



CUSA

CALGARY UNITED SOCCER ASSOCIATION

RULES AND REGULATIONS

2026

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1. 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	Alberta Soccer Association the provincial governing body for soccer within Alberta
Association	the Calgary United Soccer Association
Board	the Board of Directors of the Association
Bylaws	the Bylaws of this Association
Canadian Soccer	Canadian Soccer Association, the national governing body for soccer within Canada
Club	an organization with two or more teams taking part in at least one season annually, which share a common name
Club-tied Rules	may refer to guest players, or to team placement. Club-tied players and/or teams may not be eligible to play for another Club during the same season
CUSA	Calgary United Soccer Association
Director	any person elected or appointed to the Board
FIFA	Federation Internationale de Football Association, the international body governing soccer
Futsal	The FIFA approved form of Indoor soccer recognized by Alberta Soccer as developmental program
Guest Player	any eligible CUSA player that is properly registered in the CUSA who is eligible to play up or play down within CUSA
ID Card	Identification card issued by, and the property of, CUSA
Master's	the 35 years of age-and-over men's division
Classic's	The 30 years of age-and-over women's division
Member	a member of the Association
Open Division	The division within the League that any participant who has had their 16 th birthday may choose to register in
Professional and/or Non-amateur	a player who has received money and/or other compensation for playing the game of soccer
Replacement Player	a player who replaces another on an Alberta Soccer roster for Provincial Competition. See Alberta Soccer Competition Rules for further guidelines around replacement players
Senior League or Senior Team	any League or team taking part within a recognized senior competition as defined by the Alberta Soccer Association
Soccer Related Activities	includes game activities such as coaching and/or managing and/or playing and/or officiating (within CUSA)



Team Official	any member of a team who is properly registered and recorded in the CUSA office as a representative of that team
Trialist	any eligible youth player that is properly registered in a youth program but not registered in CUSA
Youth	any player eligible to play in a youth league as defined by the Alberta Soccer Association

2. INTERPRETATIONS AND OMISSIONS

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.

Singular and Plural: Words indicating the singular number also include the plural, and vice versa.

Masculine and Feminine: Words indicating the masculine gender also include the feminine gender and vice versa.

Headings are in bold type and are included only for convenience. They do not affect the interpretation of these Rules and Regulations.



3. REGISTRATION

3.1 GENERAL

- 3.1.1 Each season every team desiring entry into Calgary United Soccer Association (CUSA) must register and send the required deposit.
- 3.1.1.1 Applications received after the deadline date may be accepted subject to available room within the League.
- 3.1.1.2 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.
- 3.1.1.3 The deposit fee is only refundable if the Board rejects the application.
- 3.1.1.4 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.
- 3.1.1.5 Late payment charges will be applied to applications not paid in full by the required dates and any payments refused by the bank.
- 3.1.2 The Board may reject the application of a team who is not in good standing with CUSA.
- 3.1.3 The Board may require a team to pay the full League fee and/or post a performance bond at the time of application.
- 3.1.4 Every team is required to send a representative to all General, Annual and Special Meetings. Those not represented will be fined per eligible vote for non-attendance.

3.2 TEAM NAME

- 3.2.1 When registering the applicant will have to show the CLUB Name and the individual Team Name.
- 3.2.1.1 All Teams within a Club must include their Club name as part of their name.
- 3.2.2 Duplicate **CLUB Names** will not be accepted unless
- 3.2.2.1 Original CLUB gives written consent, or
- 3.2.2.2 The Original Club has not registered within CUSA for a minimum of 5 years.
- 3.2.3 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.
- 3.2.4 A team may be requested to change its name prior to receiving final approval of acceptance.
- 3.2.4.1 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.
- 3.2.4.2 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.

3.3 CLUB AFFILIATION / TEAM MERGERS

- 3.3.1 Teams may affiliate together to either form a Club or merge with an existing Club.
- 3.3.1.1 Teams that are forming a Club or joining an existing Club must adopt a common CLUB Name (see Sec 3.2.2)
- 3.3.2 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.
- 3.3.3 Mergers or affiliations will not be accepted once the season has begun.
- 3.3.4 When a merger occurs between two existing teams the merger or affiliation will be in effect, at a minimum, for the next three consecutive seasons that the teams are entered into the League.



- 3.3.4.1 In the Men's 11v11 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.
- 3.3.4.2 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.

3.4 TEAM TAKEOVERS / TEAM RELEASE FROM CLUB

- 3.4.1 All team takeovers / team releases must be completed as per CUSA requirements by that season's team registration deadline.
- 3.4.2 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:
 - 3.4.2.1 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
 - 3.4.2.2 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.
- 3.4.3 A team may be released from a Club prior to that season's registration deadline.
 - 3.4.3.1 The release will extend to both seasons for that team, if applicable.
 - 3.4.3.2 The release will not allow for promotion for the team being released if that team was previously Club-tied.
 - 3.4.3.3 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.

