



CUSA

CALGARY UNITED SOCCER ASSOCIATION

RULES AND REGULATIONS

Outdoor 2024

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Team Registration and Selection

- 1.1. Each season every team desiring entry into Calgary United Soccer Association (CUSA) must register and send the required deposit.
 - 1.1.1. Applications received after the deadline date may be accepted subject to available room within the League.
 - 1.1.2. The accuracy and validity of an individual's and a club or team registration information is wholly the responsibility of the club or team and their Team Officials.
 - 1.1.3. The deposit fee is only refundable if the Board rejects the application.
 - 1.1.4. Any team that has failed to pay their League fees, late penalties, and any other outstanding amounts on their account, by the specified deadlines, may be removed from the League at the discretion of the Board.
 - 1.1.5. Late payment charges will be applied to applications not paid in full by the required dates and any payments refused by the bank.
- 1.2. The Board may reject the application of a team who is not in good standing with CUSA.
- 1.3. The Board may require a team to pay the full League fee and/or post a performance bond at the time of application.
- 1.4. Team Name
 - 1.4.1. When registering the applicant will have to show the **CLUB Name** and the individual **Team Name**.
 - 1.4.1.1. All Teams within a Club must include their Club name as part of their name.
 - 1.4.2. Duplicate **CLUB Names** will not be accepted unless
 - 1.4.2.1. Original CLUB gives written consent, or
 - 1.4.2.2. The Original Club has not registered within CUSA for a minimum of 5 years.
 - 1.4.3. Duplicate **Team Name** will be allowed unless the new CLUB name combined with the **Team Name** causes conflict with an existing CUSA Member's name.
 - 1.4.4. A team may be requested to change its name prior to receiving final approval of acceptance.
 - 1.4.4.1. Existing Club Name Change. Existing Clubs or teams may change their name prior to the start of a season. The name change request is to be completed when registering.
 - 1.4.4.2. A Club or Team, when a name change has been accepted, who in the prior season was not eligible for promotion or had earned relegation, as the result of being club tied, cannot through the process of a name change earn promotion or avoid relegation for the team changing its name.
- 1.5. Club Affiliation / Team Mergers
 - 1.5.1. Teams may affiliate together to either form a Club or merge with an existing Club.
 - 1.5.1.1. Teams that are forming a Club or joining an existing Club must adopt a common **CLUB Name** (sec 1.4)
 - 1.5.2. The team officials responsible for the teams involved must complete and send a copy of the affiliation or merger agreement signed by both teams' representatives, at the time of deposits.
 - 1.5.3. Mergers or affiliations will not be accepted once the season has begun.
 - 1.5.4. When a merger occurs between two existing teams the merger or affiliation will be in effect, at minimum, for the next three consecutive seasons that the teams are entered into the



League.

1.5.4.1. In the Men' program only, should the merger or affiliation create the situation where two club teams exist within one division then the lowest placed team, as decided by League points, will be relegated.

1.5.4.2. Teams that do not remain within the merger for the three seasons may have to register as an unaffiliated team for the balance of the original term.

1.6. Team Takeovers / Team Release from Club

1.6.1. All team takeovers / team releases must be completed as per CUSA requirements by that season's team registration deadline.

1.6.2. The Board shall not approve any team takeover that, in the opinion of the Board, has the effect of allowing the teams in question to avoid promotion or relegation as set out in each program's league structure, including, but not limited to:

1.6.2.1. Takeovers between a team due to be relegated from the next higher division and a team due to be promoted from the next lower division; and

1.6.2.2. Takeovers between a team due to be promoted or relegated and a team in the same division (or level for split divisions) not facing promotion or relegation.

1.6.3. A team may be released from a Club prior to that season's registration deadline.

1.6.3.1. The release will extend to both seasons for that team, if applicable.

1.6.3.2. The release will not allow for promotion for the team being released if that team was previously club tied.

1.6.3.3. The release will not allow for promotion for a second Club team from the same Club if, prior to the release the teams were Club Tied and therefore ineligible for promotion.

1.7. Team Ownership

1.7.1. Ownership of a team for CUSA purposes shall be at the discretion of the Board.

1.7.2. In determining ownership of a team CUSA shall consider all relevant facts provided to it, including but not limited to any of the following:

1.7.2.1. The club or individual who registered the team or took the team over under CUSA takeover rules.

1.7.2.2. Incorporation documentation for the team or club.

1.7.2.3. The club or individual(s) who have signing authority for the account from which fees are paid.

1.7.2.4. Financial information regarding payments of team expenses including honorarium, purchase of uniforms and equipment, and facility rentals.

1.7.2.5. Information regarding team or club affiliations.

1.7.2.6. Understandings or agreements of the parties regarding ownership.

1.7.2.7. Ability of the parties to field a team for the spot in question.

1.7.2.8. The parties' prior involvement with the team or club.

1.7.2.9. Any other factors as deemed relevant by the Board should a dispute over ownership of a team be submitted to the Board for resolution.

1.8. CUSA shall keep ownership of all team placement positions within the League. Teams may not "give, assign or sell" their League position to another team or organization outside of these regulations.

1.9. Every team is required to send a representative to all General Meetings, Annual and Special. Those not represented will be fined per eligible vote for non-attendance.

1.10. As per the Alberta Soccer Association requirement each senior team in CUSA may supply at least



one individual to a District Referee Course annually.

1.10.1. The course, if passed by the individual, will be paid for by CUSA.

1.10.2. Individuals who, as part of their Notice of Discipline, must take a District Referee Course are not considered as fulfilling this requirement.

Team Officials and Player Registration

- 2.1. Players, team officials, game officials, and spectators may only take part in or attend games on the condition that they observe the published Rules and Regulations and Bylaws of the CUSA.
- 2.1.1. Each player and team official are responsible for:
- 2.1.1.1. Being properly registered with CUSA.
 - 2.1.1.2. Complying with CUSA Rules and Regulations.
 - 2.1.1.3. Complying with CUSA Code of Conduct.
 - 2.1.1.4. Complying with Alberta Soccer Rules and Regulations.
 - 2.1.1.5. Complying with FIFA Laws of the Game.
 - 2.1.1.6. Respecting the referee's decisions during play.
 - 2.1.1.7. Respecting their opponents and their teammates during play.
- 2.2. CUSA shall collect and keep in their custody such personal identification as is needed for League operations. Use and retention of this information will follow CUSA's Privacy Policy.
- 2.3. A player must be 18 years of age or older to register and play within the Coed Soccer program.
- 2.4. A player must be 16 years of age or older to be eligible to play in all other CUSA programs.
- 2.4.1. Players and Officials under the age of 18 years who are taking part in a program with 18-year-olds or older (mixed age groups), will be subject to the same rules and regulations as those players who are 18 years or older, be those CUSA, ASA or AHS regulations.
- 2.5. Players 16, 17, and 18 years of age are eligible to register in both CUSA Men's and Youth programs.
- 2.5.1. Youth players must have the signature of a legal guardian on the player's waiver form.
- 2.5.2. To be eligible to take part in Youth Provincials they must be registered on a Youth Team roster on or before the transfer deadline.
- 2.6. All teams must register, and keep for the season, between the minimum/maximum allowances of registered players stipulated for that format of the game.
- 2.6.1.

Program	Smallest Roster	Largest Roster	Game Minimum	Game Maximum
Outdoor 11v11	12	25	7	20
Outdoor 7v7	12	25	4	20
Boardless	12	25	4	20
Boarded	12	25	4	20
Futsal	10	20	4	15

- 2.7. All teams may register up to a maximum of 4 team officials which would include a primary contact and/or coach.
- 2.7.1. Coaching, management, or team contact changes must be reported immediately in writing to CUSA.
- 2.7.2. Within a Club, a registered Team Official may help any Club team.
- 2.7.3. A Team Official may only register as a Team Official on one club within any one Program in the same season.
- 2.8. Teams must register a qualified coach or manager, of which one must be the same gender as the



team and meet the Alberta Soccer Coaching Certification levels required for their level of competition.

- 2.9. Teams that register players under the age of 18 years old must have a minimum of two coaches 18 years and older present and taking part in the group.
 - 2.9.1. It is recommended that at least one coach per group be trained, at a minimum, at the proper NCCP Coaching level.
- 2.10. For the safe training of players under the age of 18 years, Rule of Two to be kept at all training sessions. All team officials will have to meet the Canadian Police Information Centre requirements, (CPIC), as outlined by the Alberta Soccer Association and the Canadian Soccer Association.
 - 2.10.1. All coaches with registered players under 18 years old MUST have a valid CPIC including Vulnerable Sector search on file with their district/club. All team officials listed on a team roster of a Provincial Club Team going to a Canadian Soccer Association National Championship must have been CPIC cleared prior to the starting date of the respective Canadian Soccer Association competition. For this purpose, a CPIC clearance is valid for a maximum of 36 months.
 - 2.10.2. All team officials listed on a team roster of a team going to any competitive level Provincial or Regional Championship must have been CPIC cleared prior to the starting date of the respective Provincial Competition. For this purpose, a CPIC clearance is valid for a maximum of 36 months.
 - 2.10.3. Any staff person listed on an official team roster of any team in Canada seeking permission from their District or Province to travel outside their local district must be CPIC cleared.
- 2.11. Where none of the identified team officials are present for a team's game, an identified team member must be recorded as the coach.
- 2.12. It will be the responsibility of the team and player to know the eligibility status of each player and their total of accumulated yellow cards.
 - 2.12.1. Each time a player that has accumulated three yellow cards in a season, in a particular program, excluding double yellow cards in a specific game, that player must serve their suspension in the game(s) at once following the accumulation of the third yellow card.
 - 2.12.2. Suspensions earned from accumulated yellow cards in one season will carry forward to the next season the individual registers in.
 - 2.12.2.1. Accumulated yellow cards will not carry forward into the next season.
- 2.13. Players must be registered with Alberta Soccer seven (7) days prior to taking part in a Provincial or Regional Competition. All players and teams are subject to Alberta Soccer's roster and transfer deadlines.
 - 2.13.1. To be eligible for an Outdoor Provincial Championship leading to a National Championship, players must be registered with Alberta Soccer by July 31st of the current year.
 - 2.13.2. As per Canadian Soccer Rules, all players competing in a Provincial competition leading to a Regional or National Championship must be a Canadian citizen, Permanent Resident, or a Protected Person.
 - 2.13.2.1. All exemption applications must be made through their Provincial Association. All decisions made by the Canada Soccer Eligibility Panel are final and binding. Exemptions need to be applied for annually.
 - 2.13.2.2. Futsal teams: All players, minimum of ten (10), on a team taking part for the opportunity to challenge for either the Provincial or National Championship shall meet this criterion.



