSA Soccer Portal). Subsequent seasons, only new players who are being released need be attached to this list.

4.7(4) The movement of imports outside their assigned zones (excluding under 18 community level players) will require the approval of both the welcoming and relinquishing Zones, and finally, must be added to the master list of releases being kept by the EMSA Registrar for that season. Under 18 players are not required to attain a release from their zone if they are playing in their resident district (one of EMSA's 6 Zones). Players moving across district boundaries will require a release.

4.7(5) Players from zones which provide no soccer programs in a specific age group, gender and/or competition as confirmed by EMSA, may be recruited from that same zone by other Zones and will not be considered imports provided that all other rules and regulations have been met. If in the future their home zone offers a program at that level, this player will be considered an import and will count towards the maximum number of imports permitted for as long as he/she plays on that team.

4.7(6) Teams are restricted to the maximum number of imports that they can have registered at any one time in the season according to the following schedule:

Age	Category	Imports
a. U-6, U-8 and U-10	<i>(Tier 3 & Community)</i>	<i>maximum 2</i>
b. U-12 and U-14	<i>(Tier 3 & Community)</i>	<i>maximum 3</i>
c. U-16	<i>(Tier 3 & Community)</i>	<i>maximum 4</i>
d. U-18	<i>(All Divisions)</i>	<i>Unlimited</i>
e. U10 City-wide	<i>City Wide</i>	<i>maximum 3</i>
f. U12 and U14	<i>Division A (Tier 1 & 2)</i>	<i>maximum 6</i>
g. U16	<i>Division A (Tier 1 & 2)</i>	<i>maximum 7</i>

Special Note: See Section 4.7(1)(e) exception for club teams and players that have moved from EIYSA to EMSA.

4.8 Guest Players - Trialists

- 4.8(1)** For regular league play, any EMSA registered player may play in a higher tier (in the same age category) or higher age category. If divisions (tiers) are combined, you cannot use trialists from teams playing in the same combined division (tier) as your team.
- 4.8(2)** The movement must occur within the same EMSA Zone.
- 4.8(3)** Prior written approval of the coach or team designate of the team for which the player is registered must be obtained. The written approval (trialist form) must be surrendered to the referee at the start of the game or prior to the start of the second half if the trialist arrives late.
- 4.8(4)** The following conditions must also be met:
- (a) The trialist must be a registered player on an EMSA team for the current season (with the exception of Section 4.8(4)(d))
 - (b) No more than a total of three (3) such players can be recruited for any one (1) game up to the maximum allowed on a roster. Trialist players cannot be used to increase the roster size for a game greater than the team's registered roster size, except that club teams may use trialists to increase their game roster size up to the maximum roster size set out in Section 4.4 (Team Rosters). The player(s) will be noted as 'trialists' on the game sheet.
 - (c) Any player can be brought up for a maximum of five (5) league games (tournament and exhibition games do not count toward the total number of games a trialist plays for a team). The trialist/guest player(s) must be noted on the game sheet in the provided space prior to game start when the game sheet is given to the referee.
 - (d) No EMSA player may play on an EIYSA teams as a trialist at any time. No EIYSA player shall play on an EMSA team as a trialist at any time, with the exception that EIYSA players may play on an EMSA team as a trialist in tournament play.
 - (e) Teams from out of district who are participating in the EMSA program are permitted to use trialists from their parent organizations/zone/district as long as they are an ASA registered player for that season; they are from a lower division or lower age category; and the use of that trialist does not violate any EMSA or ASA rules.
 - (f) Club Players are ineligible to play as trialists on any Community teams.
 - (g) Tier 1 & 2 players are ineligible as trialists on all community teams and tier 3 teams of the same age group. However, tier 1 & 2 players can play as a trialist on a tier 3 team of an older age group provided all other conditions of the Trialist are followed. Example: A U14 tier 1 or 2 players can play as a trialist on a U16 tier 3 teams.

- (h) Players who are currently serving a suspension from EMSA or ASA are ineligible as trialists.
- (i) Up to four (4) Trialists will be allowed for teams advancing to City Finals. Trialists must be in compliance with EMSA rules and cannot be from another team advancing to City Finals.

PLEASE NOTE: Trialists are not permitted in Provincial Competitions. If additional players are needed for Provincials, they must be duly registered prior to the Player Transfer Deadline for your tier.

4.9 Player Transfers

Players may be transferred between Parent Organizations provided all other registration regulations are met. Other conditions are as follows:

- (a) Transfers of players to a lateral or lower tier after the season start date must occur prior to the 4th league game of the season for the team. Exhibition games do count towards a total amount of league games played by a team. All player transfers must be completed in writing, or through the EMSA on-line soccer database system (EMSA Soccer Portal).
- (b) Player transfers must be completed no less than seven (7) days prior to participation in the City Championships (Outdoor Only) provided that all Alberta Soccer Associations Rule & Regulations are met.
- (c) All outdoor transfers must take place prior to the deadlines EMSA has posted for that season.
- (d) Lateral transfers are not permitted except as set out in subparagraph (a) above.
- (e) In the absence of the coach, or when a player's coach has refused permission to play, players may go directly to the Zone President (or Zone President's designate) for approval. Note: Transfer releases are obligatory and cannot be denied (a player has the entitlement of movement).

INDOOR: Players may be transferred between Parent Organizations provided all other registration regulations are met. The deadline for transfers is seven (7) days prior to participation in the Indoor City Finals. A duly registered player may not transfer to, or play league or city play-off games for more than one (1) EMSA team in a given league in the course of the Indoor Season. This rule applies only for tier 5 and lower teams. Tier 1, 2, 3 and 4 teams must follow ASA transfer of player's deadline.

4.10 Sandbagging – Team Movement

EMSA reserves the right to move a team up to a higher age category or division / tier (within the same age category) if in its own opinion that a team is too strong for the division / tier they are currently participating in.

SECTION 5 - GAME REGULATIONS

5.1 Laws of the Game

The laws of the game of soccer, except where modified by these Rules and regulations, are the laws as most recently approved by the ASA.

5.2 Game Officials

5.2(1) Referee coordinators shall endeavor to appoint game officials (referees and linespersons) for each game. The home team is responsible for ensuring the provision of the game officials.

5.2(2) The referee exercises the powers granted to him by the laws of the game as soon as he enters the area of the field of play. His power to enforce the laws extends to the time when he leaves the field of play and its surrounding area.

5.2(3) The referee's decision on points-of-fact connected with the play is final as far as the results of the game are concerned (this should be kept in mind when filing a protest).

5.2(4) It is recommended that:

- (a) all game officials be registered with ASA; and
- (b) during all city-wide league games, three (3) officials be present (1 referee and 2 linespersons).

5.3 League Schedules – Outdoor Season

5.3(1) Schedules for city-wide programs are the responsibility of the EMSA Board. Zone executives are responsible for the scheduling of intra-zone competitions. The respective Zones are responsible for the program format that is implemented for the purpose of identifying zone champions (i.e., play-off formats) who will be eligible for the city or higher level championships. EMSA reserves the right to modify zone championship formats to ensure equal opportunity for all teams within that Zone, and those teams that would compete between the Zones.

5.3(2) Formats for deciding program champions (play-off structure, if any) shall be provided to all participating teams along with the league competitions schedule. Any changes to play-off formats, after the commencement of play, must be with the written consent of all involved teams or the majority support of the governing executive body.

5.3(3) Teams must adhere to all schedules as issued by EMSA or its affiliated Zones (schedules may be subject to change by the Zone or EMSA depending on prevailing conditions).

5.3(4) Changes affecting more than two (2) teams should be made by the League Director in consultation with the Zone executive.

