

EMSA City Finals Rules and Regulations

Coach Information

1. Teams will be required to enter their team rosters into the City Finals Website. ONLY the head coach will be sent an e-mail confirming their team's advancement into City Finals from there you will be **required to enter your team roster by Feb 16, 2022 @ 4PM.**
2. Teams will only need 1 game sheet per game and you will give the game sheet and trialist/guest player form(s) if applicable, to the referee at the start of each game. When the game is complete we will have tournament volunteer field marshal collect the game sheets from the referee. Results will be posted immediately on the website once they have been confirmed by tournament staff.
3. All communication (phone calls and emails) between teams and tournament staff is to be done through the team officials; coach, assistant coach or manager that are listed on the official team roster.
4. When communicating through emails, always state your team name, gender and age group, this will save time for tournament staff when replying.
5. Coaches and managers are responsible to communicate important tournament information to their team's players and parents; we ask that players and parents do not contact the tournament staff directly.
6. Coaches and managers are responsible to know, understand and follow all tournament rules, especially the rules for guest players/trialists. Any team found to have played an ineligible player(s) will default the game.
7. Team officials are responsible for the behavior of their players, parents and spectators at all times during the tournament. Any team showing unsportsmanlike behavior will be disciplined and unruly spectators may be asked to leave the facility. Any verbal abuse to referees, staff and volunteers by any team may result in immediate expulsion from the tournament.
8. Scores and team stats will be posted on the official City Finals Website.
9. If needed, teams may use one bench attendant to assist the team on the bench, bench attendant do not need to be listed on the official team roster but need to provide a driver's license or a valid piece of government I.D. and be written on the game sheet. They do not require an EMSA I.D Card. All teams must have at least 1 team official or bench attendant of the same gender as the players.
10. In the event that both teams are wearing like colors, the home team will be required to change jerseys or wear pinnies as determined by the referee
11. All U9/U11 games will comply with the Mercy Rule as they do in regular season play. Tie-Breaking procedures will use stats AFTER the mercy rule is applied. For example if a team wins 6-0, they will only receive credit for 5-0 regardless of actual score.
12. Schedules for the tournament available on the website as skeleton schedule (Example U9 T4 team 1,2,3,4 etc.) giving teams will have an idea when they will play over the weekend. Once the schedules are posted, they are final and changes can only be made if there is an error.

13. Each location at City Finals will have a designated tournament headquarters during the tournament. Tournament staff can take statements made in writing, but do not have the ability/authority to resolve the concerns or questions. Please be respectful of our tournament staff and volunteers by ensuring your players/parents/spectators address their concerns/questions through the team officials.
14. All teams are expected to attend their scheduled games. Any team failing to do so will be assessed an administration fee of \$100 per game.

Team Rosters

After the final round results are confirmed, only the head coaches will be sent an e-mail with instructions on how to enter their team rosters into the tournament website.

ONLY the head coach will be sent an e-mail confirming their team's advancement into City Finals allowing them to gain access to the tournament website so they are allowed to enter in there team roster.

TEAM ROSTERS MUST BE ENTERED IN BY 4PM February 16, 2022.

Game Sheets

Once the head coach has entered in the team's roster; game sheets for each game can be printed by clicking roster next to each individual game. The game sheets will already have the game information and team names filled in. Completed game sheets are to be turned into the game officials prior to kick off. Game sheets will be turned into headquarters by a tournament field marshal.

Teams, who have granted Special Dispensation by the EMSA Board of Directors to carry over the specified roster size please send in an e-mail through the website. Once verified, the spot(s) will be added in your team roster and you can enter your extra player(s) name.

Ensure all players (including all guest players, labeled as "guest") are listed on the game sheet. Any player not listed on the game sheet prior to kick off will not be eligible to play.

If there are players not playing in that particular game, but are listed on the game sheet, you are required to cross off their names. The players listed are to be the actual players that participated in that game.

Player Eligibility & Guest Players/Trialists

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

Trialist/guest players must be in compliance with these Rules and Regulations and cannot be from another team advancing to City Finals.

CLUB Trialists must be from the same EMSA Boundary (South or North).

Community Trialists must be from the same Zone.

Trialist(s) do not require player cards.

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. It must be submitted along with the game sheet to the EMSA office.

Any registered player may play in a higher Tier (in the same age category) or higher age category. You cannot use lateral trialist(s) (same age group/same tier). If divisions (tiers) and/or age groups are combined, you cannot use trialist(s) from teams playing in the same combined group as your team.