- 2.13.3. The responsibility to ensure that the players registering for a competition that leads beyond league are eligible rests with the team. Proof of eligibility must be supplied when asked.
- 2.14. No player may register with CUSA if currently registered in any other sanctioned soccer league, except youth, collegiate and university.
- 2.15. All Players and Team Officials on a CUSA sanctioned roster will be considered members of CUSA, including Alberta Major Soccer League (AMSL), and League1 Alberta (L1) players.
 - 2.15.1. Registered players that take part in the AMSL, L1 or UWS may not play in Calgary Co-Ed Soccer the season they are registered in those leagues.
- 2.16. Players within the U23 Program must be 22 years of age, or younger, by January 1st of the start of the season.
 - 2.16.1. Up to three over aged players may register to a U23 team.
- 2.17. Master's players must be 35 years of age by January 1st of the start of the season to be eligible for Outdoor and by January 1st prior to that year's Indoor Provincial Championships.
- 2.18. Men's Over 45 division players must be at least 45 years of age prior to registering.
- 2.19. Players for Over 55 teams must be at least 55 years of age prior to registering.
 - 2.19.1. The three underaged players must have had their 50th birthday before registering.
- 2.20. Players living outside of Calgary or having played in another soccer district require a release from the applicable jurisdiction.
 - 2.20.1. This release will be obtained by CUSA.
- 2.21. Professional (non-Amateur) players that are looking to join CUSA will be subjected to the Canadian Soccer Rules of Reinstatement.

CUSA ID Cards

- 3.1. Players must have a valid CUSA ID card. Photographs of ID cards will not be accepted in place of the physical card.
- 3.2. ID Cards must match the club the individual is playing with.
- 3.3. Individuals are responsible for their ID cards. This includes situations when the ID card is used and discipline, including fines and penalties, are applied against the individual.
- 3.4. The ID card is the property of CUSA and must be returned upon request.
- 3.5. Card presentation prior to a match
 - 3.5.1. Players are to present their physical cards to the official individually and state (show) the jersey number under which they will be playing.
 - 3.5.2. All bench personnel are to present their physical cards to the official individually.
- 3.6. Individuals may not be in the bench area of a team without having a valid CUSA ID card.

League Standings

- 4.1. League standings will be decided on points, which will be distributed as follow:
 - 3 points for a win
 - 1 point for a tie
 - 0 points for a loss.
 - Plus, Fair Play points divided by 2 (COED Only)
- 4.2. When teams finish the League equal on points, division winners shall be decided as follows:
 - 4.2.1. Goal difference (total goals for minus total goals against).
 - 4.2.2. Results against each other.



- 4.2.3. Most goals scored.
- 4.2.4. Fewest goals against.
- 4.3. In considering the disposition of points and goals when a team does not complete its League schedule, the following shall apply:
 - 4.3.1. For a team withdrawing or removed, if it has played all its opponents at least once, the results of the first games against each opponent will stand. If a team is withdrawing or removed, not having played each team once, then Rules 4.3.2 or 4.3.3 shall apply.
 - 4.3.1.1. The scores for all games other than the first games that have been played against the withdrawn or removed team will be 2-0 for the opponents for the outdoor season and 4 - 0 for the indoor season and 3 points for each game not played. A Fair Play rating of 10 points per game will be awarded.
 - 4.3.2. For a team withdrawing, or removed, before it has completed two-thirds of the League schedule, but not having played each of its opponents once, all games in which they have taken part shall be declared null and void and respective goals and points shall be struck from the records.
 - 4.3.3. For a team withdrawing, or removed, after it has completed two-thirds or more of the League schedule, the remaining opponents would be awarded a 2 - 0 win for the outdoor season and 4 - 0 win for the indoor season, and three (3) points for each game not played. A Fair Play rating of 10 points per game will be awarded.
 - 4.3.4. The team(s) withdrawing or removed shall have all their points struck from the records.
 - 4.3.5. The team(s) withdrawing or removed shall, for the purpose of relegation and promotion and the promotional challenge seeding, be considered to occupy the bottom position (s) of their division or group.
 - 4.3.6. Player attendance, yellow and red cards, and guest playing statistics stay on record.
- 4.4. It is the expectation of the League that a team which competes in divisions that qualify for provincials will be the League at the Provincial competition.
 - 4.4.1. Teams that wish to decline their opportunity to be the League at the Provincial competition must notify the League in writing prior to the date stated by the league.
 - 4.4.2. Teams that start play within the season and withdraw, following their qualification, will be subject to disciplinary action by the League.

Uniforms and Equipment

- 5.1. Uniforms
 - 5.1.1. All player equipment must meet standards as per the FIFA Laws of the Game.
 - 5.1.2. All player jerseys must be visibly numbered with no temporary numbers (i.e., Tape, handwritten, etc.).
 - 5.1.3. Team colours must be registered with CUSA prior to the start of each season.
 - 5.1.3.1. The Visiting Team shall wear the uniform designated as their Alternate colors as registered with the League.
 - 5.1.3.2. The Home Team shall wear the uniform designated as their Primary colors as registered with the League.
 - 5.1.3.3. The Home team shall be responsible for changing its uniform if in the opinion of the referee the colours are too similar with those of the opponent.
 - 5.1.4. Teams are required to have a complete set of alternate jerseys complete with numbers.



- 5.1.4.1. Co-Ed teams are allowed to use "bibs" or "pinnies" as an alternate jersey provided player numbers are clearly visible.
- 5.1.5. Individuals who do not have matching or complete uniforms cannot participate.
- 5.1.6. Futsal teams. A bib must be worn over the shirt to identify the substitutes.
 - 5.1.6.1. During the match, substitutes must wear bibs of a different colour than the players on the pitch. Coaches and team staff must also wear a colour different from the colours of the players on the pitch.
 - 5.1.6.2. Flying goalkeeper should bring two sets of player uniform bearing their own player number.
- 5.2. Equipment
 - 5.2.1. Game officials will align with FIFA Laws of the Game – Law 4 to govern what additional equipment is permitted i.e., casts, braces head gear etc.
 - 5.2.2. The Home team shall supply 2 game balls that meet standards as per FIFA Laws of the Game.
 - 5.2.3. The team captain(s) may be identified by an armband.

Scheduling & Match Play

- 6.1. CUSA shall schedule all games and ensure that playing fields are provided for these games.
- 6.2. It is the responsibility of the team to check with the specified Field Closure Line to figure out the status of the field in the Outdoor seasons.
 - 6.2.1. Teams are responsible to check and follow the Alberta Soccer Guidelines for Air Quality when conditions call for (AQHI).
 - 6.2.2. Teams are responsible to abide by CSA Severe Weather and Lightning Guidelines.
- 6.3. CUSA will try to accommodate any reasonable schedule requests provided it is sent, in writing, with the team application.
 - 6.3.1. Subject to the guidelines outlined in the Reschedule Policy, games may not be changed or postponed because a team involved has lost the service of a player or players due to injury, illness, holidays, etc.
- 6.4. CUSA will inform the team of any change in a scheduled game. For any rescheduling of a game, a minimum of 4 days' notice will be given, unless both teams agree to play at an earlier time.
 - 6.4.1. To accommodate play-offs and end of season games the notice time may be shortened.
 - 6.4.2. When games are rescheduled, Provincial Cup games will be given priority over League and City Cup games.
 - 6.4.3. Where and when possible, all games will be rescheduled.
- 6.5. When Home teams supply their own club field, the team is responsible to ensure that the field is suitable for play.
 - 6.5.1. Fields are to be lined, grass mowed, and proper nets provided.
 - 6.5.2. When the game official has decided that the field is not suitable for play, the CUSA Discipline Committee will determine what, if any penalty is applied to the Home team.

Game Sheets

- 7.1. Both teams will fill out a game sheet and present the sheet to the Game Official at least 10 minutes prior to kick off for outdoor games, and prior to entering the field for indoor games.
 - 7.1.1. Only one game sheet per team is required.



- 7.1.2. At the completion of the match once the official has completed the game details on the game sheets a representative from each team will have an opportunity to photograph the two game sheets.
- 7.2. A maximum of 20 players may be listed on the game sheet.
 - 7.2.1. Futsal games a maximum of **15** players may be listed.
 - 7.2.2. Guest players must be shown on the game sheet.
- 7.3. The Team Official, or designated player, signing the game sheet is verifying its accuracy and will be held accountable for the information recorded.
- 7.4. Any individual recorded on the game sheet will be considered to have taken part in the game unless a line crosses them out or unless proven otherwise.
- 7.5. No individuals can be added to the game sheet after the start of the game.
- 7.6. Prior to the start of the second half a team official may strike off any player who has not yet arrived at the field for play.
- 7.7. After the start of the second half.
 - 7.7.1. A team official can make no changes to the game sheet.
 - 7.7.2. Players arriving may not join the game.
- 7.8. A challenge by the opposing team to a player's eligibility may be recorded on the game sheet at the time of the match or in writing to the CUSA Office within 5 days of the game.
 - 7.8.1. The team challenging the eligibility, including the player's identity, will have the responsibility to supply proof of the disparity.
 - 7.8.2. When a challenge is made to a player's identity, at the field, the player in question will be requested to sign their name, not initials, on the game sheet by the name and the game official will retain and return with the game sheets the player ID card.
- 7.9. Once the game officials and team representatives sign the game sheet it will be considered as being official.
 - 7.9.1. No challenges to the score or goal scorers will be allowed.
 - 7.9.2. No challenges to judgment call by the officials will be accepted.
 - 7.9.3. Challenges to the discipline awarded during the game will be addressed to the Discipline Committee at a Discipline Hearing, except if it relates to blue/yellow cards which cannot be challenged.
- 7.10. Improperly completed game sheets may result in disciplinary action.

Game Rules

- 8.1 Any team having two or more players selected for Provincial or National team duty may have those affected games rescheduled, provided that 14 days written notice is given.
- 8.2 There are unlimited substitutions allowed for all divisions.
- 8.3 Any CUSA competition, including Playoffs, Promotional Challenge Games, and all Cup Competitions are **roster only** unless said in that competition's guidelines.
 - 8.3.1 Following the final league game of a season teams may not increase their roster size. To be eligible for Playoffs and Promotional Challenge Games players **must** be on the roster prior to the final league game of the season unless competition has an earlier deadline.

Outdoor Game Rules

- 8.4 All outdoor games will be played following FIFA's rules and "Laws of the Game ".