- 5.3(5)** Rescheduling will be at the discretion of the Competitions/ League Director (provided all other rules and regulations are met), who in turn shall notify the concerned coaches and game official(s) of the new kickoff time at least 48 hours in advance.
- 5.3(6)** Game changes without the consent of the Competitions/League Director may be declared invalid and no points will be awarded for that game.
- 5.3(7)** Teams will be awarded 3 points for a win, 0 points for a loss and 1 point for a tie from their league games in the league standings in both the indoor and outdoor seasons.

5.4 League Schedules – Indoor Season

- 5.4(1)** Schedules for all indoor season programs are the responsibility of the EMSA Board.
- 5.4(2)** Formats for deciding champions (play-off structure, if any) shall be provided to all participating teams along with their main round competitions schedule. Any changes to play-off formats, after the commencement of play, must be with the approval of the EMSA Board.
- 5.4(3)** Teams must adhere to all schedules as issued by EMSA. Schedules may be subject to changes by EMSA depending on prevailing conditions.
- 5.4(4)** Changes affecting two (2) or more teams may be made by the League Director, in consultation with the EMSA indoor committee.
- 5.4(5)** Rescheduling will be at the discretion of EMSA who will notify the concerned coaches and game official(s) of the kickoff date and time no less than forty eight (48) hours in advance.
- 5.4(6)** Game changes without the consent of EMSA will be declared invalid and no points will be awarded for that game. Any cost incurred for unofficial game changes (court rental, game officials, etc.) will be the responsibility of the team concerned.

5.5 Duration of Games – Outdoor Season

- 5.5(1)** Games shall consist of two (2) equal halves. Teams are entitled to a minimum interval of five (5) minutes.
- 5.5(2)** The scheduled time of conclusion of the game should be observed if another game is scheduled to follow on the same field of play. A game shall only be declared valid if, in the referee's estimation, at least 75% of the game has lapsed.
- 5.5(3)** Duration of outdoor games - The duration of each game under the jurisdiction of EMSA shall be, for the various age categories as follows:

Age	Total Time	Halves	75% Game Time
U-18	90 minutes	2 X 45 minutes	67.5
U-16	90 minutes	2 X 45 minutes	67.5
U-14	80 minutes	2 X 40 minutes	60
U-12	70 minutes	2 X 35 minutes	52.5
U-10 City Wide	60 minutes	2 X 30 minutes	45
U-10	60 minutes	2 X 30 minutes	45
U- 8	40 minutes	2 X 20 minutes	30
U- 6	40 minutes	2 X 20 minutes	30
Mighty Mites	40 Minutes	2 x 20 Minutes	30

5.5(4) Overtime, if required by the competition format, shall be divided into two (2) equal halves. Regular league games do not require overtime unless otherwise specified by the league director.

5.6 Duration of Games – Indoor Season

5.6(1) Indoor season games shall consist of two (2) equal halves of twenty five (25) minutes. Teams are entitled to up to three (3) minutes interval time.

5.6(2) A game shall only be declared valid if, in the referee's estimation, at least seventy-five percent (75%) of the scheduled game time has elapsed. Overtime, if required only by the competition format, shall be divided into two (2) equal halves. Regular league games do not incur overtime.

5.6(3) Each of the two (2) teams playing is permitted a maximum of one (1) minute in the game, first or second half, as a time out. This can be requested at any stoppage in play. The clock will stop during this one (1) minute and the one (1) minute will be counted down according to the time kept by the referee in the game officials' box. This one (1) minute cannot be divided into separate time outs and may not be exchanged among teams.

5.7 Postponed Games

5.7(1) The referee, the EMSA Board or the applicable responsible department of the City of Edmonton shall be the sole judge of whether a game shall be played or postponed. In cases where non-accredited referees officiate, such as those supplied by the home team, there must be a mutual agreement between both coaches whether or not to play the game. If both coaches mutually agree to start the game with a non-accredited referee, the game will stand as being played. If both coaches cannot agree on a non-accredited game official, the game is not to be played. If there is no mutual agreement, the League Director may intervene. It is required that the coach of the home team be responsible for informing the League Director of postponements.

5.7(2) Where the applicable responsible department of City of Edmonton decides the field where the game is to take place is closed, it is required that the home team official be responsible for informing the League Director. Under no circumstances are teams permitted on fields closed by the City of Edmonton (games, practices, etc.) unless authorized directly by EMSA.

5.7(3) The reason for the postponement shall be noted on the game sheet, for which the coach of the home team will be responsible.

5.8 Late Arrivals and Failures to Show – Outdoor Season

5.8(1) A team not showing within fifteen (15) minutes of kickoff time risks forfeiture of the game. The opposing team in attendance is not compelled to wait beyond the fifteen (15) minutes grace period and may choose to claim or play the game in the event of the subsequent arrival of the opposition. In the event the game is played, the signing of the game sheet by team Officials prior to the kickoff (in accordance to Section 5.12(2)) shall signify that the right to claim the game by the prompt team has been waived.

5.8(2) For 11 v 11 play, the minimum number of players on the field for each team for a match to be considered valid is seven (7) players. For other age categories EMSA policies on the minimum number of players on the field will apply.

5.8(3) If the game is claimed, a completed game sheet must be delivered to the League Director who shall award five (5) goals and three (3) points to the attending team other than in all final round games where EMSA will require a rematch. Should the team that originally failed to show fails to attend the rematch they will not be entitled to proceed onto post-season play.

5.8(4) A EMSA team not showing for a league or playoff game scheduled by EMSA shall be assessed an administration fee of \$50 per game. Any EMSA team not showing for an exhibition game scheduled by EMSA shall be assessed an administration fee of \$100 per game (out of district teams are issued an administration fee based on a separate EMSA policy).

5.8(5) A team not showing for a City Final Championship game shall be assessed an administration fee of \$100 per game.

5.8(6) If teams are a no show and they fail to notify the EMSA office within 2 business days prior to game for city wide games, or the Zone office in case of Zone play, they must pay the game official fees for that game regardless whether or not three (3) game officials were assigned to the game.

5.8(7) If both teams fail to show for a scheduled game the game will go down as not being played, no stats or points will be awarded to either team, and the game will not be re-scheduled.

5.8(8) No player shall be permitted to participate if he/she has not arrived on the field prior to the start of the second half (this rule also applies for the indoor game).

5.9 Late Arrivals and Failures to Show – Indoor Season

5.9(1) A team will not be considered present if there are fewer than four (4) registered players signed on the game sheet.

5.9(2) A team not showing at the scheduled kickoff time will forfeit the game provided that a 10 minute grace period has elapsed. The opposing team in attendance is

not compelled to wait beyond the ten (10) minute grace period and may choose to use the remaining time allotted for the game as practice or exhibition time. The prompt team will be awarded three (3) points and five (5) goals by the League Director.

- 5.9(3)** The prompt team must have the game sheet completed and presented to the game official.
- 5.9(4)** No player shall be permitted to participate if he/she has not arrived on the field prior to the start of the second half (this rule also applies for the outdoor game).
- 5.9(5)** If both teams fail to show for a scheduled game the game will go down as not being played, no stats or points will be awarded to either team, and the game will not be re-scheduled.
- 5.9(6)** A EMSA team not showing for a league or playoff game scheduled by EMSA shall be assessed an administration fee of \$50 per game. Any EMSA team not showing for an exhibition game scheduled by EMSA shall be assessed an administration fee of \$100 per game (out of district teams are issued an administration fee based on a separate EMSA policy).
- 5.9(7)** A team not showing for a City Final Championship game shall be assessed an administration fee of \$100 per game.
- 5.9(8)** If teams are a no show and they fail to notify the EMSA office within 2 business days prior to game for city wide games, or the Zone office in case of Zone play, they must pay the game official fees for that game.
- 5.9(9)** No player shall be permitted to participate if he/she has not arrived on the field prior to the start of the second half

5.10 Incomplete Games – Outdoor Season

- 5.10(1)** Games of less than 75% of the scheduled playing time that are called due to weather shall be rescheduled by the League Director.
- 5.10(2)** The status of game terminated through the misconduct of the participants shall be decided by the EMSA Discipline Committee (for city-wide play) or its affiliated Zone administrators (for in-zone play). In these events, the referee and the home team official shall refer the case immediately to the EMSA office or its affiliated Zone Organization for further direction.