3.5 TEAM OWNERSHIP

- 3.5.1 Ownership of a team for CUSA purposes shall be at the discretion of the Board.
- 3.5.2 In determining ownership of a team CUSA shall consider all relevant facts provided to it, including but not limited to any of the following:
 - 3.5.2.1 The club or individual who registered the team or took the team over under CUSA takeover rules.
 - 3.5.2.2 Incorporation documentation for the team or club.
 - 3.5.2.3 The club or individual(s) who have signing authority for the account from which fees are paid.
 - 3.5.2.4 Financial information regarding payments of team expenses including honorarium, purchase of uniforms and equipment, and facility rentals.
 - 3.5.2.5 Information regarding team or club affiliations.
 - 3.5.2.6 Understandings or agreements of the parties regarding ownership.
 - 3.5.2.7 Ability of the parties to field a team for the spot in question.
 - 3.5.2.8 The parties' prior involvement with the team or club.
 - 3.5.2.9 Any other factors as deemed relevant by the Board should a dispute over ownership of a team be submitted to the Board for resolution.
- 3.5.3 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.

3.6 TEAM OFFICIALS AND PLAYER REGISTRATION

- 3.6.1 **Refer to program-specific information for rules applicable to the programs.**
- 3.6.2 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. Each player and Team Official are responsible for:



- 3.6.2.1 Being properly registered with CUSA.
- 3.6.2.2 Complying with CUSA Rules and Regulations.
- 3.6.2.3 Complying with CUSA Code of Conduct.
- 3.6.2.4 Complying with Alberta Soccer Association Governance Documents
- 3.6.2.5 Complying with FIFA Laws of the Game.
- 3.6.2.6 Respecting the referee's decisions during play.
- 3.6.2.7 Respecting their opponents and their teammates during play.
- 3.6.3 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.
- 3.6.4 A player must be 18 years of age or older to register and play within the COED Soccer program.
- 3.6.5 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.
- 3.6.6 COED Teams registering in the Ultra Recreation Division are not eligible to sign CUSA players who have competed for Division 3 teams and higher within the last two (2) years.
- 3.6.7 Registered players that take part in the AMSL, L1, Northern Super League (NSL) or United Women's Soccer (UWS) may not play in Calgary COED Soccer the season they are registered in those leagues.
- 3.6.8 A player must be 16 years of age or older to be eligible to play in all other CUSA programs.
 - 3.6.8.1 Players and Team 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.
- 3.6.9 Players 16, 17, and 18 years of age are eligible to register in both CUSA Men's and Youth programs.
 - 3.6.9.1 Youth players (16 & 17 years of age) must have the signature of a legal guardian on the player's waiver form.
 - 3.6.9.2 Additional rules from the Alberta Soccer Association and/or Canada Soccer may restrict a youth player's eligibility to play in youth competitions after they have signed with a senior team.
- 3.6.10 All teams must register, and keep for the season, between the minimum/maximum allowances of registered players stipulated for that format of the game.
 - 3.6.10.1 O45 and O55 teams are permitted to register up to 30 players per roster.

Program	Smallest Roster	Largest Roster	Game Minimum	Game Maximum
Outdoor 11v11	12	25	7	20
Outdoor 7v7	12	25	5	20
Boardless	12	25	4	20
Boarded	12	25	4	20
Futsal	10	20	4	15

- 3.6.11 All teams may register up to a maximum of 4 Team Officials which would include a primary contact and/or coach.
 - 3.6.11.1 Coaching, management, or team contact changes must be reported immediately in writing to CUSA.
 - 3.6.11.2 Within a Club, a registered Team Official may help any Club team.



- 3.6.11.3 A Team Official may only register as a Team Official for one club within any one Program in the same season.
- 3.6.12 It is recommended that at least one coach per group be trained, at a minimum, at the proper NCCP Coaching level.
- 3.6.13 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.
- 3.6.14 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.
- 3.6.15 For the safe training of players under the age of 18 years, the Rule of Two is to be upheld 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.
- 3.6.15.1 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.
- 3.6.15.2 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.
- 3.6.15.3 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.
- 3.6.16 Where none of the identified Team Officials are present for a team's game, an identified team member must be recorded as the coach.
- 3.6.17 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.
- 3.6.17.1 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.
- 3.6.17.2 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.
- 3.6.17.2.1 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.
- 3.6.17.2.2 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.
- 3.6.17.3 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.
- 3.6.18 No player may register with CUSA if currently registered in any other sanctioned soccer league, except youth, collegiate and university.



