



EMSA City Finals Rules and Regulations

Coach Information

1. Teams will be required to enter their team rosters into the City Finals Website. Once your teams name has been added officially into the website, the team officials will receive an e-mail with login instructions on how to add your team roster in the website. I ask that teams be patient as this does take some time to confirm.
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 marshals 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. 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
10. All 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.
11. Once the schedules are posted, they are final and changes can only be made if there is an error.
12. 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.



13. 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, all teams will be sent an e-mail with instructions on how to enter their team rosters into the tournament website.

Only once teams receive e-mail confirmation all teams will have access to their team login where you will enter your team roster.

Game Sheets

Can be found by logging into the tournament website, 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 been 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 to 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/team officials not participating in that particular game, but are listed on the game sheet, you are required to cross off their names. The players/team officials listed are to be the actual players/coaches 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.

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

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 sheets.



Community Trialists must be from the same zone.

Teams competing in City Finals in their age group are allowed to use trialist from the same age group, and the same or lower tier, in order to replace missing players from the team's current registered roster. 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.

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.

No more than a total of four (4) such players can be recruited for any one (1) game. Trialist players cannot be used to increase the roster size for a game greater than the team's current registered roster size (you can only use trialists to replace players that are missing).

A player can be used a trialist for a maximum of five (5) games per team. The trialist must be noted on your game sheet in the provided space prior to the game start when the game sheet is given to the referee

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) 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
- b) Club players are ineligible as trialists on all community teams.
- c) Players who are currently serving a suspension from EMSA or ASA are ineligible as trialist(s).
- d) No EMSA player may play on an EIYSA team as a trialist for league games. No EIYSA player shall play on an EMSA team as a trialist for City Finals games.

Tournament Locations

1. Bill Gilhespy Soccer Complex 14920 142 Street
2. Ivor Dent Sports Park 50 St NW, Edmonton, AB T6X 1A4
3. Charpentier West Complex 10058 – 231 Street NW

*****For additional Complex information please visit the City Finals Website*****



Player Cards/E-Cards

Player cards/E-cards are mandatory for Community teams U13- U19 age levels. 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.

Coach/Assistant Coach/Manager Cards/E-Card

Coach/Manager cards/E-card are required for ALL team officials 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 five non playing personnel may be on the bench. Of those five 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 photo I.D. to the referees. The bench parent does not require an EMSA I.D. card/E-card.

Inclement Weather Procedures

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

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

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

Tournament Headquarters will be given constant updates by the volunteer field marshal at the field.

If the weather is not cooperating: If the weather is considered dangerous (Thunder & Lightning in the area) at game time or any point during the game, Headquarters will ask the field marshal to inform the referee to postpone the game & teams must take shelter. Once it is safe to return the field teams will be asked to continue their games as promptly as possible. A decision may be made by



Tournament Headquarters to shorten the game if necessary or go to Penalty Kicks. **DO NOT leave the Complex without talking to Headquarters first or you risk forfeiting the game should it recommence once the storm passes.**

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

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

If 2/3's of your game has been played before inclement weather, the game will be considered complete and the score will stand. Tournament organizers reserve the right to shorten games due to inclement weather, and if needed games will go directly to penalty kicks to determine a winner. (Applies to ALL U11-U19 Teams).

- As soon as you hear thunder it is required to stop play and seek shelter
- It is safe to resume the game 30 minutes after the last sound of thunder (As Per ASA Rule)

Only Tournament Headquarters will make the call to postpone, shorten games or go to penalty kicks. Information will be relayed through the field marshal. Team representatives & referees will not cancel or postpone games without the permission of Tournament Headquarters. It is important to remember that Tournament Headquarters will make a decision with the best interest & safety of the children & spectators on the field. We thank you in advance for your understanding.

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

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 15 minute grace period to provide a ref liaison if one is not already appointed at game start. After 15 minutes has elapsed and a ref liaison is still not present then the team will forfeit the match.



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

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

Length of Games & Time Outs

Age Group	Total Time	Regulation Halves	2/3 Game Times
U11	70 Mins	2 X 35	46.66 Mins
U13	80 Mins	2 X 40	53.33 Mins
U15/U17/U19	90 Mins	2 X 45	60 Mins

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



Five Team Round Robin: Each team play's four matches (playing each team in the group). Medals are determined from standings after all games have been played. Gold, Silver and Bronze medals will be awarded to the top three teams 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.

Three Team Round Robin: Each team playing two matches, 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 Required

Games being played at Bill Gilhespy Soccer Complex, Ivor Dent and Charpentier West Complex the nets and flags will already be set up for you.