5.11 Incomplete Games – Indoor Season

The status of a game terminated through the misconduct of the participants shall be decided by the EMSA Discipline Committee. In this event, the case shall be referred immediately to the EMSA Office for further direction.

5.12 Game Sheets

- 5.12(1) It is the duty of team officials to ensure that game sheets are properly prepared for each game and those players named are all duly registered with EMSA.
- 5.12(2) Each team shall provide a game sheet. A team official shall sign the game sheet indicating that to the best of their knowledge, the information is true and correct. It shall then be passed to the referee prior to kickoff. If it is not passed to the referee prior to kick off the game shall be forfeited by that team.
- 5.12(3) Trialists shall be noted in accordance with Sections 4.8(3) and 4.8(4).
- 5.12(4) Upon the completion of the game, the Referee shall sign the game sheet and record the goals scored together with remarks where required.
- 5.12(5) It is mandatory that the home team score the game on the EMSA website by 1:00pm on the next business day after the game's completion or a \$75.00 administration fee will be issued to the team.
- 5.12(6). It is mandatory that the home team send in the white copies of the game sheets along with any trialist forms or permission letters to the EMSA office by 1:00pm on the next business day after the game completion or a \$50.00 administration fee will be issued to the team. Game Sheets can be sent via fax, scan/email, photo/email or dropped off at the EMSA Offices.

INDOOR: The referee is responsible for delivering the game sheet to the EMSA.

5.13 Player Identification Cards

- 5.13(1) All players playing U10/U12 City Wide, Club, and U14/U16/U18 Community will be required to have player identification cards. These cards shall be made available for presentation to the referee prior to kickoff (by each individual player so that the game official may compare the picture to the player and the game sheet), and for inspection by the opposing team officials or the League Director if so requested.
- 5.13(2) Players in those divisions where player cards are mandatory who are without player identification cards at game time shall play that game, however their card must be presented to the game official before the end of the game. If for some reason the player card is not available the team and coach will be sanctioned as per Section 6.3(3)(f).
- 5.13(3) It is recommended that the Zone instruct the referee as to the disposition of the player card in the event of disciplinary action.
- 5.13(4) For those age groups where player cards are required, and a player is playing up as a trialist, that player does not require a card to participate, but a trialist form in accordance with Section 4.8(3) must be presented to the referee prior to kickoff and kept with the game sheet for submission to the Leaguer Director.

- 5.13(5)** If a team cannot supply player cards before the end of the game, they can in place of the cards supply high quality copies of the player cards instead. The copied player cards will be submitted with the game sheets to EMSA, who will in turn check the player cards supplied with the actual player cards on record. If a falsification is discovered by EMSA in the review of the copied player cards then the team officials will be automatically suspended, administered a fee and the game will be recorded as a default. All games played under these infringements shall count as a loss and five (5) goals and three (3) points shall be awarded to the opposing team unless the opposing team has already won the game with a greater goal difference than five (5), where then the score would remain the same. Either way the team that failed to supply player cards will be charged a \$50 administrative fee. Photocopied substitutes will only be permitted twice during a season.
- 5.13(6)** A player can use a picture of the player's card on a camera, tablet or phone if the original card is missing or not present at the time.

5.14 Coaching

- 5.14(1)** Team registrations are not to be accepted by EMSA unless a designated coach is listed on the form.
- 5.14(2)** Unless otherwise indicated in tournament rules and regulations, coaching during outdoor games will be limited to within four (4) meters of the center line and a minimum of (1) meter from the sideline.
- 5.14(3)** Unless field layout impedes it, all spectators and players of one (1) team will be on one (1) side of the playing field, and the other team and its spectators will be on the opposite side of the field during games. The home team is to decide prior to kickoff which sideline they prefer.
- 5.14(4) Coaching Qualification**
- (a) Any team entering any Alberta provincial competition (including those leading to national competitions) must have a coach trained at the community coach workshop level in accordance with the requirements of ASA (the relevant courses under the National Coaching Certification Program adopted by CSA are: Active Start, FUNdamentals, Learning to Train, and Soccer for Life);
 - (b) If a new (non-trained) coach takes over a team leading into an Alberta provincial competition, the coach has six (6) months from the time his/her name appears on the team's registration to obtain the required training.
 - (c) A minimum of one (1) coach per team participating in EMSA's programs, regardless age group, tier, or gender, must obtain coaching qualification as follows:
 - (i) Training by ASA (ASA / NCCP Courses); or
 - (ii) Certification by EMSA.

- (d) New coaches will have a one (1) year grace period to take a course to be certified for U4, U6 & U8. After that grace period they must take an EMSA or ASA coaching course to continue coaching.

5.15 Team Official Identification Cards

- 5.15(1)** It is mandatory for all registered team officials (i.e. coach, assistant coach, manager, etc.) of all U10/U12 City Wide, Club, and U12, U14, U16 and U18 teams to have an identification card from EMSA. This card must be presented to the game officials by each individual team official so that the game officials may compare the picture to the coach and the game sheet. Coaches, assistant coaches & managers are not permitted on the bench until they produce an EMSA identification card to the referee. No other forms of identification will be accepted. Note: Bench attendants are required to have photo identification in the form of a driver's license or passport. If no team official can produce a coach identification card and assume all the responsibilities of the coach, the match shall be forfeited by that team and a loss of 5-0 reported. The match may commence as a friendly at the referee's discretion.
- 5.15(2)** If a team knows in advance that they will not be able to have a registered team official on the bench with an EMSA identification card for a game, they must obtain a written permission letter from the League Director allowing substitute coach(es) to take the team official's place on the bench. This permission letter must be handed to the referee and will be kept for submission to the EMSA office along with the white copies of the game sheets.
- 5.15(3)** Zone/district technical directors require a specific coloured card from EMSA in order to be on the bench of one of their teams. This card will allow them to be on the bench to support and assist the team/coach with technical development. The technical trainer will be one of the four non-playing personnel permitted on the bench (a team cannot have more than four non-playing personnel on the bench during the game).
- 5.15(4)** Replacement team official and technical director identification cards (for those that have been issued a card previously by EMSA) will be issued at a cost of \$20.00.
- 5.15(5)** Team official and technical director identification cards are valid for no more than three (3) years from date of issue. (The \$20.00 replacement fee for lost or replacement cards will not be charged if the original outdated card is submitted with the application for a new card).
- 5.15(6)** Team official and technical director identification cards are the property of EMSA.

5.16 Substitutions

- 5.16(1)** An unlimited number of substitutions are allowed. They may occur at any stoppage in play, at the referee's discretion and with his/her permission.

- 5.16(2)** Player substitutes shall remain on the sidelines, a minimum of one (1) meter (three (3) feet) from the field of play. They are not permitted behind the goal areas.
- 5.16(3)** INDOOR: Substitutions shall be permitted in accordance with the current ASA Indoor Rules and Regulations.