The player must already be registered on another EMSA team during the current season. If they are not registered on any EMSA team during the current season then they cannot be used as a trialist with the exception of rule 4.8(4)e.

Players who are playing up an age group are not permitted to be a trialist for a team that is in a lower age category than the current team they are registered on even if their birth year is the same as the lower age group.

Trialist forms must accompany the master game sheet.

If your Trialist has permission to play more than one game you will need to make photo copies of the trialist form to submit with each game sheet.

The following conditions must also be met:

- a. For the Indoor 2021 – 2022 season, an unlimited number of trialists may be used up to the max roster size. The player(s) will be noted as 'trialist' on the game sheet (there is a section for this located on the bottom of the game sheet).
- b. For the Indoor 2021 – 2022 season, a player can be used a trialist for an unlimited number of times.
- c. 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 the trialist(s) does not violate any EMSA or ASA rules.

- d. Club players are ineligible as trialist(s) on all community teams.
- e. Players who are currently serving a suspension from EMSA or ASA are ineligible as trialist(s).

Tournament Locations

1. Edmonton Soccer Centre East 12720 Victoria Trail
2. Edmonton Soccer Centre West 17415- 106 A Ave
3. Edmonton Soccer Centre South 6520 Roper Rd.
4. Edmonton Scottish Dome 3105 101 St SW, Edmonton, AB

Player Cards/E-Cards

Player cards/E-cards are mandatory for Community teams U13- U19 age levels and U9/U11 Club teams. A player without a player card/E-card at game time is permitted to play, HOWEVER, the player's card must be presented prior to the end of the game or the team will default the game 5-0. Trialists do not need player card/E-card, just their trialist form for each game they attend. Showing player/team official electronic I.D cards are accepted.

Coach/Assistant Coach/Manager Cards/E-Card

Coach/Manager card/E-card are required for ALL teams participating in City Finals. A coach/manager without his/her EMSA I.D. card/E-card prior to the game start will not be permitted on the bench. A maximum of four non playing personnel may be on the bench. Of those four non-playing personnel, one must include a member of the same gender as the team. If this person is not a registered team official then they must be marked on the game sheet as the "bench attendant" and provide a driver's license or government issued I.D. to the referees. The bench parent does not require an EMSA I.D. card/E-card.

Referee Liaison

It is mandatory that all teams have a ref liaison present for all games. They must sit with the spectators and wear the appropriate yellow lanyard. Teams will have a 5 minute grace period to provide a ref liaison if one is not already appointed at game start. After 5 minutes has elapsed and a ref liaison is still not present then the team will forfeit the match.

Length of Games & Time Outs

All games shall consist of two twenty-five minute halves. Warm-up time is usually two to three minutes on the field prior to kick off (determined by the game officials – time permitting). **There are NO time outs permitted.**

Points

All teams will receive 0 points for a loss, 1 point for a tie and 3 points for a win. All round robin games can end in a tie. Mercy rule is only in effect for U11 age group. A forfeit or a default score will be entered as a 5-0.

Format of Games

Four Team Round Robin: Each team play's three matches (playing each team in the group). Medals are determined from standings after all games have been played. Gold, Silver and Bronze medals will be awarded to the top three teams in the group. All round robin games can end in a tie, if teams are tied in points after the round robin please see the tie-breaking rules to determine placement. If final games need a result, if the games are tied after regulation time then they go straight to penalty kicks to determine a winner.

Four Team Knock Out/Crossover: Every team play's one preliminary round match. Winner of game one vs winner of game two advances to the gold/silver match. Loser of game one vs loser of game two goes to the bronze medal match. All games cannot end in tie. **A result is required for each game.**

Three Team Round Robin: Medals are determined from the standings after all matches have been played. All round robin games can end in a tie, if teams are tied in points after the round robin please

see the tie-breaking rules to determine placement. If final games need a result, if the games are tied after regulation time then they go straight to penalty kicks to determine a winner.

Equipment

The home team is required to provide two game balls. The home team will be responsible for changing their jersey should the two teams' jersey colours conflict. Indoor soccer shoes or runners are the only footwear permissible to be worn by players. It is at the discretion of the game official what will constitute dangerous equipment which must be removed in order for play to be allowed. Under no circumstance will splints and/or casts be permitted to be worn on the field during game play. Players, who wear braces (knee, ankle, wrist etc.), will be permitted to wear these during game play provided that the brace does not have the potential to injure others. The decision to allow specific braces is left to the game official. Players refusing to remove any type of jewelry at the request of the referee, including all external body piercings, will not be permitted to play. Taping is not permitted.