- 3.6.19 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.
- 3.6.20 Players within the U23 Program must be 22 years of age, or younger, by January 1st of the start of the season.
 - 3.6.20.1 Up to three (3) over-aged players may register to a U23 team.
- 3.6.21 To be eligible for Outdoor, Master's players must be 35 years old by January 1st of the season's start. For Indoor, Master's players must be age 35 by January 1st of the year preceding that year's Provincial Championships.
- 3.6.22 Men's O45 division players must be at least 45 years of age prior to registering.
- 3.6.23 Players for O55 teams must be at least 55 years of age prior to registering.
 - 3.6.23.1 Up to five (5) under-aged players must have had their 50th birthday before registering.
- 3.6.24 Players living outside of Calgary or having played in another soccer district require a release from the applicable jurisdiction.
 - 3.6.24.1 This release will be obtained by CUSA.
- 3.6.25 Professional (non-Amateur) players that are looking to join CUSA will be subjected to the Canadian Soccer Rules of Reinstatement.

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

3.7 CUSA ID CARDS

- 3.7.1 Players must have a valid CUSA ID card. Photographs of ID cards will not be accepted in place of the physical card.
- 3.7.2 ID Cards must match the club the individual is playing with.
- 3.7.3 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.
- 3.7.4 The ID card is the property of CUSA and must be returned upon request.



- 3.7.5 Card presentation prior to a match:
 - 3.7.5.1 Players are to present their physical cards to the game official individually and state (show) the jersey number under which they will be playing.
 - 3.7.5.2 All bench personnel are to present their physical cards to the game official individually.
 - 3.7.5.3 All CUSA ID cards collected prior to the start of the match will be returned to the team upon the conclusion of the game, unless the game official is required to retain the card(s) for submission to CUSA.
- 3.7.6 Individuals may not be in the bench area of a team without having a valid CUSA ID card.

4. PROGRAMS

4.1 TEAM PLACEMENT – GENERAL

- 4.1.1 The Board has the discretion to adjust promotion, relegation, and League structure where circumstances require.
- 4.1.2 If an existing team does not register for a particular season, that team's placement position within the League will be reassigned.
- 4.1.3 Team placement for all programs, except for Men's 11v11 and Boardless, are based on previous season results and the number of teams registered.
- 4.1.4 New teams playing in Men's Boarded, COED Boarded, Men's & COED Outdoor 7v7 may request the division to be placed in.

4.2 TEAM PLACEMENT – MEN'S 11V11 AND BOARDLESS

- 4.2.1 New teams will enter the League through the application of these guidelines:
 - 4.2.1.1 Within the Open Division, new teams will enter in the lowest division that has vacancies not filled through League promotion and relegation.
 - 4.2.1.2 The U23 Division will make up part of the lowest group within the Open Division.
 - 4.2.1.2.1 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.
 - 4.2.1.3 Within Master's and O45 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:
 - 4.2.1.3.1 The roster's level of competition.
 - 4.2.1.3.2 Availability of space within the desired division for more play.
 - 4.2.1.3.3 Desire of an existing team within the division to accept promotion or relegation to create space within the desired division.
 - 4.2.1.3.4 No returning team that has not earned promotion or relegation will have to change division to accommodate a new team.
 - 4.2.1.4 New teams entered by a Club will have priority over other new members.
 - 4.2.1.5 Teams new to a season will have priority over new members to the League.
- 4.2.2 Club-tied rules are applied to Outdoor 11v11 only where competition leads to provincial championships. For Boardless and Outdoor 7v7 promotion, relegation will not be amended to ensure Club teams are separated.
- 4.2.3 A club may not have more than one team in any division or group in 11v11. The Board may apply the following exceptions:
 - 4.2.3.1 Within split divisions (A, B, C) in which case the club teams will be entered into opposite groups within the division.



- 4.2.3.2 Within Master's and O45 divisions not eligible for post-season competition (provincials).

4.3 MEN'S 11V11 AND BOARDLESS – PROMOTION AND REGULATION

- 4.3.1 Final League standings at the end of regular schedule will decide the promotion and relegation eligibility of the teams.
- 4.3.2 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 in 11v11 and 9 teams in 7v7.
- 4.3.3 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 3.2, 3.4 and 3.5
- 4.3.4 Promotion from Premier to AMSL is governed by the current edition of the AMSL Rules.
- 4.3.5 Promotion and relegation between two single group divisions.
 - 4.3.5.1 Top two teams are promoted.
 - 4.3.5.2 Bottom two teams are relegated.
- 4.3.6 Promotion and relegation between a single group to a double group.
 - 4.3.6.1 Top team from each group is promoted.
 - 4.3.6.2 Bottom two teams are relegated.
- 4.3.7 Promotion and relegation between two double divisions.
 - 4.3.7.1 Top two teams are promoted.
 - 4.3.7.2 Bottom two teams are relegated.
- 4.3.8 Promotion and relegation between a double group and a triple group.
 - 4.3.8.1 Top 2 teams from each group are promoted.
 - 4.3.8.2 Bottom three teams are relegated.
- 4.3.9 Teams that have earned promotion in the earlier season, but refuse that promotion, may be moved to the lowest division.
- 4.3.10 Teams that have not earned promotion in the earlier season but have been offered an unearned promotion, may decline the promotion.
- 4.3.11 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.
- 4.3.12 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.
- 4.3.13 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.
 - 4.3.13.1 If the lower division team has earned promotion to the next higher division, then the teams will exchange positions.