5.17 Uniforms

- 5.17(1)** Each team shall wear jerseys that distinguish them from the opposition and game officials. The jerseys must be the same color as those registered by the team on the team registration form. Within a team, jerseys must be matching and with unique numbers. Numbers must not be less than six (6) inches in height. Numbers should correspond to those on the game sheet. Goalkeepers shall wear jerseys to distinguish themselves from the referee and all players other than the opposing goalkeeper.
- 5.17(2)** In the event that opposing teams have jerseys that fail to permit their ready distinction by the game officials, the home team shall change to another color or wear pinnies (bibs).
- 5.17(3)** In the event a team does not have any numbered uniform jerseys or pinnies that allow participation in the game, respective team will forfeit the game.
- 5.17(4)** Soccer style shorts that are matching in color and are above the knee are mandatory for all players participating in U-12 and older age groups, excepting the goalkeepers (Referees discretion during inclement weather). No other article of clothing is permissible that protrudes outside of the shorts.
- 5.17(5)** SHIN GUARDS (pads) are mandatory for all players. Players without shin guards will not be allowed to participate.
- 5.17(6)** INDOOR: Team jerseys must not be removed except in the designated team dressing room.
- 5.17(7)** Players are not permitted on the field, or to travel from the field to or from their designated team dressing room without their jersey being worn and their jersey numbers visible.

5.18 Equipment

- 5.18(1)** Soccer style shoes or runners are the only permissible footwear to be worn by players. Referees shall have the final say as to what constitutes dangerous equipment which must be removed in order for play to be allowed.
- 5.18(2)** INDOOR: Indoor Style shoes or runners are the only permissible footwear to be worn by the players. Referees shall have the final say as to what constitutes dangerous equipment which must be removed in order for play to be allowed.

- 5.18(3)** In any case, no player wearing a splint or cast will be permitted to play. Those players who wear a knee or ankle brace will be permitted to play provided the brace does not have the potential to injure others. This will be at the discretion of the game official.
- 5.18(4)** Players refusing to remove any type of jewelry at the request of the referee (including all external body piercing(s)) will not be permitted to play.
- 5.18(5)** The home team shall supply equipment for the game as specified below:

- (a) Game ball:

Age Group	Ball
U-14, U-16, U-18	Size 5
U-10, U-12	Size 4
U- 6, U- 8	Size 3

The ball is subject to approval by the referee.

- (b) Corner Flags (outdoor only):

Three (3) flags, that meet FIFA requirements, are to be of a solid structure distinctive in color and a minimum of five (5) feet high once firmly planted in the ground, and shall have a diameter of no less than 1" or more than 2". Bicycle flags are strictly forbidden.

- (c) 1 Goal Net (outdoor only).

- 5.18(6)** The away team shall supply equipment for the game as specified below:

- (a) Corner Flags (outdoor only):

Three (3) flags, that meet FIFA requirements, are to be of a solid structure distinctive in color and a minimum of five (5) feet high once firmly planted in the ground, and shall have a diameter of no less than 1" or more than 2". Bicycle flags are strictly forbidden.

- (b) 1 Goal Net (outdoor only).

5.19 Team Officials on the Coaching Bench

- 5.19(1)** In EMSA League play up to four (4) team officials are allowed on the bench, one (1) of which must be the same gender as the team (please note that Provincial Competition and some Tournaments only allow three (3). In these cases teams must adhere to that particular competition's rules).
- 5.19(2)** At least one team official or bench attendant on the bench must be of the same gender as the team.

5.19(3) For provincial competition, it is mandatory for all teams to have at least one (1) registered (name appears on ASA roster) bench attendant or coach who is the same gender as the team.

5.19(4) Bench attendants do not require an EMSA coaching card but require a piece of photo I.D. if your division / group / tier requires an EMSA ID card. Their name must be marked in the appropriate spot on the game sheet. Bench attendants must be at least eighteen (18) years of age.

5.20 Referee Liaison Program

All teams participating in EMSA programs 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 referee liaison. The referee liaison of each team shall be a person who is not a coach or assistant coach and their main role will be to act as a deterrent to possible acts of misbehavior by spectators or team officials. The referee liaison will also be available to the referee should a request to do so be made or a potential problem arises. If a team has not identified a referee liaison for their team by fifteen (15) minutes after the schedule start of the game, they will then forfeit the game. The referee liaison program is in effect for both the indoor and outdoor programs. The referee liaison program applies to all tiers and age groups.

5.21 Correspondence Liaison

All coaches, assistant coaches and managers will represent their team as correspondence liaisons. They will be responsible for all communications between the team and the EMSA office. All other persons involved with the team (players, parents, etc.) with questions, comments, complaints or concerns are to submit their info to one (1) of the team officials and in turn that team official will contact the EMSA office for a response.

5.22 Tie Breaking Procedures

The following tie breaking rules are those used EMSA only. These are primarily used by EMSA during city finals (both indoor and outdoor) as well as the fall tournament and regular season league play for the indoor soccer season.

Where there is more than one (1) 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:

2 Way Tie Breaking Procedures*:

1. Head to Head
2. Goal Differential
3. Fewest Goals Against
4. Penalty Shots

3 Way Tie Breaking Procedures*:

1. Goal Differential
2. Fewest Goals Against
3. Penalty Shots

*Please see Appendix, paragraph IX with detailed procedure.

SECTION 6 - DISCIPLINE

6.1 General

Suspensions of team officers, players, etc., will be served for the full duration. Suspensions may include non-participation in all specific aspects of soccer until the full term of the suspension is served (this may include coaching, refereeing, playing, etc.).

It is the responsibility of the Zone and EMSA to ensure discipline is enforced for the violations of the current Rules and Regulations.

6.2 Discipline / Violations Committees

All actions as defined in this section are to be performed by league directors, discipline directors or EMSA unless noted to the contrary.

6.2(1) All appeals, protests or extraordinary actions shall be the responsibility and authority of the EMSA Discipline Director and the EMSA Discipline Committee. Affiliated Zone Discipline Committees may intercede, on behalf of the applicable EMSA body, in affairs that fall within the jurisdiction of the Zone, such as intra-zone competitions and disputes.

6.2(2) The EMSA Discipline Committee may use any resource and evidence at its disposal (audio, written or video) and shall have the final say in all disputes within EMSA's domain. In turn, EMSA observes the overruling power of the ASA, and CSA.

6.2(3) All discipline directors and committees shall consider as paramount the equal and just treatment of all EMSA teams. Discipline shall never be imposed with an arbitrary attendance to these Rules and Regulations. Instead, each and every case shall be judged on its unique merits with due attention given to the welfare of the players who ultimately must bear the consequences of all actions taken.

6.2(4) Penalties are to be applied automatically by the Competitions Director/ League Director and may be reduced only through a hearing of the Discipline / Violations Committee.

6.3 Registration Violations

6.3(1) Where the rules are broken in the following cases:

- (a) Failure of the Parent Organization to select players according to Section 3.2(3), then the following will apply: The immediate indefinite suspension of the teams involved and a hearing of the EMSA Discipline Committee.
- (b) Failure to provide upon request the player card of a player who participates in a game, then the following will apply (unless special written permission is given by the EMSA Office on official stationary): the team official shall be suspended for one (1) game, the game is forfeited by the team, and the opposing team will be awarded five (5) goals and three (3) points. A second such offense by the team official during the same season will also result in the indefinite suspension of the team official pending a hearing of the Discipline Committee.

6.3(2) Where rules are broken in the following cases:

- (a) Failure to note 'trialist' or to properly associate numbers with players, when all other regulations are satisfied;
- (b) Failure to provide upon request the team registration form, when all other regulations are satisfied; or
- (c) The proper authorization, in the form of a letter of acknowledgment and release forms, for trialists and imports is not provided at game time, and all other registrations are met:

the team official shall be reprimanded. A second such infraction, by the team official in the same season, shall result in the suspension of the team official pending a hearing of the Discipline Committee.