- 8.4.1 For COED games, slide tackles are not allowed and may be sanctioned with a yellow card.
- 8.5 Each team must always have a minimum of 7 players on the playing field or at any point throughout the course of the game. If either of the two teams has less than 7 eligible players, then the game will be forfeited.
- 8.5.1 7v7 - Outdoor, each team must always have a minimum of 5 players on the playing field or at any point throughout the course of the game. If either of the two teams has less than 5 eligible players, then the game will be forfeited.
- 8.5.2 COED - Outdoor games, a minimum of 2 females and 2 males must be always on the field. The position of the goalkeeper does not count for either gender.
- 8.5.3 Over 55 - Teams are permitted to use 3 players aged 50-54 per game, either as guest players or registered on the roster.
- 8.6 Only 2 players are substituted at a time. Substitutions shall be made at any stoppage in play, at the referee's discretion.
- 8.6.1 Within the O45 and O55 Divisions a referee may allow more than 2 substitutions at a time.
- 8.7 The duration of the Men's game shall be:
- 8.7.1 90 minutes of play, divided into 2 x 45-minute halves. A 5-minute rest period shall be given after the first half of play.
- 8.7.2 Games in May, and in late August and September, played on weeknights on unlit fields may be shortened to 40-minute halves.
- 8.7.3 There shall be no overtime periods, or added time, played in outdoor league games.
- 8.8 The duration of the Outdoor 7v7 game shall be 2 x 30-minute halves. A 5-minute rest period shall be given after the first half of play.
- 8.9 All game times listed on the schedule must kick off on time. The second game must kick off as per the schedule without any waiting time regardless of the field being lit.
- 8.9.1 A 10-minute grace period will be given to accommodate having the required number of players dressed and on the field. If this occurs, the match may be foreshortened to accommodate the delayed start. In this circumstance the referee will inform the teams of this prior to the kick-off of the game.
- 8.9.2 For Men's programs, if circumstances do not allow for a full regulation-time game, a foreshortened game is allowed, when 60 minutes of gametime still is available.
- 8.9.3 For the Outdoor 7v7 program, a game's results will stand if **35** minutes of play have been completed. If less than **35** minutes has been played, the game will normally be rescheduled.
- 8.10 Game abandonment:
- 8.10.1 A game abandoned by a match official will not be replayed unless directed by the Discipline Committee.
- 8.10.2 Games abandoned before 60 minutes of play in Men's or **35** minutes of play for Outdoor 7v7, due to unsuitable weather including light conditions, will be rescheduled.
- 8.10.3 Games abandoned after 60 minutes of play in Men's or **35** minutes of play for Outdoor 7v7 due to unsuitable weather, including light conditions, will stand as is.
- 8.11 A result of 2 - 0 will be entered into the records for a team winning by default/forfeiture, unless the team has scored more than 2 goals in which case those goals are kept.
- 8.11.1 A Result of 5-0 will be entered into the records for a team winning by default/forfeiture in 7v7.
- 8.11.2 Goals scored by the offending team shall be struck from the records.



8.11.3 Goals scored by the offended team shall stand.

Indoor Game Rules

- 8.12 Indoor games will align with Alberta Soccer Rules of Indoor Soccer, including Boardless, subject to local competition rules specified here.
- 8.12.1 Futsal games shall be governed by the latest edition of FIFA Futsal Laws of the Game.
- 8.12.2 For COED games, slide tackles are not allowed and are to be sanctioned with a yellow card.
- 8.13 Each team must always keep a minimum number of players on the playing field or at any point throughout the course of the game if either of the two teams has less than eligible number of players then the game will be forfeited.
- 8.13.1 Boarded soccer a minimum of 4 eligible players are required by each team.
- 8.13.1.1 COED games, a minimum of 2 male and 2 female players must be always on the field. The keeper is not included in this number.
- 8.13.1.2 A player in the penalty box is considered on the field and is included in the minimum requirements by gender.
- 8.13.2 Boardless games shall always be a minimum of 5 players on the field.
- 8.13.3 Futsal it shall always be a minimum of 3 players on the field and a team must always keep 4 eligible players.
- 8.14 All games will start on time as per the time clock. Teams will be allowed a grace period of 5 minutes after the designated kick-off time to follow all rules.
- 8.14.1 A 2-minute delay of game penalty will be assessed to the team causing the delay in all Boarded games.
- 8.15 Duration of Boarded games shall be 2- 25-minute halves, with a 3-minute rest period between the halves, and 1 minute of stop time at the end each half.
- 8.16 Duration of Boardless games shall be 2 – 30-minute halves with a 3-minute rest period between the halves.
- 8.17 Game abandonment:
- 8.17.1 Unless directed by the Discipline Committee, a game abandoned by a match official will not be replayed.
- 8.17.2 A game's results will stand if **35** minutes of play have been completed. The game will normally be rescheduled if less than **35** minutes has been played,
- 8.18 For all programs except Coed and Boardless, a result of 4 – 0 will be entered into the records for a team winning by default/forfeiture.
- 8.18.1 COED Boarded and Boardless, a result of 5 – 0 will be entered into the records for a team winning by default/forfeiture.
- 8.18.2 If the winning team has scored more than 4 goals, (5 Coed and Boardless), in which case those goals are kept.
- 8.18.3 Goals scored by the offending team shall be struck from the records.

Player Transfer

- 9.1 Transfers shall not be allowed after the Alberta Soccer transfer deadline. End of business day for July 31st during an Outdoor season or January 31st during an Indoor season. This includes automatic transfers.
- 9.1.1 When either of these dates occurs outside of a normal business day the transfer deadline



- for that season will be the close of business on the Friday closest to the 31st.
- 9.2 A registered player will not be allowed to transfer to any other team unless they have first given their written notice of intent to transfer.
- 9.3 A registered amateur player is eligible to transfer, and it cannot be withheld except in the case of indebtedness of team fees to the team holding their registration. Such a refusal to grant an application for transfer must be upheld by a two-thirds majority of the executive of the club or team.
- 9.4 If a transfer is denied, the team refusing to release the player must produce written documentation, which will include:
- 9.4.1 Amount owed to the club by the player.
- 9.4.2 Written communication to the player that they were aware of these charges prior to registering with the club.
- 9.4.3
- 9.5 A player being refused transfer by the existing team shall be allowed to make an appeal to the Board without any appeal fee.
- 9.6 A player shall be entitled to 2 transfers only, during the current season, but a player once transferred cannot transfer back to the club for which he/she originally registered until 30 days have elapsed.
- 9.7 All players become "free agents" after the conclusion of both the Indoor and Outdoor seasons unless the player is subject to CUSA Rule 9.3 and 9.4. In which case the player must clear the indebtedness prior to signing with the new team.
- 9.7.1 Repeated instances of players creating new accounts to bypass a player indebtedness lock may be referred to CUSA discipline for falsifying registration information.
- 9.8 Any player transferring from any other district in Alberta must have a release form signed by an official from that association.
- 9.9 A player not in good standing with CUSA or under suspension will not be eligible for transfer.
- 9.10 No player may be removed from a roster after the transfer deadline.
- 9.10.1 Should the removed player wish to register with another CUSA team within 30 days of their removal from the first team's roster a transfer must be completed.
- 9.10.1.1 Any player that has been previously registered with another team in the current season must be registered with their new team on or before the transfer deadline.
- 9.11 Transfer of player(s) to and from professional teams and for trialist with professional teams will be per Canadian Soccer Rules.

Team Fair Play

- 10 The Team Fair Play Award is to foster the spirit of fair play for the competition. The team includes all players, coaches, and other team officials on the team roster. Coed Team Fair Play is outlined under the Program specific section.
- 10.1. Teams are subject to demerits per infraction:
- Utilizing ineligible participant. -5
 - Not fielding a team - 5
 - Utilizing illegal participant. -10



- Utilizing too many players/officials. -10
- Team leaving field. -15
- Suspension or expulsion of a team official. -15
- Bringing the game into disrepute, or altercation/incident surrounding the game or causing a game to be abandoned. Oct. 2011 -15
- Failure to control team's spectator. -15
- Any offence/infraction occurs that is sent to Alberta Soccer Association. -25
- Sending off from Law 12, sections 4, 5, & 7
 - LAW 12 (4) and (5): A Player who is dismissed from the Field of Play for denying a goal or an obvious goal scoring opportunity by physical means or by handling the ball. -2
 - LAW 12 (7): A Player who is dismissed from the Field of Play for receiving a second caution in the same match.
- Sending off from Law 12, section 6
 - LAW 12 (6): A Player who is dismissed from the Field of Play for using offensive or insulting or abusive language/gestures, whether they have previously been cautioned in the match or not. -8
- Sending off from Law 12, section 6
 - LAW 12 (1), (2) and (3): A Player who is dismissed from the Field of play for Violent Conduct, Serious Foul Play or spitting at an opponent or any other person, whether they have previously been cautioned in the match or not. -15

10.2 Teams may earn merit points as follows:

- Completion and submission of referee evaluation within two weeks of the date of the game +2
- Game Official's recording of Fair Play on game sheet (0 to +10)

10.2.1 When no game official evaluation completed, or only completed for one team:

no cards (caution/red)	10
1 yellow card	8
1 red card, or 2-3 cards, no more than 1 red card	5
2 or more red cards, or 4 or more cards in total	0

10.3 At the completion of the season, the team(s) with the best total Fair Play score for their division or group will be eligible for a credit towards their next season's registration fees equal to 65%, the second-place team will receive 35% of the total sum for that division's Fair Play pool.

10.3.1 If there is a tie for 1st place, then the total credit will be divided equally between the teams tied.

10.3.2 Tie for 2nd place, teams will evenly split 35% of the total pool.

10.4 Teams must average a minimum of 6 Fair Play Points per Game during league play. Cup, Pre-Season, Playoff Games, etc. do not count towards this accumulation.

10.4.1 Demerit Points will be calculated in this total.

10.4.2 Fair Play Points earned from completing Referee Evaluation Forms will not be calculated in this total.

10.5 Any team that averages less than 6 Fair Play Points per Game may be subject to Disciplinary Action.

10.5.1 Teams that have received less than 20 Yellow Cards and less than 4 Red Cards will receive



- a Discipline Notice from the league outlining Fair Play expectations for the team's next registered season. Failure to meet those expectations will result in a hearing with the Discipline Committee.
- 10.5.2 Teams that have received 20 or more Yellow Cards or 4 or more Red Cards will have to appear before the Discipline Committee to discuss their performance from the earlier season before being accepted into any future seasons.

