
SPDSA K-DAYS KICKOFF

Rules and Regulations



APRIL 25, 2017

1.0 Laws

- 1.0.1 The K-Days Kickoff Tournament is sanctioned by the Alberta Soccer Association and will follow the rules for each age division unless noted below.

2.0 Registration

2.1 Team Registration

- 2.1.1 Team Registrations will be done online through the SPDSA Store.
- 2.1.2 The K-Days Kickoff is open to Youth Teams (U10-U18 Boys and Girls) competing in Tier I, II, III or equivalent. **Please note for the 2017 K-Days Kickoff, Tier I teams will be moved to the higher age group. Example U15 Tier 1 teams will play in U16 Tier 2.**
- 2.1.3 Teams withdrawing from the tournament before June 28, 2017 will be subject to a \$50 administration fee. Teams withdrawing from the tournament after June 28, 2017 will not be refunded.
- 2.1.4 Teams must submit by July 17, 2017: ASA Signed Rosters (or an equivalent for non-ASA teams) and any Guest Player Forms. Due to unforeseen circumstances a maximum of 4 roster changes can be made at Tournament Headquarters prior to your first game. These changes must comply with the Guest Player eligibility (2.2.2) and any added guest players must have the appropriate forms.
- 2.1.6 A team's tournament roster will be considered as all players on their signed ASA Roster (or equivalent) and any guest players. If this number exceeds 20 players, teams must communicate to the SPDSA which players are not participating from their ASA Roster (or equivalent) to allow guest players to be added.
- 2.1.7 Proof of registration must be carried with teams at all times (Signed copy of your Provincial Registration form or equivalent). All players and guest players must be registered with their Provincial Association to participate.
- 2.1.8 All out of Province teams must submit a copy of their club/association travel permit.

2.2 Player Registration

- 2.2.1 The maximum number of players per roster is 20, all of whom can dress for a game. For "Non-playing" personnel – one must be of the same gender.
- 2.2.2 Each team is permitted to add a Maximum of 5 guest players to their existing roster. These must be of the same or lower tier/division/age category than you have entered in for the tournament. Guest players must have the appropriate form handed in.

3.0 Game Rules

3.1 Referee

- 3.1.1 All games will have an ASA certified referee. Assistant Referees will be assigned for all Finals and Playoff games. Every effort will be made to have Assistant Referees for all U14+ games.
- 3.1.2 All referee's decisions are final

3.2 Equipment

- 3.2.1 The home team will be listed first on the schedule and will be responsible to change jerseys in case of conflict.
- 3.2.2 The home team will provide the referee with a suitable game ball.
- 3.2.3 No player will be permitted to wear any jewellery (no taping), with the exceptions that bandanas and sweatbands will be permitted for religious or medical reasons, and prescription eye glasses will be permitted.
- 3.2.4 The referee shall not allow anything to be worn by any player for any reason if the referee determines that it is a potential danger to another player. Thus, a player wearing a rigid cast is not permitted to play.

3.3 Duration of Play

- 3.3.1 Round Robin Games and Placement Games
 - U10 7v7 – 2 x 25 minute halves*
 - U12 8v8 – 2 x 30 minute halves*
 - U14-U18 – 2 x 35 minute halves*
- 3.3.2 Medal Round Games
 - U14 – 2 x 35 minute halves*
 - U16-U18 – 2 x 40 minute halves*
- 3.3.3 During the Round Robin play tied games will stand. During playoffs, placement games and medal games a tied game will be broken by directly going to penalty kicks. Each team will select five penalty takers and teams will shoot alternately. If the game is still tied after five shooters, alternate penalties will be taken until the game is decided. Only players on the field at the end of the game are eligible to take a penalty.
- 3.3.4 U10 and U12 divisions will not consist of medal games as per the Long Term Player Development model followed by the SPDSA. Statistics will be kept only to determine any cross-over games in these divisions.

3.4 Substitutions

- 3.4.1 Unlimited substitutions will be permitted and can be allowed by the referee at any stoppage in play. All substitutions will be at the discretion of the referee.

3.5 Tournament Standings and Statistics

- 3.5.1 Teams will be awarded 3 points for a win, 1 point for a tie and 0 points for a loss

- 3.5.2 Tie Breaking Procedure

2 Way Tie-breaking Procedure

1. Head to Head result
2. Goal Differential
3. Least Goals Against
4. Most Goals For
5. Better Discipline Record
6. Penalty Kicks or Coin Flip
- 7.

3 Way Tie Breaking Procedure

- Head to Head results between tied teams
- Goal Differential – Between tied teams
- Goal Differential – All Games
- Least Goals Against – All Games
- Most Goals For – All Games
- Better Discipline Record
- Penalty Kicks or Coin Flip

For 3- way tie breaking once a team's placement is determined they will be placed and if the teams remaining are still tied they will continue down the 3-Way tie breaking procedure will be used to determine all remaining spots.

Better Discipline Record will be the team with the least amount of points – 1 point per yellow card, 3 points per red card.

3.6 Score Reporting

- 3.6.1 **Locations with a Field Marshall:** The Game Sheet will be handed to the Tournament Field Marshall following the game with all relevant information. All statistics and discipline will be communicated to the Tournament Headquarters by the Field Marshall immediately following the games. Field Marshalls will deliver all game sheets to Tournament Headquarters following their shift.

- 3.6.2 **Locations without a Field Marshall:** The referee will keep the game sheet and relevant information and deliver sheets to the tournament headquarters following their games. The winning team (home team in the event of a tie) will be responsible for communicating the score to headquarters, but will not take gamesheets.

4.0 Schedules

- 4.0.1 The schedules prepared for the tournament will not be changed for any reason other than weather. Weather delays may result in either abandoned games being declared as complete games, immediate or deferred shootouts, or in reschedules, at the discretion of the Tournament Director.

5.0 Protests

- 5.0.1 If a team is filing a protest of a game including a player's eligibility, the game must be played in its entirety first. The team then has 30 minutes after the completion of the game to lodge its protest in writing to tournament headquarters. The protest Fee is \$100 and must accompany the written protest. **Field Marshalls do NOT have the authority to entertain any protests.** If the protest is upheld, the team will be awarded the game by a 3-0 margin and be refunded their \$100 protest fee.

6.0 Discipline

- 6.0.1 A team will forfeit their game if they are not at the field and ready to play 10 minutes after the scheduled kick-off. The game will be recorded as a 3-0 result. U10 and U12 players require a minimum of 6 players, U14+ require a minimum of 7 players.
- 6.0.2 A player who receives three yellow cards in the tournament will be suspended from playing in the next game
- 6.0.3 A player receiving a red card will receive an automatic one game suspension. This may increase pending a decision of the Tournament Staff. A player who received two red cards will be suspended from the tournament.
- 6.0.4 Offensive, insulting and abusive language will not be tolerated; this will be a bookable offence. Teams are responsible for the behaviour of their players, officials and spectators.
- 6.0.5 Any threats or physical contact made toward a referee will be reported to the ASA for discipline handling.
- 6.0.6 Any team found to be using ineligible players will forfeit their game.