6.3(3) Where rules are broken in the following cases:

- (a) more imports are used than allowed, or ineligible imports are used;
- (b) more trialists are used than allowed, or ineligible trialists are used;
- (c) over age players are used;
- (d) non-registered players or suspended players are used;
- (e) more players are dressed than permitted;
- (f) A player participates without his/her player's card (U10 and U12 City-Wide, Club or U16/U18); or
- (g) A player participates in a game with an expired player's card (as noted by the referee) and does not get it renewed within 7 days (including weekends & Holidays) after that game;

- (h) A team official participates in a game without an EMSA card or with an expired EMSA card (as noted by the referee);

Then the following will apply: All games played under these infringements shall count as a loss and five (5) goals and three (3) points shall be awarded to the opposing team unless the opposing team has already won the game with a greater goal difference than five (5), where then the score would remain the same. The coach shall be suspended for one (1) game. Any other occurrence in the same season shall also result in the indefinite suspension of the coach, pending a hearing of the Discipline Committee.

6.3(4) Where rules are broken in the following cases:

- (a) failure to comply with Section 3.6(6) ("...team must inform the EMSA Office by 10:00 am of the Friday before the Championships.), will result in a two hundred and fifty dollars (\$250) administration fee charged to the applicable Parent Organization (payable to EMSA); and
- (b) failure to comply with Section 2.6(f) ("ensure the number of volunteers required by EMSA for tournament i.e.: City Finals Fall Tournament, Inter City Cup, is met") will result in a two hundred and fifty dollars (\$250) administration fee to the Zone for each person not in attendance which was requested.

6.3(5) Incomplete game sheets or game sheets not submitted by 1:00pm the next business day will be subject to a fifty dollars (\$50) administration fee. However, if a team receives an 'administration fee notification' and resubmits completed game sheets within 48 hours, the administration fee will not be applied. The waiving of the administration fee will only apply to the first administration fee notification.

6.3(6) The EMSA City-Wide Outdoor / Indoor League will mandate the update of scores by 1:00pm on the next business day and charge teams who do not comply, a seventy five dollars (\$75) administration fee.

6.3(7) If by the end of the season any administration fee has not been paid, the district / Zone will be responsible for payment. EMSA will invoice the respective responsible entity accordingly.

6.4 Violations of Game Regulations

6.4(1) For no-shows, or late shows, it is up to the attending teams and the league director to decide the fate of the game according to the options outlined in Sections 5.8 and 5.9.

6.4(2) The refusal to complete a game by one (1) team, regardless of the amount of the game that has been completed, shall result in the registered team official receiving a three (3) game suspension and the game will result in forfeiture. A second offence will result in a hearing before the EMSA Discipline Committee.

- 6.4(3)** Failure to provide proper corner flags according to Sections 5.18(5)(b) or 5.18(6)(a) will result in a one hundred dollar (\$100) administration fee being assessed to the violating Parent Organization.
- 6.4(4)** Failure to provide goal nets according to Sections 5.18(5)(c) or 5.18(6)(b) will result in a one (1) game suspension of the head team official. A second offense will result in the indefinite suspension of the team official pending a hearing of the Zone Discipline Committee.
- 6.4(5)** Where members of the same team or both teams engage in violent conduct before, during or after the game (e.g., brawling), both teams shall be immediately suspended pending a hearing of the Discipline Committee.
- 6.4(6)** Where EMSA registered players and/or team officials of a non-participating team disrupt the playing of a game sanctioned by EMSA, those players and team officials will immediately be referred to the EMSA Board.

INDOOR:

- 6.4(7)** Where EMSA registered players and/or team officers of a non-participating team disrupt the playing of a game sanctioned by the EMSA - those players, team officers and the team as a whole shall be suspended pending a hearing of the EMSA Discipline Committee.
- 6.4(8)** Players and team officials ejected from the game must leave the field of play. Players' box, penalty box and spectators areas are also considered a part of the field of play.
- 6.4(9)** Violation of Section 5.17(5) (wearing jerseys and not removing them except in the designated team dressing room) will result in the one (1) game suspension of the offending player(s). A second such offense will result in a suspension and the player requiring to attend a hearing on this offense held by the Discipline Committee.

6.5 Misconduct by Players

6.5(1) The first instance of cautionary offenses such as:

- (a) entering or leaving the field of play without the referee's consent;
- (b) dissent direct towards the referee;
- (c) persistent infringement of the laws of the game;
- (d) encroachment of free kicks; and
- (e) unsportsmanlike conduct;

will result in the issuance of a caution by the attending referee. A second cautionary offence in the same game by the same person will result in that person being ejected from the game. In addition, that person will be suspended for one (1) game. Single cautions issued to the same person in two (2)

consecutive games shall result in a one (1) game suspension. Any caution issued following the serving of the suspension will be counted as a first caution.

6.5(2) Punishment for offenses leading to a person's ejection from a game for the following acts will result in the following *automatic* and *minimum* suspensions to be served in full and consecutively starting from the person's next game (and references to "**EMSA Hearing**" means that the person is indefinitely suspended pending determination at a hearing of the EMSA Discipline Committee):

- (a) spitting (non-violent) at anyone other than a game official will result in an eight (8) game suspension, and any subsequent offence will result in a suspension for the remainder of the season;
- (b) foul, abusive, offensive or insulting remarks or language NOT directed at a game official will result in the following suspensions:

Event	Suspension
First offence (excluding racial remarks)	2 games
Second offence (excluding racial remarks)	4 games
Third offence (excluding racial remarks)	EMSA Hearing
Racial remarks – first offence	4 games
Racial remarks – second offence	8 games

- (c) foul or abusive language and/or gestures directed at game officials and individuals identified as EMSA/Zone board of directors and EMSA/Zone staff will result in a 4 game suspension; Any subsequent offence will result in an EMSA discipline hearing;
- (d) insulting or offensive gestures will result in a 2 game suspension; Any subsequent offence will result in a 4 game suspension;
- (e) serious foul play will result in the following suspensions:

Offence	First Offence	Second Offence
Dangerous tackle/tackle from behind	2 Game Susp.	4 Game Susp.
Charging	2 Game Susp.	4 Game Susp.
Pushing	2 Game Susp.	4 Game Susp.
Boarding - Level 1*	1 Game Susp.	2 Game Susp.
Gesture or attempt to hit or kick	2 Game Susp.	4 Game Susp.
Throwing an object in the direction of an opponent	2 Game Susp.	4 Game Susp.
Other extenuating circumstances	EMSA Hearing	EMSA Hearing

***No appeals for Boarding Offences.**

*** Level 1 boarding is an act or challenge that in the opinion of the referee is accidental in nature or the referee considers to be of a lesser degree than level 2 boarding.**

- (f) violent conduct will result in the following suspensions:

Offence	First Offence	Second Offence
Striking anyone excluding the referee	4 Game Susp.	8 Game Susp.
Punching anyone excluding the referee	4 Game Susp.	8 Game Susp.
Elbowing anyone excluding the referee	4 Game Susp.	8 Game Susp.
Kneeing anyone excluding the referee	4 Game Susp.	8 Game Susp.
Pushing anyone excluding the referee	2 Game Susp.	4 Game Susp.
Boarding - Level 2*	3 Game Susp.	6 Game Susp.
Throwing an object that contacts an opponent	4 Game Susp.	8 Game Susp.
Kicking anyone excluding the referee	6 Game Susp.	10 Game Susp.
Biting/Scratching/Gouging/Spitting	EMSA hearing	EMSA hearing
Fighting	6 Game Susp.	EMSA hearing
Head butting anyone excluding the referee	8 Game Susp.	EMSA hearing
Other extenuating circumstances	EMSA Hearing	EMSA Hearing

***No appeals for Boarding Offences.**

*** Level 2 boarding is an act or challenge that in the opinion of the referee is violent and/or reckless in nature.**

- (g) Denying an obvious goal scoring opportunity by an intentional hand ball will result in a 1 game suspension;
- (h) threatening anyone other than a game official will result in a 4 game suspension;
- (i) illegally stopping an opponent's break away will result in a 1 game suspension;
- (j) returning to the field of play after an ejection will lead to an indefinite suspension pending determination at an EMSA discipline hearing;
- (k) dissent towards a referee will result in a 1 game suspension;
- (l) denying an obvious goal scoring opportunity will result in a 1 game suspension; and
- (m) subject to the other provisions of this Section 6.5, for all other offences leading to a red card, a 1 game suspension or as otherwise determined at the discretion of the EMSA Discipline Director.