PROGRAMS

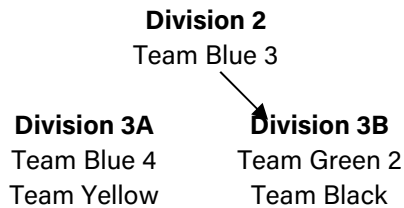
MEN'S

Team Placement

- 11.1. The Board has the discretion to adjust promotion, relegation, and League structure where circumstances require.
- 11.2. If an existing team does not register for a particular season, that team's placement position within the League will be reassigned.
- 11.3. New teams will enter the League through the application of these guidelines:
- 11.3.1. Within the Open Division, new teams will enter in the lowest division that has vacancies not filled through League promotion and relegation.
- 11.3.2. **The U23 Division will make up part of the lowest group within the Open Division.**
- 11.3.2.1. **At the end of the season U23 teams may remain within U23, be promoted to the next Division above, or take part in Promotional Challenge for two divisions above.**
- 11.3.3. Within Master's and Over 45 divisions, new teams may be requested to send their roster of a minimum of 12 players and requested division of play. Team placement will be decided by the following:
- 11.3.3.1. The roster's level of competition.
- 11.3.3.2. Availability of space within the desired division for more play.
- 11.3.3.3. Desire of an existing team within the division to accept promotion or relegation to create space within the desired division.
- 11.3.3.4. No returning team that has not earned promotion or relegation will have to change division to accommodate a new team.
- ~~11.3.3.5. Teams that win/lose more than 6 games in a season with a goal spread of 5 (indoors) or 3 (outdoors) may have the next season's League placement adjusted.~~
- ~~11.3.3.6. Returning teams who at the completion of the prior season dominated play within their division may be moved to a higher division.~~
- 11.3.4. New teams entered by a Club will have priority over other new members.
- 11.3.5. Teams new to a season will have priority over new members to the League.
- 11.4. **Club Tied rules are applied to Outdoor 11v11 only. For Boardless and Outdoor 7v7 promotion, relegation will not be amended to ensure Club teams are separated.**
- 11.5. A club may not have more than one team in any division or group. The Board may apply the following exceptions:
- 11.5.1. Within split divisions (A, B, C) in which case the club teams will be entered into opposite groups within the division.
- 11.5.2. Within Master's and O45 divisions not eligible for post season competition (provincials).



Example



Divisional Promotion and Relegation

- 11.5. Final League standings at the end of regular schedule will decide the promotion and relegation eligibility of the teams.
- 11.6. When a division is fewer than 10 teams, promotion and relegation structure may be amended by CUSA. Goal will be to retain division of 10 teams.
- 11.7. Promotion and relegation in the future season will occur prior to the application of requested name changes, team mergers or team releases from a club. Rule 1.4, 1.6 and 1.7
- 11.8. Promotion from Premier to AMSL is governed by the current edition of the AMSL Rules.
- 11.9. Promotion and relegation between two single group divisions.
 - 11.9.1. Top two teams are promoted.
 - 11.9.2. Bottom two teams are relegated.
- 11.10. Promotion and relegation between a single group to a double group.
 - 11.10.1. Top team from each group is promoted.
 - 11.10.2. Bottom two teams are relegated.
- 11.11. Promotion and relegation between two double divisions.
 - 11.11.1. Top two teams are promoted.
 - 11.11.2. Bottom two teams are relegated.
- 11.12. Promotion and relegation between a double group and a triple group.
 - 11.12.1. Top 2 teams from each group are promoted.
 - 11.12.2. Bottom three teams are relegated.
- 11.13. Teams that have earned promotion in the earlier season, but refuse that promotion, may be moved to the lowest division.
- 11.14. Teams that have not earned promotion in the earlier season but have been offered an unearned promotion, may decline the promotion.
- 11.15. When a club team cannot be promoted by being Club Tied, then the next eligible team will be given the choice of taking the promotion or staying in the current division.
- 11.16. The Board may, at their discretion, place a lower division team who is suitable for the level of competition in this position if no team wishes to fill the vacancy.
- 11.17. When a Club team that has been relegated to the next lower division and has another team from the same club will cause the lower division team to also be relegated.
 - 11.17.1. If the lower division team has earned promotion to the next higher division, then the teams will exchange positions.

Promotional Challenge

- 11.18. The top placed team from each Open Division can challenge 2 divisions higher, to the lowest placed team in the higher division that is not eligible for relegation.
- 11.19. Premier division is not subject to challenges. Advancement is through eligible team promotion only.



- 11.20. All Promotional Challenge matches will be played at the end of the season following the completion of League play.
- 11.20.1.1. Games shall be considered an extension of league play therefore cards and discipline from regular league will carry forward into Promotional Challenge matches.
 - 11.20.1.2. Games that cannot be completed due to weather constraints may be scheduled at a time decided by the Board.
 - 11.20.1.3. These games may be subject to added conditions applied by the Board including a change in format.
 - 11.20.1.4. To be eligible for promotional challenge, teams must have sent their intention to challenge, in writing, by end of business day Outdoor July 31st, Indoor January 31st.
 - 11.20.1.4.1. Challenging team's eligibility is subject to Rule 11.5,
 - 11.20.1.5. The challenge games formats are:
 - 11.20.1.5.1. Best of two games. If the teams are tied in points after the two matches, then the total goals for and against will decide the tiebreaker. If the teams are still tied, then the challenged team will keep the higher division position. No overtime or penalty kicks are allowed in challenge games.
 - 11.20.1.5.2. Challenge game formats may be amended, prior to the first match, at the discretion of the league.
 - 11.20.1.5.3. Round Robin games. The tie-breaking Rule 4.2 will apply if the teams are tied after the round robin play.
 - 11.20.1.5.4. Regular team rosters only for the challenge games. The rosters of the teams taking part in the challenge games shall not have any additions to them following the final League game of the season.
- 11.21. Promotion Challenge game forfeitures
- 11.21.1. Should the Challenger forfeit the first game of the Promotional Challenge the team will be assigned a loss with a 3-0 score awarded to the Challenged team (Outdoor) and a 5-0 score (Indoor).
 - 11.21.2. The Challenger may forfeit the second game of the Promotional Challenge with no other discipline sanctions applied. However, in doing so they will relinquish the opportunity to advance to the Challenged team's position in the alignment.
 - 11.21.3. Should the Challenged Team forfeit the first game of the Promotional Challenge the team will be assigned a loss with a 3-0 score awarded to the Challenger team (Outdoor) and a 5-0 score (Indoor).
 - 11.21.4. The Challenged Team may forfeit the second game of the Promotional Challenge, with no other discipline sanctions applied. However, in doing so they will relinquish their higher Division alignment position to the Challenger.
 - 11.21.5. Costs of the challenge games are charged directly to the challenging team(s) which must be paid a minimum of 4 days prior to the challenge.
- 11.22. In Division 6, the Promotional Challenge competition will be to the lowest placed team in the corresponding split division that is not subject to relegation. 6A may Challenge 4A, 6B – 4B, etc.
- 11.22.1. In Division 6 when there are not three groups, the team(s) in division 4 that are challenged are decided by the following:
 - 11.22.1.1. Those team(s) in 7th places in their Division 4 group.
 - 11.22.1.2. Those teams are then ranked based on their season's total points.
 - 11.22.1.3. The lowest ranked team is challenged if there is only one group in Division 6 and



the lowest 2 teams are challenged when there are 2 groups in Division 6.

- 11.22.2. A team in the lowest Open Division offered in that season, that goes undefeated in League play, including no ties, may take part within either the promotional challenge for either the Division above them or Division two levels above them. In all cases the option will be to move two divisions through a Promotional Challenge. Within 24 hours of the last League game, the team must advise CUSA which division the team is challenging into.
 - 11.22.2.1. If the team chooses a two Division promotional challenge, then the team would become part of the round robin playoff with other challenging teams from the lower Division. i.e., join the Division 5 teams challenging for Division 3.
 - 11.22.2.2. If successful in the qualifier games, the team would advance to the Promotional Challenge series.
 - 11.22.2.3. If successful in the Promotional Challenge series, the team would be promoted to Division three for the next season, the Division 3 team would be relegated to Division 4. In this situation the lowest placed team, originally eligible for promotion, by total points in Division five would not be promoted.
 - 11.22.2.4. If unsuccessful, the Division 6 team would be promoted to Division 5 and the Division 3 team would remain in Division 3.
- 11.22.3. For teams within the split divisions (A, B, and C), within 24 hours of the completion of League play they shall notify, in writing, their intent to withdraw from the Promotional Challenge competition.
- 11.22.4. Should the challenger be successful they will advance to the higher divisional position and the team being challenged will be relegated to the next lower divisional position.
- 11.22.5. Should the challenger be unsuccessful they will still be promoted to the next higher division and the team being challenged will remain in their original division.
- 11.22.6. In divisions with more than one group:
 - 11.22.6.1. If 2 teams are challenging, they will play a single game to decide the divisional challenger.
 - 11.22.6.2. If 3 teams are challenging, they will play a round robin format to decide the divisional challenger.

Restrictive Movement

- 12.1. No transfer, automatic or otherwise, will occur following the season's transfer deadline.
- 12.2. The team, and the player, or the team using the guest player for, is responsible to ensure that they are eligible to play.
- 12.3. There is no intra-divisional play allowed, **except as outlined in 12.19.1.**
- 12.4. Teams are eligible to have up to 4 guest players in a match.

CUSA Restrictive Movement - Open Men's Division

- 12.5. A club player may play a maximum of 6 times within their club without affecting their status on the registered team.
 - 12.5.1. A club player playing their 7th game for the higher club team is automatically transferred to that team. No player is allowed to play-down without being transferred. Once a player has been transferred down that player may not play up onto the higher division team for the rest of the season.
 - 12.5.2. The maximum number of games in total that a player can be a play-up within one season



is 6.

12.5.2.1. A registered player may guest into Futsal a maximum of 3 times in a season.

12.5.3. The guest playing Futsal shall not count toward the 6 maximums in one season.

12.6. Players transferring from one club to another club or team will be eligible to play up.

12.7. Any Open division team can use eligible players from Master's, Over 45 and registered youth players.

12.7.1. Master's Elite players are eligible for Division 3 and above only.

12.8. Open division players are **not** eligible to guest into Master's, O45 or O55.

12.9. **Within the U23 Program a team may register or use as guest players up to 3 over aged players.**

Master's (Over 35) Restrictive Movement.

12.10. A player may play up or play down a maximum of 6 times per team without affecting their status on the registered team.

12.11. A Master Division player, playing their 7th game of the season as a guest, shall be automatically transferred to that team, providing the 7th game occurs before the transfer deadline.

12.12. Master's Elite players may only play up into the Open Men's Divisions 3 and above.

12.13. Master's Elite registered players may not play down into Over 45.

12.14. Master's Premier and below players may play up into any division within the Open Men's and any higher Master's division.

12.15. A registered Master's Premier player who is over 45 years of age is eligible to play down into Division O45A (or highest Over 45 division) only.

12.16. No more than 2 Master's Premier registered players may play down to an Over 45A per game.

Over 45 and Over 55 Restrictive Movement.

12.17. Over 45 division players may guest for any higher division CUSA team, an unlimited number of times per team per season.

12.18. An Over 45 player may not play down to a lower division O45 team.

12.19. An Over 45 team may have up to 4 guest players in a game with no more than 2 being eligible registered Master's players.

12.19.1. **The lowest O45 Division in 11v11 may utilize guest players from the opposite pool within their Division when there is no O55 division players upon which to utilize.**

12.20. **An Over 55 team may use guest players from Over 45 (within the same program) that meet the age requirements.**

12.20.1. **Over 55 registered players are eligible to guest play onto any other Over 55 team within their program.**

Youth Restrictive Movement.