4.4 TEAM PLACEMENT - FUTSAL

- 4.4.1 CUSA may offer Men's and Women's Futsal Programs.
- 4.4.2 Teams shall identify at the time of registration their intention to challenge for provincial championship and ultimately the national competition.

4.5 ALBERTA MAJOR SOCCER LEAGUE

- 4.5.1 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.
- 4.5.2 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.



- 4.5.3 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.
 - 4.5.3.1 To be eligible, the team must not be an existing Reserve Team.
 - 4.5.3.2 To be eligible, the team challenging must be the premier division champion that season.
- 4.5.4 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.
 - 4.5.4.1 AMSL registered players may play down on their AMSL Reserve Team a total of 3 games per season.
- 4.5.5 Subject to AMSL league rules:
 - 4.5.5.1 AMSL Reserve Team players may play up for their AMSL team unlimited.
 - 4.5.5.2 AMSL teams may use an unlimited number of guest players from their Reserve Team each game.
- 4.5.6 Reserve players, once transferred to AMSL, are not eligible to play back down to the Reserve Team.
- 4.5.7 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.
 - 4.5.7.1 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.
- 4.5.8 Registered Master's players may be used as a call-up in AMSL games.
- 4.5.9 Any AMSL Reserve Team player under CUSA suspension will not be allowed to play up to the AMSL until after serving that suspension.
 - 4.5.9.1 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.
- 4.5.10 Players and Team Officials must follow and be eligible as outlined within the current season AMSL Operations Manual.
- 4.5.11 CPL Reserve Teams are governed by the AMSL Operations Manual.
 - 4.5.11.1 CPL Reserve Teams forego the options for AMSL teams outlined in 10.2.5.
 - 4.5.11.2 CPL Reserve Team players are not allowed to transfer onto an AMSL roster at any time during the AMSL season.
- 4.5.12 CPL Reserve Team players may transfer onto a CUSA roster during the season providing:
 - 4.5.12.1 No more than 3 CPL Reserve players transfer to any one CUSA roster during the season.
 - 4.5.12.2 The player transferring must be amateur.
 - 4.5.12.3 The transfer must be completed by the Transfer Deadline (July 31).
- 4.5.13 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.

4.6 ALBERTA PREMIER LEAGUE (APL)

- 4.6.1 For a registered APL player to be eligible for Senior Provincials they must be released from the APL team and registered on their new team by the APL roster freeze date.
- 4.6.2 All APL play will be governed by ASA APL Operating Guidelines.
- 4.6.3 APL players are not eligible to play down into CUSA.

4.7 PROMOTIONAL CHALLENGE

- 4.7.1 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.



- 4.7.2 Premier division is not subject to challenges. Advancement is through eligible team promotion only.
- 4.7.3 All Promotional Challenge matches will be played at the end of the season following the completion of League play.
 - 4.7.3.1 Games shall be considered an extension of league play therefore cards and discipline from regular league will carry forward into Promotional Challenge matches.
 - 4.7.3.2 Games that cannot be completed due to weather constraints may be scheduled at a time decided by the Board.
 - 4.7.3.3 These games may be subject to added conditions applied by the Board including a change in format.
 - 4.7.3.4 To be eligible for Promotional Challenge, teams must have sent their intention to challenge, in writing, by end of business day July 31st for Outdoor, January 31st for Indoor.
 - 4.7.3.4.1 Challenging team's eligibility is subject to Rule 4.3.1.
 - 4.7.3.5 The challenge games formats are:
 - 4.7.3.5.1 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.
 - 4.7.3.5.2 Challenge game formats may be amended, prior to the first match, at the discretion of the League.
 - 4.7.3.5.3 Round Robin games. The tie-breaking Rule 9.1.2 will apply if the teams are tied after the round robin play.
 - 4.7.3.5.4 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.
 - 4.7.3.6 Promotion Challenge game forfeitures: 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).
 - 4.7.3.7 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.
 - 4.7.3.8 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).
 - 4.7.3.9 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.
 - 4.7.3.10 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.
- 4.7.4 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.
 - 4.7.4.1 In Division 6 when there are not three groups, the team(s) in Division 4 that are challenged are decided by the following:
 - 4.7.4.2 Those team(s) in 7th places in their Division 4 group.
 - 4.7.4.3 Those teams are then ranked based on their season's total points.
 - 4.7.4.4 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.