6.5(3) Notwithstanding any other provision of this Section 6.5, punishment for offenses leading to a person's ejection for abusive conduct towards, spitting at, harassing, threatening, attempting to make physical contact or making physical contact with any game official, prior to, during or after the game will result in the immediate and indefinite suspension of the person and referral to the ASA for a discipline hearing.

- 6.5(4)** Punishment for offenses leading to a person’s ejection for failing to comply with the rules of the game not otherwise described in this Section 6.5 will result in a minimum one (1) game suspension. A second ejection in the same season for the same offense will result in a minimum four (4) game suspension and immediate referral to the EMSA Discipline Director.
- 6.5(5)** Punishment for any offence not otherwise described or addressed in this Section 6.5 shall be at the discretion of the EMSA Discipline Director.
- 6.5(6)** All suspensions imposed pursuant this Section 6.5 are subject to the following provisions:
- (a) suspensions are listed as minimum suspensions and may be increased or extended by the EMSA Discipline Director or EMSA Discipline Committee;
 - (b) suspensions where games could be served after regular league play will be referred to the EMSA Discipline Committee for deliberation and determination;
 - (c) all persons have the right of appeal, except that one (1) game suspensions and issuances of single cautions (a single yellow card) cannot be appealed; and
 - (d) official appeals can only be filed by the team correspondence liaisons.
- 6.5(7)** In the event of an appeal, if no misconduct report is submitted by the referee, then no further suspension will apply to the player.

6.6 Misconduct by Registered Team Officials (Coaches, Managers, etc.)

6.6(1) Punishment for abusing game officials (which, for the purpose of this Section 6.6(1), includes referees, linespersons, and EMSA and Zone personnel and staff) in the following manner will result in the following *automatic* and *minimum* suspensions or other consequences (as applicable), with suspensions being served in full and consecutively starting from the team official’s next game (and references to “**EMSA Hearing**” means that the person is indefinitely suspended pending determination at a hearing of the EMSA Discipline Committee):

Offence	First Offence	Second Offence
Dissent Leading To A Match Ejection	A warning up to a 3 game Susp.	3 Game Susp.
Foul or abusive language directed AT a game official	4 Game Susp.	EMSA Hearing
Insulting or offensive gestures directed AT a game official	4 Game Susp.	EMSA Hearing

Any other conduct over and above dissent, and any failure to assist game officials in maintaining discipline on, or about the field	4 Game Susp.	EMSA Hearing
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6.6(2) Notwithstanding any other provision of this Section 6.6, abusive conduct towards, spitting at, harassing, threatening, attempting to make physical contact or making physical contact with any game official (referee and linesperson), prior to, during or after the game will result in the immediate and indefinite suspension of the team official and direct referral to the ASA.

6.6(3) Punishment for the following conduct will result in the following *automatic* and *minimum* suspensions or other consequences (as applicable), with suspensions being served in full and consecutively starting from the team official's next game (and references to "**EMSA Hearing**" means that the person is indefinitely suspended pending determination at a hearing of the EMSA Discipline Committee):

Offence	First Offence	Second Offence
Foul or abusive language NOT directed AT a game official	1 Game Susp	2 Game Susp
Insulting or offensive gestures NOT directed AT a game official	2 Game Susp	EMSA Hearing
Playing an ineligible/illegal trialist and/or player	1 Game Susp	EMSA Hearing
Playing a suspended player	EMSA Hearing	EMSA Hearing
Returning to the field of play following an ejection or suspension	2 Game Susp	EMSA Hearing
Persistent game day violations (as per League Director's report)	Warning	1 Game Susp.
Willfully abandoning a match (i.e., no player cards, dissatisfaction with the quality of refereeing, etc.)	3 Game Susp + forfeiture of the game	EMSA Hearing
Other extenuating circumstances	EMSA Hearing	EMSA Hearing

6.6(4) Misconduct by team officials reported by game officials to the League Director and not otherwise covered in the other provisions of this Section 6.6 shall be immediately referred to the EMSA Discipline Director who shall have the discretion to determine punishment.

6.6(5) All suspensions imposed pursuant this Section 6.6 are subject to the following provisions:

- (a) suspensions are listed as minimum suspensions and may be increased or extended by the EMSA Discipline Director or EMSA Discipline Committee;

- (b) suspensions where games could be served after regular league play will be referred to the EMSA Discipline Committee for deliberation and determination;
- (c) all team officials have the right of appeal, except that one (1) game suspensions cannot be appealed; and
- (d) official appeals can only be filed by the team correspondence liaisons.

6.6(6) In addition to any suspension, misconduct by team officials may result in the charge of an administration fee and/or performance bond as determined at the discretion of the EMSA Discipline Director.

6.6(7) A suspended coach is permitted to attend a game during a suspension period as a parent/spectator and sit in the designated parent/spectator area during the indoor season, and 30m/100ft away from the perimeter of the field during the outdoor season, as long as the suspended coach does not interact with his/her team

6.7 Coach/Director Conflict of Interest

6.7(1) EMSA wishes its coaches, assistant coaches, team managers and members to focus on and advance EMSA's goals and objectives. While EMSA recognizes that it cannot restrict anyone from serving with any other youth soccer organization that is not directly affiliated with EMSA ("**Non-Affiliated Youth Soccer Organization**"), EMSA will not accept anyone who is:

- (a) listed on the ASA roster (as a coach, assistant coach, manager, or bench attendant) of a team in a Non-Affiliated Youth Soccer Organization; or
- (b) a staff or board member of a Non-Affiliated Youth Soccer Organization;

to serve within the EMSA program. Affected individuals must declare their external roles to their Zone Organization or the EMSA Board. Those found to be in conflict will be asked to choose between the two (2) organizations, or may be suspended by the appropriate board. Affected individuals may appeal the decision as per these Rules and Regulations.

6.7(2) All EMSA program coaches, assistant coaches, managers, team officials, staff and board members have an obligation to focus on and advance EMSA's goals and objectives. Any coach, assistant coach, manager, team official, staff or board member who is directly involved in the recruitment or transfer of EMSA players to a Non-Affiliated Youth Soccer Organization, without first obtaining the approval of EMSA or a Zone Organization, will be subject to an immediate and continuing suspension from EMSA, and from any of EMSA's Zones and tournaments. This rule is subject to the standard appeal procedure.

6.8 Cyber Harassment

EMSA has zero tolerance for cyber bullying. Any EMSA player/players, team official or EMSA official using a public medium to harass, intimidate or threaten other EMSA player/players, team official or EMSA official will be subject to discipline by the EMSA Discipline Committee.

6.9 Violations of Suspension

Any person(s) violating a suspension must be referred immediately to the EMSA Discipline Committee for further action. Violating a suspension could result in a one (1) year suspension.

6.10 Discipline Procedure

6.10(1) All violations shall be noted on the game sheet and turned over to the League Director.

6.10(2) Suspensions are AUTOMATIC and Team Officials shall be responsible for heeding the suspension whether or not they have been officially informed by the League Director or Discipline / Violations Director. League Directors shall confirm the suspension through the EMSA Portal via notification email to the team official(s) and EMSA Zone and/or by telephone, stating the reason of the suspension and its duration

6.10(3) Notice of Discipline will be sent to the following using an EMSA Disciplinary Form:

- (a) team official;
- (b) Parent Organization (Community Soccer Coordinator or President);
- (c) EMSA Office;
- (d) Edmonton and District Soccer Association (EDSA) Office (for U-16 and U-18 players and team officials only); and
- (e) the ASA.

