

Southern Alberta Summer Games

SOCCER

Draft Date: July 2 /2018



Date: Friday, July 6 & Saturday, July 7, 2018

Time: Start Time: See Schedule

Note: **60 minutes prior to the team's first game**, there will be a **MANDATORY** coaches, Field Marshal, referee, and SARA board meeting to discuss the Code of Conduct and Rules. Failing to have a representative attend this meeting will void the team of any appeals.

Location:

U12 – **St. Pats East Fields** 5302 48 St. Taber, AB

U14, U16, U18 – **Ken McDonald Memorial Sports Complex** 7301 50 St. Taber, AB

Events and Age Groups: All ages as of December 31st of current year

Co-Ed: under 12 years – Born in 2007 & 2006

Co-Ed: under 14 years – Born in 2005 & 2004

Co-Ed: under 16 years – Born in 2003 & 2002

Co-Ed: under 18 years – Born in 2001 & 2000

Eligibility:

Tier I and Tier II Rep players are not eligible.

Players must not have participated in a Tier I or II game/tournament within the last 12 months. Players must be from house league level teams.

Regional Representation:

Two U12 teams per region

One U14, U16, U18 team per region

U12 teams must register a minimum of 8 players and a maximum of 13 players. U14, U16 and U18 teams must register a minimum of 11 players and a maximum of 18 players.

Format:

Guaranteed 2 games

Age Division	Game Time	½ Time Break	Ball
Under 12	2 – 30 min halves	5 min	Size #4
Under 14	2 – 35 min halves	5 min	Size #5
Under 16	2 – 40 min halves	5 min	Size #5
Under 18	2 – 45 min halves	5 min	Size #5

Note: U12 will play 8 v 8

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Rules and Regulations:

1. Rules to be governed by the Alberta Soccer Association unless otherwise stated.
2. U12: length = 60-75 meters; width = 42-55 meters; goal frame = minimum 6ft high, maximum 18 ft wide

U14, U16, U18: length = 90-120 meters; width = 45-90 meters; goal frame = 8 ft high, 24 ft wide
3. **60 minutes prior to the team's first game**, there will be a **MANDATORY** coaches, Field Marshal, referee, and SARA board meeting to discuss the Code of Conduct and Rules. Failing to have a representative attend this meeting will void the team of any appeals.
4. All coaches must report to the soccer canopy prior to the start of each game to discuss the rules of the game and go over any other required information.
5. For expediency, the coach is required to provide a roster of players, including scratches, before each game to the referee. This document is to be signed, dated, and the time stamped by the coach. A form is provided in the registration package for all coaches.
6. All participants must be present at least 30 min prior to the event starting time indicated on the schedule. Any team late or not present will lose by default.
7. Every athlete must be able to produce appropriate identification at all times.
8. All teams are encouraged to wear their regional colors. Should two teams have the same colored shirts the away team will wear pinnies.
9. Each team will require a Field Marshal. The Field Marshal will be identified to the referee and is expected to act on behalf of the referee by reminding parents/spectators to keep their comments to themselves, diffusing potential problems before they arise, and dealing with unsportsmanlike conduct.
10. U12 teams must register a minimum of 8 players and a maximum of 13 players. U14, U16 and U18 teams must register a minimum of 11 players and a maximum of 18 players.
11. **For U14, U16, U18, there must be a minimum of 3 boys and 3 girls on the playing field at all times. For U12, the minimum drops to 2 boys and 2 girls.** In the event a team is short of players due to illness or injury, they must play short-handed by that number of players.
12. A minimum of 7 players is needed to play.