- 4.7.5 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.
- 4.7.5.1 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.
- 4.7.5.2 If successful in the qualifier games, the team would advance to the Promotional Challenge series.
- 4.7.5.3 If successful in the Promotional Challenge series, the team would be promoted to Division 3 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.
- 4.7.5.4 If unsuccessful, the Division 6 team would be promoted to Division 5 and the Division 3 team would remain in Division 3.
- 4.7.6 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.
- 4.7.7 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. The Challenged team will be the first team offered an unearned promotion back into the division, should the opportunity arise.
- 4.7.8 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.
- 4.7.9 In divisions with more than one group:
- 4.7.9.1 If 2 teams are challenging, they will play a single game to decide the divisional challenger.
- 4.7.9.2 If 3 teams are challenging, they will play a round robin format to decide the divisional Challenger.

4.8 TEAM PLACEMENT – BOARDED & COED (ALL VERSIONS)

- 4.8.1 League placement for Boarded and all versions of COED alignment is subject to team registration.
- 4.8.2 Final League standings at the end of regular season are based on league points.
- 4.8.2.1 Previous season final standing may apply for both Boarded and 7v7 COED to decide final league team placement.

5. GAMES & COMPETITIONS

5.1 UNIFORMS & EQUIPMENT

- 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., no tape, not handwritten, etc.).
- 5.1.2.1 Jersey numbers must match the number and player on the game sheet and be distinct.
- 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 COED 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 jersey 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.
- 5.1.7 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.
- 5.1.8 The Home team shall supply 2 game balls that meet standards as per FIFA Laws of the Game.
- 5.1.9 The team captain(s) may be identified by an armband.

5.2 SCHEDULING & MATCH PLAY

- 5.2.1 CUSA shall schedule all games and ensure that playing fields are provided for these games.
- 5.2.2 It is the responsibility of the team to check with the specified Field Closure Line to determine the status of the field in the Outdoor season, and road advisories in the Indoor season.
 - 5.2.2.1 Teams are responsible to check and follow the Alberta Soccer Guidelines for Air Quality (AQHI) when conditions call for.
 - 5.2.2.2 Teams are responsible to abide by CSA Lightning Safety / Severe Weather Policy.
 - 5.2.2.3 Teams are responsible to use road condition updates by the Government of Alberta along with Travel Advisories by local police or RCMP as resources to determine if travel is safe during winter conditions.
- 5.2.3 CUSA will try to accommodate any reasonable schedule requests provided it is sent, in writing, with the team application.
 - 5.2.3.1 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.
- 5.2.4 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.
 - 5.2.4.1 To accommodate play-offs and end of season games, the notice time may be shortened.
 - 5.2.4.2 When games are rescheduled, Provincial Cup games will be given priority over League and City Cup games.
 - 5.2.4.3 Where and when possible, all games will be rescheduled.
- 5.2.5 When Home teams supply their own club field, the team is responsible to ensure that the field is suitable for play.
 - 5.2.5.1 Fields are to be lined, grass mowed, and proper nets provided.
 - 5.2.5.2 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.



5.3 GAME SHEETS

- 5.3.1 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.
 - 5.3.1.1 Only one game sheet per team is required.
 - 5.3.1.2 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.
- 5.3.2 A maximum of 20 players may be listed on the game sheet.
 - 5.3.2.1 Futsal games a maximum of 15 players may be listed.
 - 5.3.2.2 Guest players must be shown on the game sheet.
- 5.3.3 The Team Official, or designated player, signing the game sheet is verifying its accuracy and will be held accountable for the information recorded.
- 5.3.4 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.
- 5.3.5 No individuals can be added to the game sheet after the start of the game.
- 5.3.6 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.
- 5.3.7 After the start of the second half.
 - 5.3.7.1 A Team Official can make no changes to the game sheet.
 - 5.3.7.2 Players arriving anytime during the game may play, provided their name is on the game prior to game start.
- 5.3.8 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 no later than the end of the season in which the match was played.
 - 5.3.8.1 The team challenging the eligibility, including the player's identity, will have the responsibility to supply proof of the disparity.
 - 5.3.8.2 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.
- 5.3.9 Once the Game Officials and Team Representatives sign the game sheet it will be considered as being official.
 - 5.3.9.1 No challenges to the score or goal scorers will be allowed.
 - 5.3.9.2 No challenges to judgment call by the officials will be accepted.
 - 5.3.9.3 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.
- 5.3.10 Improperly completed game sheets may result in disciplinary action.