6.10(4) OUTDOOR: Any attempt to alter the conditions of the suspension by team officials must be made in the form of an appeal submitted in accordance with Section 6.12 to the Zone Discipline Director, or for city-wide teams, the EMSA Discipline Director. The Competitions/League Director may pursue changes to the terms of the suspension only by referring the case directly to the Zone Discipline Director, or for city-wide teams, the EMSA Discipline Director. There are no appeals for one (1) game suspensions or for cautionary offenses (i.e., appeals for single yellow cards).

6.10(5) INDOOR: Any attempt to alter the conditions of the suspension by the Team Officers must be made in the form of an appeal submitted in accordance with Section 6.13 to the EMSA Discipline Director. There are no appeals for one (1)

game suspensions and for cautionary offenses (i.e. appeals for single yellow cards).

- 6.10(6) Decisions made with respect to the disciplinary actions shall be communicated in writing to the offender(s).
- 6.10(7) An individual appealing a suspension continues to be suspended until the expiry of the suspension or the truncation or overturning of the suspension on appeal, whichever comes first.

6.11 Protests of Game Results

- 6.11(1) **OUTDOOR:** Protests of game results must be submitted in writing to the Competitions/League Director within twenty four (24) hours of the game's completion. They must be accompanied with a payment of cash or money order payable to the Zone Organization (or EMSA for city-wide or inter-zone leagues) in the amount of seventy-five dollars (\$75). The EMSA protest fee shall be refunded IF the protest is successful based on the grounds it was made on.
- 6.11(2) **INDOOR:** Protests of game results must be submitted in writing to the Competitions/League Director within twenty four (24) hours of the game's completion. They must be accompanied with a payment of cash or money order payable to EMSA in the amount of seventy-five dollars (\$75). The EMSA protest fee shall be refunded IF the protest is successful based on the grounds it was made on.
- 6.11(3) Protests questioning points of facts /referee's point of view will not be considered.

6.12 Appeal Procedures and Fees - Outdoor

- 6.12(1) Appeals of decisions by League Directors within a Zone league shall be submitted in writing to the Zone Discipline /Violations Director within forty-eight (48) hours of notification of the decision (excluding Saturdays, Sundays and legal holidays) and must be accompanied with a payment (cash or money order, or certified cheque) made payable to the Zone Organization in the amount of one hundred dollars (\$100). Hearings of appeals will be heard within ten (10) days thereafter (excluding Saturdays, Sundays and legal holidays).
- 6.12(2) Appeals of decisions by League Directors within the city-wide league (or inter-zone or division one league) shall be submitted in writing to the EMSA Discipline Director (EMSA Office) within forty-eight (48) hours of notification of the League Directors decision (excluding Saturdays, Sundays and legal holidays) and must be accompanied with a payment (cash or money order – or certified cheque) made payable to EMSA in the amount of one hundred dollars (\$100). Hearings of appeals will be heard within ten (10) days thereafter (excluding Saturdays, Sundays and legal holidays).

6.12(3) Appeals of decisions by Zone Discipline/Violations Committees shall be submitted in writing, to the Zone Organization, within seventy-two (72) hours of notification of the committee's decision (excluding Saturdays, Sundays and legal holidays) and shall be accompanied by a cheque or money order made payable to the Zone Organization in the amount of one hundred (\$100) dollars. Hearings of appeals will be held within ten (10) days thereafter (excluding Saturdays, Sundays and legal holidays). A copy of the decision by the Zone Discipline Director is required with the submission, as well as a statement as to what is being appealed within the written submission.

6.12(4) Appeals of decisions by the EMSA Discipline Committee shall be submitted in writing to the EMSA Board (EMSA Office), within seventy-two (72) hours of notification of the committee's decision (excluding Saturdays, Sundays and legal holidays) and shall be accompanied by a certified cheque or money order made payable to EMSA in the amount of one hundred and twenty-five dollars (\$125). Hearing of appeals will be held within twenty-one (21) days thereafter (excluding Saturdays, Sundays and legal holidays). A copy of the decision by the EMSA Discipline Committee is required with the submission, as well as a statement as to what is being appealed within the written submission.

6.12(5) Appeals of decisions by the Zone Organization to the EMSA Discipline Committee shall be submitted in writing to the EMSA Discipline Director (EMSA Office) within forty eight (48) hours of notification of the Zone Organization's decision (excluding Saturday, Sundays and legal holidays) and must be accompanied with a certified cheque or money order made payable to EMSA in the amount of one hundred dollars (\$100). Hearings of appeals will be heard within ten (10) days thereafter (excluding Saturdays, Sundays and legal holidays). A copy of the decision by the Zone Organization is required with the submission, as well as a statement as to what is being appealed within the written submission.

6.12(6) Shared Appeal Procedure

Appeals on suspensions of the same incidents by League Directors that affect two (2) teams can be submitted in writing, by both teams, to the EMSA Discipline Director (EMSA Office) within forty eight (48) hours of notification of the League Directors decision (excluding Saturdays, Sundays and legal holidays) and must be accompanied with a payment of fifty dollars (\$50) from each team, totaling one hundred dollars (\$100). Hearings of appeals will be heard within ten (10) days thereafter (excluding Saturdays, Sundays and legal holidays). Hearings will include both teams involved as they will share the same appeal date and time.

6.12(7) Appeals Fees Outdoor

The EMSA appeal fees for the City Wide League (EMSA Office run) shall be refunded if the party is completely exonerated.

6.13 Appeal Procedures and Fees - Indoor

6.13(1) Appeals of decisions by League Directors shall be submitted in writing to the EMSA Discipline Director (EMSA Office) within forty-eight (48) hours of notification of the League Director's decision (excluding Saturdays, Sundays and legal holidays) and shall be accompanied by a payment (cash or money order, or certified cheque) made payable to EMSA in the amount of one hundred dollars (\$100). Hearings of appeals will be heard within ten (10) days thereafter (excluding Saturdays, Sundays and legal holidays).

6.13(2) Appeals of decisions by League Directors within the city wide league shall be submitted in writing to the EMSA Discipline Director (EMSA Office) within forty-eight (48) hours of notification of the League Directors decision (excluding Saturdays, Sundays and legal holidays) and must be accompanied with a payment (cash or money order, or certified cheque) made payable to EMSA in the amount of one hundred dollars (\$100). Hearings of appeals will be heard within ten (10) days thereafter (excluding Saturdays, Sundays and legal holidays).

6.13(3) Appeals Fees Indoor

The EMSA appeal fees shall be refunded if the party is completely exonerated.

6.13(4) Shared Appeal Procedure

Appeals on suspensions of the same incidents by League Directors that affect two (2) teams can be submitted in writing, by both teams, to the EMSA Discipline Director (EMSA Office) within forty-eight (48) hours of notification of the League Directors decision (excluding Saturdays, Sundays and legal holidays) and must be accompanied with a payment of fifty dollars (\$50) from each team, totaling one hundred dollars (\$100). Hearings of appeals will be heard within ten (10) days thereafter (excluding Saturdays, Sundays and legal holidays). Hearings will include both teams involved as they will share the same appeal date and time.

SECTION 7 – PROMOTION

7.1 Any persons, businesses or organizations may be a sponsor of a team. EMSA will allow advertising; however, EMSA reserves the right to reject advertising on the basis of taste, wording or product. Teams shall submit the terms of sponsorship for approval to the EMSA. A sponsor's crest must be approved by the EMSA Board. Failure to comply with these requirements will result in an administration fee being assessed by the EMSA Discipline Director.

7.2 All sponsorship requests for teams or community groups must first be approved at the Zone level, with final approval given by EMSA.

SECTION 8 – FALSE STATEMENTS

Persons who make false or slanderous statements to the media about EMSA sponsored soccer programs, administration or personnel may be challenged by the EMSA Board who have the option of initiating legal action.