12.21. Registered youth players with a youth soccer association, but not registered with CUSA, may play up for any CUSA team up to a maximum of 6 times per team per season.

12.22. Each time a youth player plays for a CUSA team, the Game Official must be provided with the youth ID card and a CUSA Restrictive Movement Pass signed by the player's youth team official.

12.23. The team's officials are responsible for ensuring that the Game Official receives and signs the CUSA Restrictive Movement Pass. One signed copy is to be given by the Game Official with the game sheet, the second signed copy is to be returned to the team.

12.24. When there is cross divisional play and the competition leads onto provincial level play, then for the



duration of the cross- over rounds guest players from within the groups cannot be used i.e., Master's Elite/Premier division Group A cannot use Group B players for the duration of the seeding round.

12.25. For the Outdoor Season within the Master's Elite / Master's Premier Division guest players from within the division. This does not extend to Indoor Divisions of Boardless.

Game Pairing	Guest- within Division	Guest- Outside Division
Master's Elite vs Master's Elite	Any Master's Premier player	Any Master's or O45 Player
Master's Elite vs Master's Premier	No Guest Player from within Division	Any Master's or O45 Player
Master's Premier vs Master's Premier	No Guest Player from within Division	Any Master's or O45 Player

12.26. When there is cross divisional play, and the competition does not lead onto a provincial level play then guest players from within the groups can be utilized.

12.26.1. Players, however, must play with the team they are registered to and not with an opponent when the two have a match.

12.26.2. In cross divisional games, lower division players cannot play up with higher division teams within the crossover. E.g., In an O45B vs O55 crossover game the O45B team cannot use a guest player from an O55 team. However, O45 C and D players are still eligible as guest players.

12.27. When there is a seeding round within Master's and Over 45 divisions, guest play rules are modified.

12.27.1. When there is a seeding round i.e., Master's Provincial, players will be eligible to guest onto other teams as per the guest player rules of the lowest division team in the seeding group.

12.27.2. When there is a seeding round i.e., Master's Provincial, guest players may only be obtained from divisions lower than the lowest division in the seeding group.

12.28. Chart outlining player participation as guest players prior to the completion of a transfer within the current season of play.



DIVISION REGISTERED	GUEST PLAYER ELIGIBILITY
Master's Elite Age Category 35 as of Jan 1 st	<ul style="list-style-type: none"> Eligible for Division 3 and above only Can play up a maximum of 6 games per team in total per season.
Master's Premier Age Category 35 as of Jan 1 st	<ul style="list-style-type: none"> Eligible for Master's Elite, Open Men's. Can guest a maximum of 6 games per team in a season. The Master's players who are over 45 years of age may play down into O45 A. No more than 2 Master's Premier players per O45A game.
Master's 1 & Lower Age Category 35 as of Jan 1 st	<ul style="list-style-type: none"> Eligible for Master's Elite, Master's Premier, Open Men's. Can guest a maximum of 6 games per team in a season. Master's players who are 45 years of age and older <ul style="list-style-type: none"> -can guest into O45 unlimited number of games -no more than 2 Masters' players may play down per game. <p>Exception: those registered in the lowest Master's divisions may play unlimited into O45 and up to 4 may play down into any O45 division.</p>
Over 45 Age Category O45 prior to registration	<ul style="list-style-type: none"> Can play up unlimited per team with any Master's, Open or higher Over 45 division team. Can play down into O55 unlimited per team if at least 53 years of age.
Over 55 Age Category	<ul style="list-style-type: none"> Can play up unlimited per team with any O45, Master's or Open division team.

Restricted movement following transfer

- 12.29. During the current season, a player who has played for one team in a particular cup competition shall not play for another team in the same competition. Even though the player has been duly transferred, they will be "cup tied".
- 12.30. A player may transfer to a club team in a lower division, but once transferred, they will not be eligible to play up for a higher team for that season.
- 12.30.1. A player transferring to a lower division team, or from Open to Master's or Master's to Over 45, will not be allowed to play up for the higher division team for the rest of that season.
- 12.31. Chart outlining player participation as guest players following the completion of a transfer within the current season of play.
- 12.32. For Masters, O45 and O55 players transferring to a team in a lower division than originally signed for the season they may not guest back onto the team that they transferred from.
- 12.33. Once transferred the guest player privileges are as per the new division transferred to.

From	To	Guest following transfer
Open	Higher team	Max 6 total in season (includes those prior to transfer)
Open	Lower team	Zero. Cannot play back up
Open	Master's	Zero. Cannot play back up
Open	Over 45	Zero. Cannot play back up
Open	Over 55	Zero. Cannot play back up
Master's	Open	Max 6 per season (includes those prior to transfer and within the Open Division Club).



Master's	Higher Master's	Cannot guest to Master's or Over 45 team.
Master's	Lower Master's	Max 6 per season/ team (includes those prior to transfer). Cannot play to lower Master's
Master's	Over 45	Max 6 per season/ team (includes those prior to transfer).
Over 45	Open	Cannot play up into the division the player transferred out of.
Over 45	Master's	Max 6 per season (includes those prior to transfer and within the Open Division Club).
Lower O45	Higher Over 45	Max 6 per season/ team. Cannot play into Over 45
Over 45	Lower Over 45	Can continue to play into higher O45, Master's and Open Divisions-
		Cannot play up onto the team the player transferred off of.
Over 55	Open	Max 6 per season (includes those prior to transfer and within the Open Division Club).
Over 55	Master's	Cannot guest to Master's or Over 45 team.
Over 55	Over 45	Max 6 per season/ team. Cannot play into O45, O55
		Can continue to play into higher O45, Master's and Open Divisions

FUTSAL PROGRAM

CUSA may offer Men's and Women's Futsal Programs.

13.1. Teams shall identify at the time of registration their intention to challenge for provincial championship and ultimately the national competition.

Game Rules

- 13.2. If either of the two teams has less than 4 eligible players, then the game will be abandoned. A minimum of 3 players must be on the pitch.
- 13.3. All games will start on time as per the time clock. Teams will be allowed a grace period of 5 minutes after the designated kick-off time to follow all rules.
- 13.4. Duration of League games shall be 2- 23-minutes halves, with a maximum 3-minute rest period between the halves and 1 minute of stop time at the end of each half.
- 13.5. Each team is allowed one thirty-second time-out in each period.

Game abandonment:

- 13.6. A game abandoned by a match official will not be replayed unless directed by the Discipline Committee.
- 13.7. A game's results will stand if 35 minutes of play have been completed. If less than 35 minutes has been played the game will normally be rescheduled.
- 13.8. A result of 5-0 will be entered into the records for a team winning by default/forfeiture.
- 13.9. If the winning team has scored more than 5 goals in which case those goals are kept.
- 13.10. Goals scored by the offending team shall be struck from the records.

Restrictive Movement

- 13.11. In the situation that there are two or more divisions within the Program lower division players may guest up to a higher division 6 times in a season.
- 13.12. CUSA players registered to Indoor Boarded, Coed, or Boardless, may guest into Futsal a maximum of 3 times.
- 13.13. No transfer, automatic or otherwise, will occur following the season's transfer deadline.
- 13.14. The team, the player, or the team they are being a guest player for, are responsible to ensure that they are eligible to play.
- 13.15. Teams are eligible to have up to 2 guest players in a match.
- 13.16. No addition to roster following final league match of the season.



Restricted movement following transfer

- 13.17. A player may transfer to another team in the division, but once transferred, they will not be allowed to guest onto the original team for the rest of the season.

BOARDLESS PROGRAM

CUSA may offer Men's Boardless Programs.

Game Rules

- 14.1. A player may transfer to another team in the division, but once transferred, they will not be allowed to guest onto the original team for the rest of the season.
- 14.2. Boardless games will align with Alberta Soccer Modified Indoor Rules of Soccer with the following competition specific rules. These rules will extend to Outdoor 7v7 Play.
- 14.2.1. No offsides
- 14.2.2. The ball is out of play when it touches the ceiling or building structure overhanging the field of play. Restart: Throw-in to the opponents of the player last touched the ball, at the touchline closest to where the ball touched the ceiling or structure.
- 14.2.3. Red carded players will be told to leave the playing area and are NOT replaced by another player – the team plays a player short for the rest of the game.
- 14.2.4. Goalkeepers will have no restrictions as to how they distribute the ball – neither from a goal kick, nor in regular possession.
- 14.2.5. Free kicks are indirect/direct where applicable and the wall should be set up 6 yards away.
- 14.2.6. The away team should have kick off in the first half of the game and defend the side which their bench is on.**
- 14.3. All games will start on time as per the time clock. Teams will be given a grace period of 5 minutes after the designated kick-off time to be organized to commence play.
- 14.4. Duration of League games shall be 2 - 30 minutes halves, with a maximum 3-minute rest period between the halves.
- 14.5. Teams will be allowed up to 4 substitutions at a time.
- 14.5.1. Teams in Over 45 will have unlimited substitutions at a time, at the discretion of the Referee.
- 14.6. Game abandonment:
- 14.6.1. A game's results will stand if 40 minutes of play has occurred. If less than 40 minutes, the game will be replayed, if abandoned for reasons other than discipline.
- 14.6.2. A game abandoned by a match official will not be rescheduled.
- 14.6.3. A result of 2-0 will be recorded for a team winning by default/forfeiture.
- 14.6.4. If the winning team has scored more than 2 goals in which case those goals are kept.
- 14.6.5. Goals scored by the offending team shall be removed from the records.

Restrictive Movement

- 14.7. No transfer, automatic or otherwise, will occur following the season's transfer deadline.
- 14.8. Teams are eligible to have up to 4 guest players in a match.
- 14.9. Boardless registered Players are allowed to be a guest player within Boardless a total of 6 times per season.
- 14.10. NO guest players from other programs allowed.



INDOOR BOARDLESS:

- 14.11. There is no intra-divisional play allowed.
- 14.12. Open Divisions guest players in the will be club tied.
- 14.13. Teams may call guest players from a lower level of Boardless.
- 14.14. U23 Program may call up to 3 over aged guest players per game.
- 14.15. All Open Divisions teams may use a registered youth player who is 16 years of age or older.

OUTDOOR 7v7:

- 14.16. When only one division of a group exists intra-divisional guest players are allowed.
- 14.17. When two or more divisions of a group exist then no intra-divisional guest players are allowed.

COED PROGRAM

Divisional Promotion / Relegation

- 15. Final League standings at the end of regular season are based on league points (Pts) Plus Fair Play points divided by 2 (FPP) to equal total points (Tpts).
 - 15.1.1. Fair Play points will apply for both Boarded and 7v7 Coed to decide final league Team Placement.