5.4 GAME RULES

- 5.4.1 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.
- 5.4.2 There are unlimited substitutions allowed for all divisions.
- 5.4.3 Any CUSA competition, including Playoffs, Promotional Challenge Games, and all Cup Competitions are roster only, unless said in that competition's guidelines.
 - 5.4.3.1 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

- 5.4.4 All outdoor games will be played following FIFA's rules and Laws of the Game.
- 5.4.5 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.
 - 5.4.5.1 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.
- 5.4.6 A game abandoned by a match official will not be replayed unless directed by the Discipline Committee.

11v11

- 5.4.7 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.
- 5.4.8 Only 4 players are substituted at a time. Substitutions shall be made at any stoppage in play, at the referee's discretion.
 - 5.4.8.1 Within the O45 Division a referee may allow more than 4 substitutions at a time.
- 5.4.9 The duration of the game shall be:
 - 5.4.9.1 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.
 - 5.4.9.2 Games in May, and in late August and September, played on weeknights on unlit fields may be shortened to 40-minute halves.
 - 5.4.9.3 There shall be no overtime periods, or added time, played in league games.
 - 5.4.9.4 If circumstances do not allow for a full regulation-time game, a foreshortened game is allowed, when 60 minutes of gametime still is available.
 - 5.4.9.5 Games abandoned before 60 minutes of play due to unsuitable weather including light conditions, will be rescheduled.
 - 5.4.9.6 Games abandoned after 60 minutes of play due to unsuitable weather, including light conditions, will stand as is.
- 5.4.10 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.
 - 5.4.10.1 Goals scored by the offending team shall be struck from the records.
 - 5.4.10.2 Goals scored by the offended team shall stand.
- 5.4.11 O55 - Teams are permitted to use 3 players aged 50-54 per game, either as guest players or registered on the roster.

7v7

- 5.4.12 Games will align with Alberta Soccer Modified Indoor Soccer Rules, 7v7 & 9v9 with the following competition specific rules.
- 5.4.13 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.
- 5.4.14 The duration of the 7v7 game shall be 2 x 30-minute halves. A 5-minute rest period shall be given after the first half of play.
 - 5.4.14.1 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.
 - 5.4.14.2 Games abandoned before 35 minutes of play due to unsuitable weather including light conditions, will be rescheduled.



- 5.4.14.3 Games abandoned after 35 minutes of play due to unsuitable weather, including light conditions, will stand as is.
- 5.4.15 A result of 5-0 will be entered into the records for a team winning by default/forfeiture in 7v7.
 - 5.4.15.1 Goals scored by the offending team shall be struck from the records.
 - 5.4.15.2 Goals scored by the offended team shall stand.
- 5.4.16 O55 – Teams are permitted to use 3 players aged 50-54 per game, either as guest players or registered on the roster.
- 5.4.17 Teams will be allowed unlimited substitutions at a time, at the discretion of the Referee
- 5.4.18 For COED, 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.
 - 5.4.18.1 Slide tackles are not allowed and may be sanctioned with a yellow card.

Indoor Game Rules

- 5.4.19 Indoor games will align with Alberta Soccer Modified Indoor Soccer 7v7, 9v9 Rules and Alberta Rules of Indoor Soccer (Boarded), subject to local competition rules specified here.
- 5.4.20 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.
- 5.4.21 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.
- 5.4.22 Unless directed by the Discipline Committee, a game abandoned by a match official will not be replayed.

Boarded (Includes COED)

- 5.4.23 Each team must always keep a minimum of 4 eligible 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.
- 5.4.24 A 2-minute delay of game penalty will be assessed to the team causing the delay.
- 5.4.25 Duration of games shall be 2 x 25-minute halves, with a 3-minute rest period between the halves, and 1 minute of stop time at the end of each half.
- 5.4.26 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
- 5.4.27 A result of 5 – 0 will be entered into the records for a team winning by default/forfeiture.
 - 5.4.27.1 If the winning team has scored more than 5 goals, in which case those goals are kept.
 - 5.4.27.2 Goals scored by the offending team shall be struck from the records.
- 5.4.28 For games, slide tackles are not allowed and are to be sanctioned with a yellow card.
- 5.4.29 A minimum of 2 male and 2 female players must be always on the field. The keeper is not included in this number.
- 5.4.30 A player in the penalty box is considered on the field and is included in the minimum requirements by gender.
- 5.4.31 COED Fairness Model. This is applied to all divisions of competition in a season.
 - 5.4.31.1 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.
 - 5.4.31.2 When/If the score differential is reduced to 5 goals, the team will return to even strength.
 - 5.4.31.3 Should the differential reach 7 goals again, the winning team will go back to playing one player down.