SECTION 9 – RULE AND REGULATION CHANGES

The EMSA Board has the authority to modify or add new rules or regulations due to decisions that are made at the ASA or CSA level. The EMSA Board is also empowered to create and modify rules and regulations as needed to organize leagues in both genders and for all ages to participate in provincial competitions.

APPENDIX
Codes of Conduct & Others

I. Coach / Volunteer Code of Conduct

Coach / Volunteer Responsibilities:

- To remember that you are an ambassador for the Edmonton Minor Soccer Association (EMSA), your Zone, and your Community, as such, carry oneself with respect, dignity and pride.
- To accept and work within all parameters set forth by the EMSA. To act in accordance with the Aims and Objectives set forth by EMSA.
- To demonstrate a commitment to a role chosen (coach, assistant coach, team manager, etc.).
- To act in accordance with all EMSA Bylaws, Rules, Regulations and Policies.
- To carry out one's duties and responsibilities in a manner exhibiting the utmost professionalism, dignity and respect.
- To respect and honor the EMSA Codes of Conduct.
- To carry out one's responsibilities efficiently, accurately and to the best of one's ability.
- To be accountable for the behavior of one's team (if affiliated to one (1)) including all its coaches, players and parents.
- To be accountable for all team-related activities including the accurate completion and timely submission of game sheets, the proper registration of players, the proper use of trialist players and the meeting of all league imposed deadlines.
- To respect the authority and dignity of ALL EMSA game officials including game referees, board of directors, staff and other volunteers.
- To comply with any mandates handed down, including all player / coach suspensions.
- To treat all EMSA Board of Directors, staff, fellow volunteers / coaches, players and parents with the utmost dignity and respect.

II. Coaches' Code

- Soccer is a game for happiness.
- The laws of soccer should be regarded as mutual agreements, the spirit or letter of which no one should try to avoid or break.
- Visiting teams and spectators are honored guests.
- No advantages except those of superior skill should be sought.
- Official and opponents should be treated and regarded as honest in intention.
- Official decisions should be accepted without looking angry no matter how unfair they may seem.
- Winning is desirable, but winning at any cost defeats the purpose of the game.
- Losing can be a triumph when the team has given its best.
- The ideal is the greatest good to the greatest number.
- In soccer, as in life, do unto others as you would have them do unto you.

III. Players' Code

- Play the game for the game's sake.
- Be generous when you win.
- Be gracious when you lose.
- Be fair always, no matter what the cost.
- Obey the Laws of the Game.
- Work for the good of the team.
- Accept the decisions of the Officials with good grace.
- Believe in the honesty of your opponents.
- Conduct yourself with honour and dignity.
- Honestly and wholeheartedly applaud the efforts of you teammates and opponents.

IV. Parents' Code

- Children have more need for example than criticisms.
- Make athletic participation for your child and other a positive experience.
- Attempt to relieve pressure of competition, not increase it. A child is easily affected by outside influences.
- Be kind to your child's coach and officials. The coach is a volunteer giving personal time and money to provide a recreational activity for your child. The coach is providing a valuable community service, often without regard other than the personal satisfaction of having served their community.
- The opponents are necessary friends. Without them your child could not participate meaningfully.
- Applaud good plays by your team and by members of the opposing team.

V. Performance Expectations for Board Volunteers

- **Loyalty:** Represent unconflicted loyalty to the interests of the association and its membership.
- **Conflict of Interest:** Avoid conflict of interest with respect to fiduciary responsibility. Fiduciary responsibility relates holding a position of trust that requires a board member to act honestly, in good faith, and in the best interests of the association.
- **Individual Authority:** Must not exercise individual authority over staff of the association, except as describe in policy.
- **Conduct:** Deal with outside entities or individuals, with clients and staff, and with each other, in a manner reflecting fair play, ethics, and straightforward communication.
- **Meeting Preparation:** Be informed about current issues, and any research or background information. Be prepared to discuss issues. Notify the chairperson in advance of reports for the board. Prepare, in writing, reports, issues, policies, and motions in writing. Read minutes before the meetings, identify errors, and, if necessary, add points. Read pre-meeting material and note questions to rise at the meeting.

- **Active Participation:** Attend all board and committee meetings. Be punctual. Ask questions, participate in discussions and decisions-making, react to ideas, and how initiative. Develop a working knowledge of meeting procedures.
- **Board and Staff Relations:** Help maintain friendly, positive working relationships with board, staff, and service volunteers.
- **Confidentiality:** Keep confidential board business and matters of a delicate nature.
- **Image:** Speak positively of the association to the public. Boards and board volunteers are encouraged to develop written statements of both performance expectations and ethics for a board volunteer.

VI. Game Sanction

The game the Edmonton Minor Soccer Association will support must provide opportunities for:

- Fun, enjoyment, and other recreational satisfactions.
- Achievement, recognition, and the pursuit of excellence relative to the skill potential, personal competitive goals and physio / psychological needs of the participants.
- The development of physical, mental, social and emotional fitness.

The games the Edmonton Minor Soccer Association will not support are:

- Those that bring the game into disrepute.
- Those with participants that are not registered with EMSA
- Those that result in mental or physical violence.
- Those that are morally indefensible.

VII. Referee's Discretion

The referee may refrain from penalizing in cases where he/she is satisfied that, by doing so, he/she would be giving an advantage to the offending team.

If the referee has decided to apply the advantage clause and to let the game proceed, he/she cannot revoke his/her decision if the presumed advantage has not been realized, even though he/she has not, by any gesture, indicate his/her decision.

This does not exempt the player from being dealt with by the referee afterwards.

VIII. U4, U6, and U8 Programs' Mandate

Objectives & Guidelines

The main objective of Mini Soccer is to be enjoyable so that children can have fun! It introduces children to the sport & helps them understand the rules & play in a team setting. Children get the opportunity to develop a good sporting interest that lasts for life. They will receive quality coaching & learn new skills while being encouraged to play fair.

What it is:

- A place where Basic Soccer skills are developed.
- A place where fair play and honor are instilled.
- A place to have fun and form new friendships.
- A place to develop good sportsmanship.
- A place to develop teamwork.
- A place where all children are accepted regardless of ability, gender, or cultural background.
- A place where they will enjoy soccer in a PRESSURE FREE environment.

What it is not:

- A place to form rep-like teams.
- A place to bring imports.
- A place where scoring is kept (statistics are noted for seeding purposes only and scores are not publicly displayed).
- A place where discouragement takes place due to a player not participating in the games or practices because they are not good enough.
- A place where coaches are paid or gain financially from coaching.
- A place where winning is the only goal.

IX. Tie Breaking Rules

The following tie breaking rules are those used by the Edmonton Minor Soccer Association only. These are primarily used by EMSA during City Finals (both Indoor and Outdoor) as well as the Fall Tournament and regular season league play for the Indoor Soccer Season.

Where there is more than one (1) 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:

If there are two (2) teams with the same amount of points:

Step # 1.

The winner of the game between the two (2) teams concerned will determine the higher ranking team. (For example, if both "yellow" and "red" are tied with six (6) points each, and the teams had played each other and the score was "yellow" five (5) and "red" six (6), red would be awarded the higher standing because they had won over yellow). If each of the teams, who were tied, tied the game(s) against each other the team that has the highest goal difference between each other will determine the higher ranking. If the two (2) teams are still tied then proceed to step #2 of the EMSA tie breaking formula.

Step # 2.

The goal difference will be determined by subtracting the total number of goals scored against each of the two (2) teams from the total goals scored by each of the two (2) 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 (2) 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.

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

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

If there are three (3) or more teams with the same amount of points:

Step #1.

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 tow (2).

Step #2.

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.

If steps 1, or 2 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 shots in order to break the tie.