

SOCCER – U14

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

Ken McDonald Memorial Sports Field – 7301 50 St Taber



60 minutes before a team's first game of the tournament there will be a mandatory coaches meeting at the Soccer Central tent.

POOL A	POOL B
1. M.D. of Taber	5. City of Medicine Hat #1 (A. Ma)
2. City of Lethbridge	6. County of Lethbridge
3. City of Medicine Hat #2 (Copeman)	7. Municipality of Crowsnest Pass
4. County of Warner	8. Cardston County

KEN McDONALD SPORTS PARK – 7301 50th St. Taber – WEST PITCH

FRIDAY	TEAMS		SATURDAY	TEAMS
8:30	1 vs 2		8:30	1 vs 4
10:00	5 vs 6		10:00	5 vs 8
11:30	3 vs 4		11:30	2 vs 3
1:00	7 vs 8		1:00	6 vs 7
2:30	1 vs 3		3:00	2 nd Pool A vs 2 nd Pool B Bronze/4 th Final
4:00	5 vs 7			
5:30	2 vs 4		4:45	1 st Pool A vs 1 st Pool B Gold/Silver Final
7:00	6 vs 8			

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STANDINGS

POOL A	W	L	T	POINTS	POOL B	W	L	T	POINTS
M.D. of Taber					City of Med. Hat #1				
City of Lethbridge					County of Lethbridge				
City of Med Hat #2					Mun. of Crowsnest Pass				
County of Warner					Cardston County				

IMPORTANT INFO – PLEASE READ

Each team is guaranteed a total of three games - against teams in their pool.

Each team will play 2 games on Friday, and one Saturday morning to complete their pool play.

The top two teams from each pool will advance on to the medal rounds. Should there be a tie in a pool, HEAD-TO-HEAD competition between the teams shall determine the winner. (that means who beat who). The two first place teams from each pool will play off for Gold and Silver, while the two second place teams in each pool will play off for Bronze and 4th place.

RULES AND REGULATIONS

1. Rules to be governed by the Alberta Soccer Association unless otherwise stated.
2. **Shin pads are mandatory for all players. Metal cleats on shoes are not allowed.**
3. **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.**
4. 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.
5. Every athlete must be able to produce appropriate identification at all times.
6. Games will consist of two 35 minute halves with a 5 minute break.
7. A substitute player must report to the referee of the game and substitute at the mid field area.
8. 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.

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9. U14, U16 and U18 teams must register a minimum of 11 players and a maximum of 18 players. U12 teams must register a minimum of 8 players and a maximum of 13 players.
10. A team must register a coach and a manager or trainer.
11. There must be a minimum of **3 boys and 3 girls on the playing field at all times**. 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. Points will be awarded: 3 points for a win, 1 point for a tie, 0 points for a loss.
13. During **Pool Play**, tied games will remain tied and points will be awarded according. No overtime will be played.
14. During **medal round games**, if the game is tied, teams shall play an additional 10 minutes consisting of two 5 minute halves.
15. If the game is still tied after the extra time has been played, penalty kicks shall be used as outlined:
 - A) Penalty kicks shall be taken alternately by 5 different players (3 for U12) 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.
 - B) If after the initial penalty kicks, the score is tied, a second round of penalty kicks will be taken by 5 different players (3 for U12)
 - C) If then the game is undeclared, a sudden death shoot out shall occur. A second coin toss will determine the team who will shoot first. Teams shoot alternately, using different players each round. Cannot repeat shooter until all players on a team have had a turn. Goalies must remain on the goal line.
16. 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.
17. 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.
18. Mercy Rule – If any one team is leading by seven (7) goals in the game then the referee upon consultation with the coaches can institute the mercy rule and call the game.
19. No coaches are allowed on the field with the exception of an injured player.
20. Coaches are only allowed to midpoint of the field.
21. Spectators are to be on the opposite side of the field from players.