Boardless Game Rules

- 5.4.32 Games will align with Alberta Soccer Modified Indoor Soccer Rules 7v7, 9v9 with the following competition specific rules.
- 5.4.33 Games shall always be a minimum of 5 players on the field.
- 5.4.34 Duration of games shall be 2 x 30-minute halves with a 3-minute rest period between the halves.
 - 5.4.34.1 A game's results will stand if 40 minutes of play have been completed. The game will normally be rescheduled if less than 40 minutes has been played
 - 5.4.34.2 No offsides
 - 5.4.34.3 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.
 - 5.4.34.4 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.
 - 5.4.34.5 Goalkeepers will have no restrictions as to how they distribute the ball – neither from a goal kick, nor in regular possession.
 - 5.4.34.6 Free kicks are indirect/direct where applicable and the wall should be set up 6 yards away.
 - 5.4.34.7 The away team should have kick off in the first half of the game and defend the side which their bench is on.
- 5.4.35 Teams will be allowed unlimited substitutions at a time, at the discretion of the Referee.
- 5.4.36 A result of 5 – 0 will be entered into the records for a team winning by default/forfeiture.
 - 5.4.36.1 If the winning team has scored more than 5 goals, in which case those goals are kept.
 - 5.4.36.2 Goals scored by the offending team shall be struck from the records.
- 5.4.37 Game abandonment:
 - 5.4.37.1 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.
 - 5.4.37.2 A game abandoned by a match official will not be rescheduled.
 - 5.4.37.3 A result of 2-0 will be recorded for a team winning by default/forfeiture.
 - 5.4.37.4 If the winning team has scored more than 2 goals in which case those goals are kept.
 - 5.4.37.5 Goals scored by the offending team shall be removed from the records.
- 5.4.38 Over 55 – Teams are permitted to use 3 players aged 50-54 per game, either as guest players or registered on the roster.

Futsal Game Rules

- 5.4.39 Futsal games shall be governed by the latest edition of FIFA Futsal Laws of the Game.
- 5.4.40 Futsal it shall always be a minimum of 3 players on the field and a team must always keep 4 eligible players.
- 5.4.41 If either of the two teams has less than 4 eligible players, then the game will be abandoned.
- 5.4.42 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.
- 5.4.43 Duration of League games shall be 2 x 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.
- 5.4.44 Each team is allowed one 1-minute time-out in each half.
- 5.4.45 A game abandoned by a match official will not be replayed unless directed by the Discipline Committee.
- 5.4.46 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.
- 5.4.47 A result of 5-0 will be entered into the records for a team winning by default/forfeiture.



- 5.4.47.1 If the winning team has scored more than 5 goals in which case those goals are kept.
 5.4.47.2 Goals scored by the offending team shall be struck from the records.

6. TEAM FAIR PLAY POINTS

6.1 ALL PROGRAMS

6.1.1 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.

6.1.2 Teams are subject to demerits per infraction:

Utilizing ineligible participant	-5
Failure to field a team	-5
Utilizing illegal participant	-10
Utilizing too many players/officials	-10
Game abandoned by a referee	-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	-15
Failure to control team's spectator	-15
Any offence/infraction occurs that is sent to Alberta Soccer Association	-25
Sending off Offence from Law 12: Denying a goal or an Obvious Goal-Scoring Opportunity (DOGSO): 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. A Player who is dismissed from the Field of Play for receiving a second caution in the same match.	-2
Sending off Offence from Law 12: 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 Offence from Law 12: 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

6.1.3 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)



6.1.3.1 When no Game Official's evaluation completed, or only completed for one team:

No cards (caution or red)	+10
1 caution	+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

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

6.1.5 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.

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

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

6.1.6 Teams must average a minimum of 6 Fair Play Points (Men's) or 7 Fair Play Points (COED) per game during league play. Cup, Pre-Season, Playoff Games, etc. do not count towards this accumulation.

6.1.6.1 Demerit Points will be calculated in this total.

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

6.1.7 Any team that averages less than 6 Fair Play Points (Men's) or 7 Fair Play Points (COED) per game may be subject to Disciplinary Action.

6.1.7.1 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.

6.1.7.2 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.

7. TRANSFER OF PLAYERS

7.1.1 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.

7.1.2 Transfers shall not be allowed after the Alberta Soccer transfer deadline. End of business day for July 31st during the Outdoor season or January 31st during an Indoor season. This includes automatic transfers.

7.1.2.1 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.

7.1.3 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.

7.1.4 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.

7.1.5 If a transfer is denied, the team refusing to release the player must produce written documentation, which will include:

7.1.5.1 Amount owed to the club by the player.



- 7.1.5.2 Written communication to the player that they were aware of these charges prior to registering with the club.
- 7.1.6 A player being refused transfer by the existing team shall be allowed to make an appeal to the Board without any appeal fee.
- 7.1.7 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.
- 7.1.8 All players become "free agents" after the conclusion of both the Indoor and Outdoor seasons unless the player is subject to CUSA Rule 7.1.3 and 7.1.4. In which case the player must clear the indebtedness prior to signing with the new team.
 - 7.1.8.1 Repeated instances of players creating new accounts to bypass a player indebtedness lock may be referred to CUSA discipline for falsifying registration information.
- 7.1.9 Any player transferring from any other district in Alberta must have a release form signed by an official from that association.
- 7.1.10 A player not in good standing with CUSA or under suspension will not be eligible for transfer.
- 7.1.11 No player may be removed from a roster after the transfer deadline.
 - 7.1.11.1 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.
 - 7.1.11.1.1 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.
- 7.1.12 Transfer of player(s) to and from professional teams and for trialist with professional teams will be per Canada Soccer Rules.
- 7.1.13 Transfer of players do not apply to COED teams in Boarded and 7v7 programs.

