

CENTRAL ALBERTA SOCCER ASSOCIATION

2026 U11 Challenge Tournament Rules RULES & REGULATIONS

1. TEAM ENTRIES:

- A. Teams registered with **CASA U11 Tier 4 leagues** are eligible to compete.
REGISTRATION DEADLINE: June 8, 2026
- B. Only teams that have complied to date and met the deadline criteria shall be allowed to participate.

2. TEAM LISTS & PLAYER ELIGIBILITY:

Only registered players listed on submitted rosters will be allowed on the field. Playing unregistered players or players not listed on verified rosters will result in DISQUALIFICATION OF THAT TEAM FROM THE TOURNAMENT AND FROM LEAGUE PLAYOFFS.

3. AGE GROUP: (all players must bring their CASA player identification card confirming their eligibility to play)

* U11 (Players born 2015 AND LATER)

4. NEWLY REGISTERED PLAYERS:

Newly registered players may be added to the roster up to seven (7) days prior to the Tournament.

***GUEST PLAYERS – MUST COME FROM THE Team's CLUB'S U9 PROGRAM – not other U11 teams not participating or other Clubs.** These player names **MUST BE SUBMITTED TO THE CASA OFFICE IN ADVANCE OF THE TOURNAMENT**

5. GAMES:

- All teams are guaranteed a minimum of (2) games.
 - (a) **CANCELLATION OF GAMES DUE TO WEATHER IS AT THE DISCRETION OF THE TOURNAMENT ORGANIZERS.**
- Game Ball Sizes: U11 Size 4
- Duration of Games: U11 30-minute Halves

6. TOURNAMENT FORMATS and TIE BREAKING PROCEDURES

1. The tournament format is dependent on the number of teams in the division – either Round Robin or Pools with Playoffs
2. Teams seeded based on League Standings **AS OF JUNE 16, 2026 – Scores submitted after this date will not be considered in the standings.**

Tie Breaking Procedures

1. Previous **matches** results – The winner of the **previous matches** between two teams tied in points shall be awarded the higher position.”
2. Goal difference – Goal difference shall be calculated by deducting the total goals against from total goals for, in all the team’s games. The team with the highest goal difference in the entire regular season or competition will be awarded the higher standing.
3. Most goals **for** – If #1 and #2 do not break the tie, the team scoring the most goals in all their matches will be awarded the higher standing.
4. Least goals **Against** – If #1, #2, and #3 do not break the tie, the team with the least goals scored against them in all their matches will be awarded the higher standing.
- 5- For any teams still tied under criteria #1-4, **A one game playoff requiring a result will be held at a neutral field with a coin flip determining home team. If the game results in a tie it goes directly to penalty kicks. Procedure below:**
 - Five penalty kicks from each team must be taken, with the team scoring the most goals declared the winner. If, after the first five penalty kicks, there remains a tie, single penalty kicks must be taken by each team, thus declaring the winner.
 - Only the players on the field at the end of the game shall be eligible to take the penalty kicks.

7. SCHEDULES

- The schedules prepared for the tournament shall not be changed for any reason other than weather.
- If a team is unable to field a minimum of seven (7) players by fifteen minutes after the scheduled kickoff time, then that team shall forfeit the game. The official result in a forfeit is a 3-0 win for the non-offending team.
- * If both teams are unable to field a minimum required number of players (as stated above) then both teams will be credited with a 3-0 loss.
- If a team fails to show for a tournament game, then the games scheduled for that team shall be awarded as 3-0 wins to their opponents. **A tournament no show shall result in a fine of \$300.00 to the team's member association.**

8. WEATHER

In the event of poor weather, teams must still report to the field at the scheduled time, unless advised otherwise. Any decision to play, postpone or cancel shall be made by the tournament organizers.

9. SUBSTITUTIONS

There shall be no restrictions as to the number of substitutions made during a game. An unlimited number of players may be substituted at one time. The Referee must be notified of all substitutions. Substitutions shall be allowed only during the stoppage of play, at the Referee's discretion.

10. PROTESTS:

- The Referee's decision is FINAL. Referees shall have full discretion during games. Protests that relate to the Referee's decision or interpretation of the Laws of the Game shall not be entertained.
- Coaches must channel protests relative to other considered irregularities through the Tournament organizer(s) within 30 minutes of the game ending. The Tournament Discipline Committee shall adjudicate and advise as soon as possible.

11. DISCIPLINE:

- Any ineligible player on a team shall result in immediate disqualification of team.
- Two cautions during a game shall result in a one game suspension.
- Three cautions during the play downs shall result in a one game suspension.
- A red card offense shall result in a minimum one game suspension.
- Serious player/coach infractions shall be referred to the Tournament Discipline Committee as well as their local leagues, associations and ASA if warranted.
- Any coaches not adhering to the CASA Code of Conduct and Ethics ([LINK](#)) may receive one Game (or more) suspension, or may be prohibited from participating in the remainder of the tournament.

12. GAME SHEETS

- Each team shall be responsible for filling out the game sheets provided online. and handing in to Referee prior to game commencement. Players do not need to sign game sheets.
- The winning coach shall be responsible for returning both game sheets to the Play Down Headquarters within thirty minutes of the game ending.
- Extra game sheets shall be available at the Play Down Headquarters.

13. EQUIPMENT

Each team shall supply a game ball. Goal nets and corner flags will be provided.

14. TEAM AREA:

Only players, coaches and managers shall be allowed in the team area. Fans shall be situated on the opposite side of the field. Games will not commence until this is adhered to. Coaches shall be responsible for removing fans if in the team area.

Coaches, Assistant Coaches and Managers must remain within a 15' boundary on either side of their benches.

15. INJURY:

- Minor injuries are the responsibility of the Team Staff, all teams should have a basic first aid kit.

16. EQUIPMENT/UNIFORMS:

- Home teams shall be responsible for alternate colors in the event of duplication of colors of

Opposing team. Teams with jerseys that conflict with Referee colors must supply an alternate jersey for the Referee.

- Shin guards are mandatory.
- Visible undergarments such as cycling shorts are authorized. They must however be of the same color as the uniform shorts of the player wearing them and not extend farther than the top of the knee.
- All jerseys must be clearly numbered as per FIFA Laws of the Game. The number of the player's jersey must correspond to the number listed with the player's name on the game sheets(s).

"FAIRPLAY - IT'S BETTER THAT WAY!"

Revised: June 8, 2026