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13. A team must register a coach and a manager or trainer.
14. Prior to each game, referees will check each players equipment
15. Shin pads are mandatory for all players. Metal cleats on shoes are not allowed.
16. Hard casts and support braces with any metal are considered to pose a danger to both the wearer and other players and are not permitted to be worn. The practice of padding a hard cast or knee brace with metal does not reduce the element of danger.
17. Referees must write down the “start” time on the games sheet so as to avoid any discrepancies.
18. Unlimited substitutions of listed players are allowed throughout the regulation time of the game.
19. A substitute player must report to the assistant referee of the game.
20. Substitutions may be allowed during any of the following:
 - A goal has been scored;
 - A goal kick is to be taken;
 - A penalty kick is to be taken;
 - A throw in is to be taken
 - A player has been injured;
 - At half time; or
 - Corner kicks.
21. The referee has the final decision. Good sportsmanship is expected of all coaches, parents, and players. **ABUSE OF ANY REFEREE OR LINESMAN WILL NOT BE TOLERATED!** One warning from the referee may be given, ejection will result on a second offense.
22. The Southern Alberta Summer Games has a Zero Tolerance Policy. If a competitor, spectator, or parent is abusive in any regard toward officials, co-competitors, or volunteers, they will be immediately disqualified from competition.
23. Mercy Rule will be in effect: If a 7 goal or more lead exists after the first half or anytime during the second half, the current score will be recorded as the final game score. It will be left up to the discretion of the coaches if the rest of the game time will be played for fun and in the name of good sportsmanship.
24. No coaches are allowed on the field with the exception of an injured player.
25. Coaches are only allowed to midpoint of the field.

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26. Spectators are to be on the opposite side of the field from players.

U12 Specific Rules:

The retreat line rule will come into effect for two situations during game play: a goal kick, and a free kick to the defending team within its own penalty area. During these two restarts the opposing team is required to move beyond this line. When the ball has left the penalty area, the play will resume as normal and the opposing team can move inside the retreat line.

This retreat line rule applies to U12 only and will be the closest offside line to the restart.

If a member of the opposing team comes inside the retreat line before the ball has left the penalty 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.

Each team must provide a lines-person for each game.

TOURNAMENT DRAW

Points will be awarded for wins/losses and ties during round robin play. Regular games will be allowed to end in a tie.

Points will be awarded for the following:

- Win – 3 points
- Tie – 1 point
- Loss – 0 points

In the event of a **points tie** between teams, **to determine playoff spots or ranking**, points tie breaker will be decided on the following:

- (a) Previous Match Results – the most points gained in the match(es) between the teams concerned shall be used to determine the final standing.
- (b) Goal Difference – for any team still tied, by deducting goals against from goals for, in all games, the highest goal difference shall be used to determine the final standings.
- (c) Fewest Goals Conceded – for any teams still tied, the fewest goals conceded, in all games, shall be used to determine the final standings.
- (d) Highest Goals Scored – for any teams still tied, the total of goals scored in all games shall be used to determine the final standing.
- (e) For any teams still tied, penalty kicks shall be taken to determine which team advances to the next stage of the competition. A.S.A. Penalty kick rules shall apply.

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- (f) *In any three (3) team round-robin, whether part or whole of the competition, the third game of the competition shall be played to a decision if the team not participating has zero points, has been suspended or has withdrawn. Any third game of a three-team round robin that requires a result will go directly to penalty kicks.*

Playoff Tie-Breaking Procedure

No playoff games will be allowed to end in a tie. The games will follow this tie-breaking procedure:

- (a) During medal round games, if the game is tied, teams shall play an additional 10 minutes consisting of 2 five minute halves. If the game is still tied after the extra time has been played, penalty kicks shall be used as outlined as below.
- (b) Penalty kicks shall be taken alternately by 5 different players of each team. Only the players on the field at the end of the game are allowed to take the initial penalty kicks, and one of the penalty kicks must be taken by a female. The goalie may take a penalty kick. A coin toss will determine which team will kick first.
- (c) If then the game is still undeclared, a sudden death shoot out shall occur. Teams shoot alternately, using different players each round. Cannot repeat shooter until all players on a team have had a turn.
- (d) Goalies must remain on the goal line until the ball is struck. Only one goal will be awarded to the winning team from the shootout.

Registration Deadline:

Registration Deadline as designated by your Regional Director

All registrations are done through your Regional Director, who will determine the Regional Deadline. The registration fee must also be submitted to your Regional Director. ***Signed consent forms must accompany the waivers.***

No late registrations will be accepted.

Events will be cancelled if there are one or less individuals or teams registered. Should any event be cancelled due to lack of registrations, the athletes being affected by the cancellation will be given an opportunity to re-register in another suitable category provided that event is scheduled to run.