Playoff Rules

- 15.2. If applicable, teams will compete in playoff games at the end of each season.
- 15.3. No guest players in the championship rounds for playoff games.
 - 15.3.1. Division championship playoffs are roster only. No additions following final league game of the season.
 - 15.3.2. Teams not competing for the division championships may continue to use guest players.
- 15.4. Teams with below-standard Fair Play Points over the course of the season and during the Playoffs may be held back from advancing in the Playoffs on a case-to-case basis.
- 15.5. If a game is tied at the end of regulation, a shootout will be completed to decide the winner. Shootout regulations are.
 - Best of 5 rounds
 - Teams must alternate between a male and female shooter, starting with a female.
 - A player cannot shoot a second time until all teammates of his or her gender have taken at least one shot.
 - If tied after 5 shooters, teams will alternate shots until a winner is declared.
- 15.6. Each team must supply a shootout game sheet provided by the league after Regulation. Failure to follow shootout rules will result in a forfeiture.

Fair Play

Teams

The Team Fair Play Award is intended to foster the spirit of fair play for the competition. The team includes all players, coaches, and other team officials on the team roster.

- 16 Teams may earn merit points as follows:

- Completion and submission of referee evaluation within two weeks of the date of the game



(+2/evaluation)

Game Official's recording of Fair Play on game sheet (0 to +10)

16.1. When no game official evaluation completed, or only completed for one team:

no cards (caution/red)	10
1 yellow card	8
1 red card, or 2-3 cards, no more than 1 red card	5
2 or more red cards, or 4 or more cards in total	0

16.2. At the completion of the season, the team(s) with the best total Fair Play score for their division will be eligible for a credit towards their next season's registration fees, equal to 65%, the second-place team will receive 35% of the total sum from that division's Fair Play pool.

16.2.1. If there is a tie for first place, then the total credit will be divided equally between the teams tied.

16.2.2. If there is a tie for second place, the teams involved will evenly split 35% of the total pool

16.3. In the absence of fair play points completed by the official, the starting fair play points will be 10.

16.3.1. Fair play points will be deducted as follows:

16.3.2. 1 for each yellow card issued.

16.3.3. 2 points for each red card issued- Receiving Second Caution, Denying Goal Scoring Opportunity

16.3.4. 6 points are issued for each red card. - Offensive or Insulting or Abusive Language or Gestures, Violent Conduct, Serious Foul Play, Spitting at an Opponent, Boarding

16.3.5. Teams who do not field a team will earn 0 FPP, plus earn a deduction of 5 FPP

16.3.6. Teams will earn 0 FPP if a game is abandoned by the referee, plus earn a deduction of 10 FPP

16.4. Teams must have more than 125 fair play points in a season. That number will be prorated based on the number of games in the season.

16.5. Any team having 125 or fewer fair play points will be conditionally accepted into the League for the next season pending any recommendations from the Discipline Committee.

Participants

16.6. Coed Teams registering into Recreation or Ultra Recreation Divisions will not be eligible to sign onto their team any player who has been registered within the past 5 years onto a CPL, League1, USL2, AMSL, Collegiate, or equivalent, or to Premier to Division 1. April 2019

16.7. A basic tenant of Co-Ed Rec Soccer is Fair Play as described by the values below. Participants must uphold these values or may be subject to disciplinary measures including, but not limited to, suspension, fines, bonds, or even removal from the League.

16.8. Coed Fairness Model. This is applied within the highest division of competition in a season.

16.8.1. The Fairness Model is enacted when a score differential reaches 7 goals in a game. The winning team must play one player short, while keeping the 2 male and 2 female ratios on the field.

16.8.2. When/If the score differential is reduced to 5 goals, the team will return to even strength.

16.8.3. Should the differential reach 7 goals again, the winning team will go back to playing one player down.



FAIR PLAY is an attitude that shows itself in behaviour.

Respect for others	Hold your opponents and game officials in high esteem for without them there would be no game
Sportsmanship	Show fairness, recognize, and appreciate excellence in performance and attitude regardless of team affiliation, enjoy the sport for its own sake
Respect for Rules	Demonstrate respect of written and unwritten rules (and the spirit of those rules) by following them
Friendship	Promote fellowship within the soccer community not just your own team
Team Spirit	Believe in each other
Fair Competition	Be part of a just competition; be as cooperative as you are competitive
Equality	Share the sport with others, regardless of creed, ethnicity, or ability
Integrity	Do the 'right' thing, show grace when winning, good humor when losing
Solidarity	Be allies with one another
Tolerance	Acknowledge, accept, and respect differences
Care	Always maintain self-control, be considerate of others

PLAYING IS A PRIVILEGE NOT A RIGHT

Restrictive Movement

16.9. The team and the player handle ensuring that he or she is eligible to play as a guest player.

16.10. Teams are eligible to have up to 4 guest players in a match.

16.11. Players may be a guest player 6 times per team in only a season.

16.12. Players may guest onto any team within their same skill grouping i.e., Intermediate teams may use a player from any other intermediate team or group but cannot use a player registered in Competitive or Recreational.

Alberta Major Soccer League

17. A club gaining a position in the AMSL, through the AMSL Challenge, will automatically receive a place for that season in the Premier Division for a reserve team, after which normal relegation rules will apply to that reserve team.

17.1. A team leaving the AMSL, that previously was in CUSA Premier, will automatically place in the Premier Division. Relegation of lower club teams will continue until all teams are within a division.

17.2. Premier Division teams will have to declare the intent to challenge for a position in the AMSL by the AMSL stated deadline of the current season.

17.2.1. To be eligible, the team must not be an existing Reserve Team.

17.2.2. To be eligible, the team challenging must be the premier division champion that season.

17.3. Only 2 players registered with the AMSL may play-down with their designated reserve team per game. These players will be a part of the 4 eligible guest players.

17.3.1. AMSL registered players may play down on their AMSL reserve team a total of 3 games per season.

17.4. AMSL reserve team players may play up for their AMSL team unlimited.



- 17.5. AMSL teams may use an unlimited number of guest players from their reserve team each game.
- 17.6. Reserve players, once transferred to AMSL, are not eligible to play back down to the reserve team.
- 17.7. In case of the dismissal of a playdown AMSL player in a CUSA game, the AMSL team will only be allowed to play down 1 player until completion of this suspension.
 - 17.7.1. In case of the concurrent dismissal of 2 playdown AMSL players in CUSA games, the AMSL team will not be allowed to play down any players until the first suspension has been served.
- 17.8. Registered Master's players may be used as a call-up in AMSL games.
- 17.9. Any AMSL reserve team player under CUSA suspension will not be allowed to play up to the AMSL until after serving that suspension.
 - 17.9.1. Dismissals and cautions issued to AMSL reserve team players, while playing for their AMSL team, will be enforced within the AMSL, but will not be carried back to the CUSA League, subject to Alberta Soccer rulings.
- 17.10. Players and Team Officials must follow and be eligible as outlined within the current season AMSL Operating Guidelines.
- 17.11. CPL Reserve Teams are governed by the AMSL Operating Guidelines.
 - 17.11.1. CPL Reserve teams forego the options for AMSL teams outlined in 23.1 and 23.2.
 - 17.11.2. CPL Reserve team players are not allowed to transfer onto an AMSL roster at any time during the AMSL season.
- 17.12. CPL Reserve team players may transfer onto a CUSA roster during the season providing:
 - 17.12.1. No more than 3 CPL Reserve players transfer to any one CUSA roster during the season.
 - 17.12.2. The player transferring must be amateur.
 - 17.12.3. The transfer must be completed by the Transfer Deadline (July 31).
- 17.13. A maximum of 3 (U20) professional players are allowed to play in a match. This total includes any CPL First team player that may be playing down.

League 1 Alberta (L1 AB)

- 18.0 For a registered League 1 player to be eligible for Senior Provincials they must be released from the League 1 team and registered on their new team by the Transfer Deadline, July 31.
- 18.1 All remaining L1 AB play will be governed by ASA L1 AB Operating Guidelines.
- 18.2 L1 AB players are not eligible to play down into CUSA.

Provincial Cup Competitions

- 19.0 All CUSA Provincial and Regional qualifying games will be played according to the Alberta Soccer Association Rules for that competition.
- 19.1 Provincial Cup Competitions are as follows:

COMPETITION	ELIGIBILITY
Challenge Cup	Any team capable of creditable performance at Provincial & National level
Premier	Premier
Tier 1	Division 1



Tier 2	Division 2
Tier 3	Division 3
Master's Major	Master's Elite
Master's Premier	Master's Premier

All team officials involved in the Alberta Soccer Provincial Championships must have a valid Police Information Check on file with CUSA.

- 19.2 All players, team staff and league representatives shall ensure participation is within full compliance with Alberta Soccer Provincial Competition Rules.
- 19.3 If CUSA receives an ASA fine due to a team's actions at Provincials, CUSA will apply the fine to the team and shall also add other sanctioning on a case-to-case basis.
- 19.4 Teams that advance from Provincials to attend a National Competition shall be compelled to fulfill and the competition requirements including player eligibility, travel and accommodations and conduct.

City Cup Competitions

- 20.0 For all Outdoor season Cup games, if the result is a draw at full time, the game will be decided by penalty kicks.
- 21.0 For City Cup competitions a guest player may play with only one team in each competition, they will be Cup Tied to the first team they take part in the Cup competition.
- 22.0 For a player to be eligible their registered team must:
 - 22.1 Meet the competition's Division eligibility requirements.
 - 22.2 League Play guest player rules are in effect,
 - 22.3 For all City Cup competitions these games count toward a player's total guest player allocation.
- 23. If the player's team is registered in the competition, they must play with their registered team even if their registered team is eliminated, and they have not played in the competition yet.
 - 23.1 A player who is Cup Tied in a competition and then transfers to another team or club stays cup tied for the duration of that competition.

- 23.1 Outdoor Season City Cup Competitions are as follows:

COMPETITION	ELIGIBILITY
Black Cup	Any registered & sanctioned Calgary team.
Calgary Cup	Divisions 2, 3, Master's Elite.
Tony Marques Cup	Divisions 4 & lower, excluding Master's Elite
John Burns Cup	Master's Premier, Master Division 1 & Over 45 A and lower.
Centennial Cup	Master's Division 2 & lower and Over 45B
Kaiser Cup	Over 55
Pre-Season	Any registered CUSA team.

- 23.2 Indoor Season City Cup Competitions are as follows:

COMPETITION	ELIGIBILITY
Pre-Season	Any registered CUSA team.
Post-Season Playoffs	Divisions 4 & lower (non-provincial divisions)

- 23.3 The Indoor & Outdoor Pre-season Tournaments are not considered regular League play or a Cup,



but rather a method for teams to 'trial' players and select rosters for the Season.

23.3.1 As such, CUSA suspended players are eligible to play, if any fines or bonds are paid prior to the tournament, with any remaining games to be served at once when regular League play begins.

