

2019 Sherwood Park Family Day Cup

February 15 – 18, 2019

TOURNAMENT RULES

The Sherwood Park Family Day Cup will abide by the 'ASA Rules of Indoor Soccer' with additions/exceptions of the below Rules and Regulations specific to the **Family Day Cup Tournament.**

1. ZERO TOLERANCE POLICY

This is a zero tolerance tournament.

All players, coaches and parents will be removed from the Millennium Place Soccer fields (Field MacMillan & Maxwell Realty) if:

- Verbally abusive towards any tournament official (referee/assistant/tournament organizers)
- Verbally abusive towards another spectator/team

If any of the above incidents occur, this person or persons will be removed for the remainder of the tournament. If the person is still persistent, police will be called in to deal with that person. Referees have been instructed to be as strict as possible on the boarding rule.

2. TEAM REGISTRATION

- a) A completed **signed** copy of a Team Roster must be provided to the office on or before February 6th, 2019. Email to: office@spdsa.net
- b) The roster must list all players (up to a maximum of 25) and officials that a team intends to use during the tournament.
- c) Teams may only register for a division in which all players on their roster are eligible (See rule 3 for Player Eligibility)
- d) Teams must sign in with Tournament Headquarters 1 hour before their first game at the Gibson's Tournament Room in Millennium Place.
- e) Late registration of players will not be accepted. Likewise, adding players to your roster after your first game will not be accepted.
- f) As per ASA Rule 17.1, when the colors of competing teams are similar, home teams shall use alternate colors.

3. ELIGIBLE PLAYERS/COACHES

- a) A player must be registered with ASA for the current indoor season or have temporary tournament insurance through ASA.
- b) A player may only play for one team during the tournament, however players may play in both the Co-Ed and Gender specific divisions. Discipline will be applied to all divisions.
- c) There is no maximum guest player limit for the tournament, however all players on the Team Roster must be registered to an ASA sanctioned team.
- d) Players may not participate in a division that is lower than the division they are registered with for league play.

- a. Example: A player playing division 2 EDSA can only play in “Men’s Open” and is not eligible for “Men’s Rec A” or “Men’s Rec B”
- e) Rosters may be formed as: a) a registered team in a league sanctioned by ASA or b) combination of players from teams registered in an ASA sanctioned league (ex. EDSA).
- f) Co-Ed Rosters may be formed as: a) a registered team in a co-ed league sanctioned by ASA or b) combination of players from teams registered in an ASA approved league (ex. EDSA) that are classified as Men Tier III or below, Women Tier II or below.

20 players may be dressed for one game.

4. POINTS & STANDINGS

- a) 3 Points for a win
1 Point for a tie
0 Points for a loss
- b) For all games, any goals scored by one team that exceed by a margin greater than five (5) will not be on main scoreboard but final score will be recorded on game sheets.
- c) Teams tied in points after the completion of round robin play will have tie breaking rules applied.

5. DURATION OF GAMES

- a) There shall be no overtime in any game.
- b) Games shall consist of two, 25 minute halves,
- c) The last minute of each half will be stop time.
- d) Round robin games ending in draw will stand.
- e) For all games requiring a winner, where games are tied at the end of regulation time, penalty kicks shall be taken to decide a winner. A.S.A. Penalty kick rules will apply.

6. TIE BREAKING RULES

The following tie breaking rules will be used to determine final standing where two or more teams are tied on points taking the whole round-robin into consideration where applicable.

2 Way Tie Breaking Procedures

- a) **Head to Head** – 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) **Least Goals Conceded** – for any teams still tied, the fewest goals conceded, in all games, shall be used to determine the final standings.
- d) **Best Discipline Record** – for any teams still tied, the team with the least amount of Discipline Points (Yellows = 1 Point, Red = 3 Points) shall be used to determine the final standings
- e) **Coin Flip / Shoot-out** – If teams are still tied, either a coin flip or penalty kicks shall be taken to determine which team(s) advances to the next stage of the competition. The choice will be up to the Tournament Staff. A.S.A. Penalty kick rules shall apply if penalties is the option chosen.

3 Way Tie Breaking Procedures

Teams will be placed accordingly through the steps. If a team is placed in step 'A' and two teams remain tied, those two teams will proceed to step 'B'

- a) **Head to Head** – the most points gained in the matches between the teams concerned shall be used to determine the final standing.
- b) **Goal Difference** – if teams are still tied, goal difference in the matches between the teams concerned shall be used to determine the final standing.
- c) **Least Goals Conceded** – if teams still tied, the fewest goals conceded, in games between the teams concerned, shall be used to determine the final standings.
- d) **Goal Difference** – if teams are still tied, goal difference in all matches played shall be used to determine the final standing.
- e) **Least Goals Conceded** – for any teams still tied, the fewest goals conceded, in all games, shall be used to determine the final standings.
- f) **Best Discipline Record** – for any teams still tied, the team with the least amount of Discipline Points (Yellows = 1 Point, Red = 3 Points) shall be used to determine the final standings
- g) **Coin Flip / Shoot-out** – If teams are still tied, either a coin flip or penalty kicks shall be taken to determine which team(s) advances to the next stage of the competition. The choice will be up to the Tournament Staff. A.S.A. Penalty kick rules shall apply if penalties is the option chosen.

7. GAME SHEETS

- a) A separate game sheet shall be used by each team.
- b) All player names shall be printed on each game sheet which must be signed by the coach.
- c) All team attendees on bench must be named on game sheet.

8. DISCIPLINE

- a) All discipline matters for the Tournament will be administered by Tournament Organizers, whose decisions are final.
- b) A player receiving a Red or 2 Yellow cards during a single game shall automatically be suspended for the next game.
- c) The Tournament Organizers have the right to increase the minimum 1-game suspension for ejections should they feel the offence is worth a longer suspension

9. AWARDS

- a) Presentation of awards will be made in the middle of the field immediately after the game has concluded. The SPDSA may request pictures of teams to be distributed in our Newsletter.

10. JEWELRY

- a) As per FIFA Rules: Law 4 – Safety: “A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry).” All rings, bracelets, earrings, nose rings, etc must be removed before the game. Taping is no longer acceptable.

11. CO-ED RULE ADJUSTMENTS

- a) There must be a minimum of 2 female players on the field at all times. This can include the goalkeeper.
- b) There is no slide tackling permitted in the Co-Ed Division
- c) All free kicks are indirect, with the exception of penalties
- d) Any overly aggressive play as determined by the referee will be whistled with a free kick awarded to the other team
 - a. Aggressive play can be any defensive challenges and any play the referee deems overly aggressive including a player 'blasting the ball' unnecessarily in front of the opposition (male or female)
 - b. Continued overly aggressive play from a player will result in a yellow card (caution).