City Finals will adhere to EMSA U9 & U11 Non-Boarded Rule Modifications

City Finals will adhere to U9 & U11 BOARDED Rule Modifications

Discipline

U9 Player Yellow and Red Cards No cards issued or recorded. Referees can ask for player to be substituted for a small amount of time. Player can return to play after. Team does not play short and player does not sit in referee box. No further suspensions are issued. If a serious boarding offence occurs, the player is not to play for the remainder of the game.

U11 Yellow and Red Cards: Cards are issued. Player sits in box for allotted time but then returns to their bench. If a player is yellow carded they can return to play. If a player is red carded that player cannot play for the rest of the game and must serve the 5 minutes in the penalty box. Once the penalty time is up they return to their bench for the remainder of the game. The team does not play shorthanded. No further suspensions are issued.

If a goalie incurs a time penalty (blue card or yellow) no one serves the penalty. However, if the goalie receives 2 yellows (Red) the goalie, like all players, must be substituted and cannot play the remainder of the game. After a time penalty the player in the box must wait until a stoppage of play to return to their team's bench.

U13 - U19 Yellow and Red Cards:

- Players who also receive two yellow cards in the same game will be suspended for one game.
- It is the coach's responsibility to ensure that their players serve their suspension during the City Finals.
- Red cards are an automatic minimum one (1) game suspension. It is the coach's responsibility to ensure their player sits out the next game should they receive a red card. If it is deemed that the red card offence was more serious in nature, teams will be contacted with further suspension or discipline action. **All suspensions will adhere to EMSA Official Rules and Regulations.**
- Players serving red card game suspension must immediately leave the area of play and are not permitted on the team bench during the game they are serving the suspension.
- Any coach serving a suspension from their associating league will not be allowed on the bench as a team official for the tournament.

Protests of Game Results/Appeals of Suspensions

Protests/Appeals of game results/suspensions will be reviewed provided they have been given to the tournament headquarters in writing with cash or cheque payable to the Edmonton Minor Soccer Association in the **amount of \$100.00 within one hour of the conclusion of the match.**

Protests/Appeals in regards to the laws of the game and decisions by the game officials will not be accepted.

Medals

Gold, silver and bronze medals shall be awarded in each of the divisions, following the final game on the schedule for your grouping. After all the games in your tier are complete **one team official will be responsible for going to headquarters to pick up their teams medals.** Please remember that your team is not the only team receiving medals and we must confirm all qualifying teams' results prior to giving medals.

Tie Breaking Procedures

The referees have been informed which games cannot end in a tie. All round robin games are ok to end in a tie. Four team knockout/crossover games cannot end in a tie, they require a result.

In Round Robin play – if there are TWO teams with the same amount of points:

- Step # 1: Head to Head Game
- Step # 2: Total Goal Differential (of all games played)
- Step # 3: Least Goals Scored Against
- Step # 4: Penalty Kicks (as scheduled by the Tournament Director)

In Round Robin play – if there are THREE or MORE teams with the same amount of points:

- Step # 1: Total Goal Differential (of all games played)
- Step # 2: Least Goals Scored Against
- Step # 3: Penalty Kicks (as scheduled by the Tournament Director)

Penalty Kick Procedure

1. Each team is required to pick any group of five (5) dressed players and one goalie (who may be one of the five shooting players). The referee is informed which players are taking the penalty kicks.
2. The referee will even out the benches.
3. A flip of the coin will determine which team goes first.
4. The ball will be placed on the penalty mark, and the goalkeeper will be on the goal line between the posts. All other players must remain outside of the penalty area and behind the ball. The game official will whistle to indicate when the player may take the penalty kick.
5. The ball must be kicked forward to be in play. Until the ball is kicked, the goalkeeper can only move sideways and not forward.
6. The initial group of five pairs will decide the match if, after the fifth pair, one team has scored more goals than the other.
7. No player from the same team may take a second penalty kick until all players on the team (including the goalkeeper) have taken a kick. Should the teams be tied after the initial round

of five kicks each, teams will move to a sudden death round whereby the teams alternate single kicks until a winner is decided.

8. The referee will order a penalty kick retaken if:
 - a. a defender commits a foul and a goal is not scored
 - b. an attacker commits a foul and a goal was scored
 - c. if someone from each team commits a foul
9. If in the referees' opinion, if there is an injury preventing a player from participating, then that player may be substituted.
10. A goal can be scored directly from a penalty kick.
11. Please have your players picked out ahead of time as there will be no available time to do so at the end of the game. The referees will start the penalty kicks immediately.

A Reminder

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

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