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

- U9 & 11 –Size 4
- U13-U19- Size 5

Players Equipment

- Shin guards are mandatory- under no circumstances is a player to play without shin guards. If matching jerseys are not being worn by the players participating on the same team, the game will not commence. If jerseys are not available at the start of the game by one team, then the opposing team will win by default.
- Should both team's jersey colours conflict, it is up to the home team to change their shirts or wear pinnies.
- Jewelry of any kind is not permitted. Taping of any piercings is not permitted.
- Hard casts are strictly forbidden and splints are at the discretion of the Referee.
- Only knee braces and splints that are made of plastic/nylon will be permitted. The game official must also approve these. If the referee feels that the apparatus poses a threat of injury to other players on the field then the player will not be permitted to play. To avoid any potential problems we strongly recommend that the coaches and player seek written



- Approval from the EMSA General Manager, Tournament Chairperson or EMSA President prior to the game.

Late Arrivals & Failures to Show

- A team not showing within fifteen minutes of the scheduled kick off time will forfeit the game with a 5 – 0 loss (unless extenuating circumstances arise and Tournament Headquarters has approved). The field marshal will inform teams if the game is to be forfeited after confirming with Tournament Headquarters. The referee is asked to mark on the game sheet that the other team did not show and no score should be recorded.
- **For U11** a team must have a minimum of 6 players in order to begin a game. If 6 or more players are present at kick-off time, the game is to begin immediately. The fifteen minute grace period is not to be used if the minimum number of players is present.
- **For U13, U15, U17, U19** a team must have a minimum of 7 players in order to begin a game. If 7 or more players are present at kick-off time, the game is to begin immediately. The fifteen minute grace period is not to be used if the minimum number of players is present.
- Players arriving once the second half has started are not permitted to participate during the game.

Substitutions during the Game

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

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

Discipline

U13 - U19 teams Yellow and Red Cards:

- Any player receiving a red or two yellow cards in a single game will be suspended for the remainder of the game and will serve an automatic additional 1 game suspension.
- It is the coach's responsibility to ensure that their players serve their suspension during the tournament.
- 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 of any further suspension or discipline action. **All suspension will adhere to EMSA Official Rules and Regulations.**

Player's receiving red card must immediately leave the area of play and are also not permitted on the team bench during the game(s) they are serving their additional suspension for.



- Any coach serving a suspension from their associating league will not be allowed on the bench as a team official for the tournament.

U11 Retreat Line

The Retreat Line will come into effect in two situations during the game:

A Goal Kick

A Free Kick to the defending team within its own goal area

Keeper has the ball in their hands

At these three moments, the opposing team is required to move beyond the Retreat Line. The player/Goalkeeper can then pass the ball to one of their teammates without the pressure of an opposing player nearby. When the ball is touched by a second player or leaves the defensive zone, the play will resume as normal and the “opposing” team can move inside the Retreat Line.

The Retreat Line U11 Categories will be the 1/3 mark of the field

The Retreat Line in 8v8 Soccer will be the closest offside line to the restart (defensive 3rd). If a member of the opposing team comes inside the Retreat Line before the ball has left the goal area and interferes with play, the Referee will stop play and the restart will be retaken.

Players can choose to play the ball long if they wish, but not in the air over the three lines.

Field Marshals

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

Coaching and Team Placement on the Side Lines

Teams are to position themselves on opposite sides of the field when space permits. The team's spectators should sit on the same side as their own team. This means Team A and their spectators on one side and Team B and their spectators on the other side. The team should sit on one side of the half flag and their spectators should sit on the other side of the half flag. The home team will have first option as to which side-line they would like to have. Players & coaches are restricted to within 4 meters of either side of the half way line.



Protest of Game Results and Appeals

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

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

Tie Breaking Procedures

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

All Round Robin Games can end in a tie

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

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

Step # 1 – Head to Head

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

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

Step # 2 – Goal Differential

The goal difference will be determined by subtracting the total number of goals scored against each of the two teams from the total goals scored by each of the two teams. It is not only the goals scored against each other, but the goals scored against all other teams in the group as well as the goals scored against them by all teams within the group that should be counted. The team with the greater goal difference of the two with the equal number of points will be declared the team with the higher standing. If this breaks the tie, nothing further is required. If this does not break the tie, proceed to step #3.



Step # 3 – Fewest Goals Against

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

Step # 4 – Penalty Kicks

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

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

Step #1 – Goal Differential

The goal difference will be determined by subtracting the total number of goals scored against each of the teams from the total goals scored by each of the teams. It is not only the goals scored against each other, but the goals scored against all other teams within the group as well as the goals scored against them by all teams within the group that should be counted.

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

Step #2 – Fewest Goals Against

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

Step #3 – Penalty Kicks

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

A few reminders for coaches/parents regarding this procedure

- Only players on the pitch at the end of the game are able to take part in the penalty kicks, therefore unless being treated for an injury they must remain on the pitch at the end of the game.
- Coaches and players not taking part in the penalty kicks must remain in their technical areas.