23.3.2 A player red-carded in the tournament will serve games in the tournament and any remaining games during League play.

23.3.3 Teams are eligible to register players from within their Club to a roster for this competition and transfer them to a League team without the transfer being considered 1 of the eligible ones during the season. Provided that the transfer is completed prior to the first CUSA league game of the season.

23.3.4 The draw and competition rules will be decided based on team registration numbers.

23.4 The Board reserves the right to run the competition in a tournament format. City Cup fees are non-refundable once the team is accepted.

23.5 Tournament Competitions are as follows:

COMPETITION	PROGRAM	SEASON
Indoor Nations Cup	Men's	Indoor
Boxers Bras and Beerfest	Co-Ed	Outdoor/Summer

23.6 Tournament Competitions are open to any team, and will follow league Rules and Relegations, and Discipline Code unless otherwise said.

23.6.1 Players must be registered in the current season otherwise they will have to pay the ASA Unregistered Player Fee prior to the competition. Failure to do so will make the player ineligible and the team will forfeit the game.

23.6.2 Player cards or pictured government identification are needed for all games.

Discipline

24.1 Player and team discipline will be applied according to the CUSA Discipline Code.

24.2 To preserve its effectiveness in curtailing acts of misconduct by players and/or team officials, fines and bonds or other means can be assessed at the discretion of either the Discipline Committee or the Board.

24.3 The Discipline Committee can recommend to the Board the expulsion of any individual or team. The decision to expel either a team or individual is at the discretion of the Board following a hearing directly to the Board.

24.4 Teams owing more than \$500.00 are subject to a review by the Board on eligibility.

24.5 For an individual to have served a game suspension, their team must "physically" play a League or Cup game or tournament.

24.6 Any altercation that results in criminal charges, or notice of pending criminal actions, may not be handled by the Discipline Committee until all potential criminal actions have ended.

24.7 The Board will uphold discipline action imposed on a player, team, or spectator by a facility operator where CUSA games and events are scheduled, without appeal.

24.8 Registered youth players who are under suspension from their youth league, or who have pending discipline action, shall not be eligible to guest into, or register onto a CUSA League team.

24.9 CUSA will honor other affiliated league suspensions of team officials and those players who have been suspended from 'all of soccer.' Players suspended in other leagues are eligible to play in CUSA excepted as previously noted. Individuals may register to a CUSA team but shall not be active to take part until prior discipline has been served.



- 24.10 Yellow cards received in a game are not subject to a challenge. Therefore, receiving a dismissal for a second caution offence will not be subject to a challenge to the Discipline Committee.

Appeals, Protests and Disputes

- 25.1 Each appeal on the decision of the CUSA Discipline Committee must be made in writing to CUSA within 10 days of the decision and must be accompanied with a \$150.00 appeal fee. To be reimbursed the \$150.00 appeal fee, less an administrative charge, the appeal must be successful in its entirety.
- 25.2 Any appeals arising from the business of CUSA shall be made in writing to the CUSA Board. The matter will be delegated to the Board Appeal Committee. Final disposition of the matter will be made known to the respective party in writing.
- 25.3 Any appeal on the decision of the CUSA Board Appeal Committee, concerning the matter outlined in Section 14.2, shall be made in writing to the Alberta Soccer Association following their rules.
- 25.4 A team protesting any issue with regards to the current season will have to inform CUSA in writing no later than 15 days from the date of the game, except as per Rule 7.8.

Officiating

- 26.1 A registered player may not officiate in the division in which they play or for another team within their club and must declare their conflict of interest in this regard to the Calgary Referee Scheduler, prior to the start of the season.
- 26.2 Any registered player in Master's, Over 45 or Over 55 divisions may officiate any game except games in which their team is playing, excluding those divisions where Alberta Soccer organizes Provincial Championships.
- 26.3 No family members are to be scheduled to officiate in the same game, unless approved by CUSA.
- 26.4 CUSA may appoint anyone who is judged to be qualified to officiate, to keep the continuity of the schedule, should registered officials become unavailable.
- 26.5 All game officials and/or stand-in official substitute's must be 16 years of age or older.
- 26.6 CUSA will handle appointing officials for the regular game schedule but may request aid from member associations from time to time.
- 26.7 Outdoor Divisions, where 3 officials are assigned:
- 26.7.1 If 1 appointed game official does not appear at a scheduled game, then the home team must supply a replacement.
 - 26.7.2 If 2 appointed officials do not appear at a scheduled game, then both the home and away teams must supply a replacement.
 - 26.7.3 If all 3 officials do not appear, then the game will not be played and will be rescheduled.
 - 26.7.3.1 Both teams MAY consent to the use of a mutually agreed upon official. This should be noted on the bottom of both game sheets prior to the commencement of the game. Game results will stand.
- 26.8 Men's Outdoor Divisions, where a single official is assigned, if an official fails to appear, both teams MAY consent to the use of a mutually agreed upon official. This should be noted on the bottom of both game sheets prior to the commencement of the game. Game results will stand.
- 26.9 For all COED Programs if the assigned officials do not show up for a game, the Home team is responsible for replacing the on field official, and the away team will be responsible for replacing the box official when required.



- 26.10 For divisions that do not have scheduled assistant referees, each team MUST supply 1, regardless of the number of players in attendance at the game.
- 26.10.1 For those games where a team does not provide the requested assistant referee the match shall be played with the game official noting on the game sheet which team(s) did not supply the assistant.
- 26.11 The game officials have discretionary powers as soon as they enter the grounds until they exit the grounds and therefore players can be ejected before the game begins. In this instance players may be replaced, providing this does not delay the game. The infraction by the player ejected however, shall be recorded on the game-sheet. Nov 2018
- 26.12 A team may request in writing once per season that a particular official be removed from officiating their games.
- 26.12.1 These requests are honored only for the rest of the current season.

Tournaments and Travel

- 27.1 Teams wishing to take part in tournaments or exhibition games outside of the Calgary District must apply in writing for permission to travel:
- 27.1.1 Teams taking part in tournaments outside of Calgary must have travel approval from CUSA.
- 27.1.2 Teams taking part in tournaments outside Alberta must have travel approval from Alberta Soccer.
- 27.1.3 Teams taking part in tournaments outside Canada must have approval from the Canadian Soccer.
- 27.2 All players taking part in any approved tournaments must be registered with Canada Soccer through their local Association.
- 27.2.1 Players who wish to play that are not registered with Canada Soccer, must apply for temporary player insurance through their home district to be approved by the Alberta Soccer Association.
- 27.3 Clubs and/or teams wishing to hold a tournament must apply in writing for sanctioning to CUSA.

Trophies and Awards

- 28.1 All League or city cup trophies provided by or donated to CUSA shall remain the property of CUSA.
- 28.2 Trophies may be awarded annually, at the discretion of the Board.
- 28.3 Teams that lose or intentionally damage a CUSA Trophy will be assessed a fine at replacement cost.
- 28.4 All trophies that are presented annually must be returned to the CUSA office by the date requested.
- 28.4.1 Teams that are awarded a trophy from Outdoor play must return the trophy to the CUSA Office on or before the deadline for deposits for the following Outdoor Season.
- 28.4.2 Teams that are awarded a trophy from Indoor play must return the trophy to the CUSA Office on or before the deadline for deposits for the following Indoor Season.

Interpretations and Omissions

- 29.1 All other rules and regulations concerning the laws of the game and/or administrative regulations and/or by-laws not covered here, shall be governed by the Board, and if necessary, by those of Alberta Soccer, Canadian Soccer and FIFA.



- 29.2 Singular and plural words showing the singular number also include the plural, and vice versa.
- 29.3 Masculine and feminine words saying the masculine gender also include the feminine gender and vice versa.



Definitions

In these Rules and Regulations, the following words have these meanings:

Act	the Societies Act R.S.A. 1980, Chapter S-18 as amended, or any statute substituted for it.
Adult	any player sixteen years or older that is properly registered in the men's division.
AGM	Annual General Meeting.
Amateur	a player who does not receive money or other compensation for playing soccer.
Appeal	to call upon another, CUSA Board, Alberta Soccer or Canadian Soccer for corroboration, vindication, or decision on a decision of the CUSA Discipline Committee or governing bodies.
Alberta Soccer Association	Alberta Soccer Association the provincial governing body for soccer within Alberta.
Board	the Calgary United Soccer Association.
Bylaws	the Board of Directors of the Association.
Club	the Bylaws of this Association.
Canadian Soccer	an organization with two or more teams taking part in at least one season annually, which share a common name.
CUSA	Canadian Soccer Association, the national governing body for soccer within Canada
Director	Calgary United Soccer Association
FIFA	any person elected or appointed to the Board.
Futsal	Federation Internationale de Football Association, the international body governing soccer
Guest Player	The FIFA approved form of Indoor soccer recognized by Alberta Soccer as developmental program
ID Card	any eligible CUSA player that is properly registered in the CUSA who is eligible to play up or play down within CUSA
Master's	Identification card issued by, and the property of, CUSA.
Classic's	the 35 years of age-and-over men's division.
Member	The 30 years of age-and-over women's division
Open Division	a member of the Association.
Professional and/or Non-amateur	The division within the League that any participant who has had their 16 th birthday may choose to register in.
Replacement Player	a player who has received money and/or other compensation for playing the game of soccer.
Senior League or Senior Team	a player who replaces another on an Alberta Soccer roster for Provincial Competition. See Alberta Soccer Competition Rules for further guidelines around replacement players.
Soccer Related Activities	any League or team taking part within a recognized senior competition as defined by the Alberta Soccer Association.
Team Official	includes game activities such as coaching and/or managing and/or playing and/or officiating (within CUSA).
Trialist	any member of a team who is properly registered and recorded in the CUSA office as a representative of that team.
Youth	any eligible youth player that is properly registered in a youth program but not registered in CUSA.
	any player eligible to play in a youth league as defined by the Alberta Soccer Association.



Appendix A League Structure including Promotion and Relegation

Men's Outdoor 11v11

League 1 Alberta			By L1 AB Rules		
AMSL			By AMSL Rules		
10 team divisions	Premier	1st	retained		
	Premier	2nd	retained		
	Premier	3rd	retained		
	Premier	4th	retained		
	Premier	5th	retained		
	Premier	6th	retained		
	Premier	7th	retained		
	Premier	8th	retained		
	Premier	9th	relegated		
	Premier	10th	relegated		
	Div 1	1st	promoted		
	Div 1	2nd	promoted		
	Div 1	3rd	retained		
	Div 1	4th	retained		
	Div 1	5th	retained		
	Div 1	6th	retained		
	Div 1	7th	retained		
	Div 1	8th	subject to PC		
	Div 1	9th	relegated		
	Div 1	10th	relegated		
Div 2A	1st	promoted	Div 2B	1st	promoted
Div 2A	2nd	retained	Div 2B	2nd	retained
Div 2A	3rd	retained	Div 2B	3rd	retained
Div 2A	4th	retained	Div 2B	4th	retained
Div 2A	5th	retained	Div 2B	5th	retained
Div 2A	6th	retained	Div 2B	6th	retained
Div 2A	7th	retained	Div 2B	7th	retained
Div 2A	8th	subject to PC*	Div 2B	8th	subject to PC*
Div 2A	9th	relegated	Div 2B	9th	relegated
Div 2A	10th	relegated	Div 2B	10th	relegated



		Div 3A	1st	promoted		Div 3B	1st	promoted					
		Div 3A	2nd	promoted		Div 3B	2nd	promoted					
		Div 3A	3rd	retained		Div 3B	3rd	retained					
		Div 3A	4th	retained		Div 3B	4th	retained					
		Div 3A	5th	retained		Div 3B	5th	retained					
		Div 3A	6th	retained		Div 3B	6th	retained					
		Div 3A	7th	subject to PC*		Div 3B	7th	subject to PC*					
		Div 3A	8th	relegated		Div 3B	8th	relegated					
		Div 3A	9th	relegated		Div 3B	9th	relegated					
		Div 3A	10th	relegated		Div 3B	10th	relegated					
Div 4A	1st	promoted			Div 4B	1st	promoted		Div 4C	1st	promoted		
Div 4A	2nd	promoted			Div 4B	2nd	promoted		Div 4C	2nd	promoted		
Div 4A	3rd	retained			Div 4B	3rd	retained		Div 4C	3rd	retained		
Div 4A	4th	retained			Div 4B	4th	retained		Div 4C	4th	retained		
Div 4A	5th	retained			Div 4B	5th	retained		Div 4C	5th	retained		
Div 4A	6th	retained			Div 4B	6th	retained		Div 4C	6th	retained		
Div 4A	7th	retained			Div 4B	7th	retained		Div 4C	7th	retained		
Div 4A	8th	relegated			Div 4B	8th	relegated		Div 4C	8th	relegated		
Div 4A	9th	relegated			Div 4B	9th	relegated		Div 4C	9th	relegated		
Div 4A	10th	relegated			Div 4B	10th	relegated		Div 4C	10th	relegated		
Div 5A	1st	promoted			Div 5B	1st	promoted	Div 5C	1st	promoted	U23	1st	promoted^^
Div 5A	2nd	promoted			Div 5B	2nd	promoted	Div 5C	2nd	promoted	U23	2nd	promoted^^
Div 5A	3rd	retained			Div 5B	3rd	retained	Div 5C	3rd	retained	U23	3rd	retained
Div 5A	4th	retained			Div 5B	4th	retained	Div 5C	4th	retained	U23	4th	retained
Div 5A	5th	retained			Div 5B	5th	retained	Div 5C	5th	retained	U23	5th	retained
Div 5A	6th	retained			Div 5B	6th	retained	Div 5C	6th	retained	U23	6th	retained
Div 5A	7th	retained			Div 5B	7th	retained	Div 5C	7th	retained	U23	7th	retained
Div 5A	8th	retained			Div 5B	8th	retained	Div 5C	8th	retained	U23	8th	retained
Div 5A	9th	retained			Div 5B	9th	retained	Div 5C	9th	retained	U23	9th	retained
Div 5A	10th	retained			Div 5B	10th	retained	Div 5C	10th	retained	U23	10th	retained

subject to PC* Teams within this placement in the same division will play a single playoff game. Winner retains Division placement. Loser subject to promotional challenge.

promoted^^ U23 teams may accept promotion into Division 4 or decline and remain in U23. The top two U23 teams are eligible for promotion, if single division, if twinned top team and best 2nd place team, prior to additional teams from Division 5.

For all Master's and Over 45 Divisions promotion and relegation shall be bottom two teams relegated, top two teams promoted. No promotional challenges exist within Master's and Over 45.

The CUSA Board may adjust promotion and relegation based upon team registrations.



Men's Indoor Boardless

9 team divisions

	Major	1st	retained		
	Major	2nd	retained		
	Major	3rd	retained		
	Major	4th	retained		
	Major	5th	retained		
	Major	6th	retained		
	Major	7th	retained		
	Major	8th	relegated		
	Major	9th	relegated		
	Premier	1st	promoted		
	Premier	2nd	promoted		
	Premier	3rd	retained		
	Premier	4th	retained		
	Premier	5th	retained		
	Premier	6th	retained		
	Premier	7th	retained		
	Premier	8th	relegated		
	Premier	9th	relegated		
	Div 1	1st	promoted		
	Div 1	2nd	promoted		
	Div 1	3rd	retained		
	Div 1	4th	retained		
	Div 1	5th	retained		
	Div 1	6th	retained		
	Div 1	7th	subject to PC		
	Div 1	8th	relegated		
	Div 1	9th	relegated		
Div 2A	1st	promoted	Div 2B	1st	promoted
Div 2A	2nd	retained	Div 2B	2nd	retained
Div 2A	3rd	retained	Div 2B	3rd	retained
Div 2A	4th	retained	Div 2B	4th	retained
Div 2A	5th	retained	Div 2B	5th	retained
Div 2A	6th	retained	Div 2B	6th	retained
Div 2A	7th	subject to PC*	Div 2B	7th	subject to PC*
Div 2A	8th	relegated	Div 2B	8th	relegated
Div 2A	9th	relegated	Div 2B	9th	relegated



Appendix B City Cup Regulations Outdoor

Overall Structure:

A tournament structure may be used for the Tony Marques Memorial Cup (Division 4 and below, excluding Masters Elite), Calgary Cup (Division 2 and below, Master Elite and below), John Burns Memorial Cup (Master Premier and below, any O45), Centennial Cup (Master's Division 2 & below and Over 45B and below).

These tournaments are only for CUSA membership.

Structure:

The tournament will be a single elimination draw.

Match play (For Weekend Tournament Play):

All games will be 50 minutes (2 x 25-minute halves) with a 5-minute halftime. All games must have a result and will go directly to Penalty Kicks if tied after regulation time. September 2015

Match play (For Mid Season Play):

All games will be 90 minutes (2 x 45-minute halves) with a 5-minute halftime. All games must have a result and will go directly to Penalty Kicks if tied after regulation time. September 2015

Referee:

The regular match play will have a single referee and the teams will have to supply a club linesman. The teams will be fined accordingly for non-compliance with regards to club linesmen. The semi-finals and finals will have a referee and 2 assistant referees supplied.

Rules:

1. All matches are 60 minutes except the final matches, with 5-minute halftime. The final matches will be 60 minutes with a 5-minute halftime.
2. Maximum 25 players per team, with 20 dressed per game.
3. Unlimited substitutions (2 players at a time), with the Referees' discretion.
4. Red Carded Players, whose offense is more than a one game suspension, will be reviewed by the Discipline Committee. In the case of tournament style play where the team continues to advance in the competition a Committee Hearing will meet to hear the case.
5. A player that receives two yellow cards in a single match must sit out their team's next game.
6. The players' equipment is the same rules that regularly apply for the regular season.
7. A player can only sign with one team. If the teams are caught playing with ineligible players, the team will be disqualified from the tournament.
8. Teams that are a "no show" or "forfeit a match of play" will be assessed a fine and are removed from the tournament.
9. If there is a discipline action that is of serious nature, the discipline action shall be put forth to the CUSA Discipline Committee and thereafter the regular hearing procedures will be followed.
10. Current suspended players cannot be used for the tournament (this does count towards a suspension).
11. If not outlined in this document, then the regular CUSA rules and regulations that govern match play will be implemented for this tournament.



Appendix C Pre-Season Cup Regulations

Overall Structure:

A tournament structure may be used for the Pre-Season Cups. A variety of competitions will be offered to accommodate equitable divisions for the teams.

These tournaments are only for CUSA membership. The purpose of the competition is to provide a means by which Clubs / teams may determine placement of players onto league teams prior to the commencement of the Indoor League (tryouts).

Structure:

The tournament will guarantee teams a predetermined number of games each.

Match play:

All games will be played under the current edition of Alberta Soccer Indoor Rules of Play. Unless stated specifically on the draw a result will not be required from each game. There is no extra time or penalty kicks required in this competition.

Player Registration:

Players must be registered and active on the team's Pre-Season Team roster. Following the competition players will have the opportunity to sign with a league team different from their Pre-Season Cup team prior to the start of the Indoor League without using a season's transfer. Once the Indoor League begins any change of team will be a transfer regardless of if the team or division has commenced play.

Rules:

1. Maximum 25 players per team, with 20 dressed per game.
2. Player ID cards are needed for the competition; however, as the Preseason allows for teams to combine rosters the ID card does not require the name of the team on it to align with the team playing Preseason with.
3. A player red-carded during pre-season play will be subject to discipline as per the Discipline Code.
4. A player that receives two yellow cards in a single match must sit out their team's next game.
5. Yellow cards received during Pre-Season carry forward to season total for a player.
6. The players' equipment is the same rules that regularly apply for the regular season.
7. A player can only sign with one team. If the teams are caught playing with ineligible players, the team will be disqualified from the competition.
 - 7.1. A player can be released from one pre-season team to try out for another team. An emailed release from the team manager must be received in office prior to player playing for another team.
 - 7.2. A player can appear on up to 2 rosters for the duration of the pre-season.
 - 7.3. Total games played cannot exceed the total games for any one team in the pre-season.
8. Teams that are considered to be a "no show" or "forfeit a match of play will be assessed a fine and are removed from the competition.
9. CUSA players, suspended before the start of the pre-season competition, may be used providing:
 - 9.1. The circumstances surrounding the suspension will be reviewed and consideration will be given for the severity of the incident, duration of suspension and player history.
 - 9.2. The fine has been paid and the player ID collected from the CUSA Office.
 - 9.3. The player must serve the balance of the suspension at the beginning of the Indoor season.
10. If not outlined in this document, then the regular CUSA Rules and Regulations that govern match play will be implemented for this competition.



Appendix D Coed League Structure

Competitive

- Highly competitive level of play and skilled players
- Primarily current or former Tier I and above players.
- More than 3 players from Premier Division or played AMSL/PDL/UWS in the past 24 months register here
- Previously Austria Division

Intermediate

- More advanced level of game play and tactics
- Majority of players have experience playing competitive, organized soccer
- Prior playing experience in provincial division teams
- Previously the Belgium and Canada Divisions

Recreational

- Most players have organized soccer experience
- Some players may be new to the game of soccer
- Most are proficient with the fundamentals
- Previously the Denmark, Ecuador and Faroe Island Divisions.

Ultra Recreational

- Players will have some organized soccer experience, many may be beginners, or those who have never played organized soccer.
- Game fundamentals such as passing, shooting and general rule knowledge may be limited.
- Participation is focused on social more than intense competition
- Previously Ghana and Honduras Division