8. RESTRICTED PLAYER MOVEMENT

8.1 RESTRICTED MOVEMENT - GENERAL

- 8.1.1 There is no guest playing across programs (i.e., Futsal to Boarded, 11v11 to 7v7 etc).
- 8.1.2 No transfer, automatic or otherwise, will occur following the season's transfer deadline.
- 8.1.3 The team, and the player, or the team using the guest player for, is responsible to ensure that they are eligible to play.
- 8.1.4 There is no intra-divisional play allowed, except as outlined in 8.4.3.1. and 8.4.4.1.
- 8.1.5 Teams are eligible to have up to 4 guest players in a match.
- 8.1.6 Chart outlining player participation as guest players within the current season of play, for all programs, is outlined in **Appendix F**.

8.2 OPEN MEN'S DIVISION – 11v11 AND INDOOR BOARDLESS

- 8.2.1 A club player may play a maximum of 6 times within their club without affecting their status on the registered team.
 - 8.2.1.1 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.
- 8.2.2 Players transferring from one club to another club or team will be eligible to play up.
- 8.2.3 Any Open division team can use eligible players from Master's, O45 and registered youth players.
 - 8.2.3.1 Master's Elite players are eligible for Division 3 and above only.
- 8.2.4 Open division players are not eligible to guest into Master's, O45 or O55.



- 8.2.5 Within the U23 Program a team may register or use as guest players up to 3 over-aged players.
- 8.2.6 **NO** guest players from other programs allowed.
- 8.2.7 There is **NO** intra-divisional play allowed.
- 8.2.8 Open Divisions guest players will be Club-tied.
- 8.2.9 U23 Program may call up to 3 over-aged guest players per game.
- 8.2.10 All Open Divisions teams may use a registered youth player who is 16 years of age or older using the Restricted Movement Pass.

8.3 MASTER’S (O35) 11V11 AND INDOOR BOARDLESS

- 8.3.1 A player may play up a maximum of 6 times per team without affecting their status on the registered team.
- 8.3.2 A Master Division player, playing their 7th game of the season as a guest onto a higher division team, shall be automatically transferred to that team, providing the 7th game occurs before the transfer deadline.
- 8.3.3 Master’s Elite players may only play up into the Open Men’s Divisions 3 and above (11v11).
- 8.3.4 Master’s Elite registered players may not play down into O45 (11v11).
- 8.3.5 Master’s Premier and below players may play up into any division within the Open Men’s and any higher Master’s division (11v11).
- 8.3.6 A registered Master’s Premier player who is over 45 years of age is eligible to play down into Division O45A (or highest O45 division) only (11v11) 6 times maximum per team.
- 8.3.7 No more than 2 Master’s Premier registered players may play down to an O45A per game.
- 8.3.8 **Registered Masters players in Masters 1 or below, who are over the age of 45, are eligible to play down into Over 45 an unlimited number of times (May 2026)**
- 8.3.9 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.
- 8.3.10 For the Outdoor Season only within the Master’s Elite / Master’s Premier Division guest players from within the division:

Game Pairings	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

- 8.3.11 For the Indoor Season only, if there is no Master’s Elite or Master’s Premier, Master’s Competitive follow the same rules as Master’s Elite.
- 8.3.12 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.
 - 8.3.12.1 Players, however, must play with the team they are registered to and not with an opponent when the two have a match.
 - 8.3.12.2 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, O45C and D players are still eligible as guest players.
- 8.3.13 When there is a seeding round within Master’s and O45 divisions, guest play rules are modified.



- 8.3.13.1 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.
- 8.3.13.2 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.

8.4 O45 AND O55 11V11 AND INDOOR BOARDLESS

- 8.4.1 O45 and O55 division players may guest for any higher division CUSA team, an unlimited number of times per team per season.
- 8.4.2 An O45 player may not play down to a lower division O45 team.
- 8.4.3 An O45 team may have up to 4 guest players in a game with no more than 2 being eligible registered Master's players.
 - 8.4.3.1 The lowest O45 Division may utilize guest players from the opposite pool within their Division when there is no O55 division players upon which to utilize (not applicable 2026 season).
- 8.4.4 An O55 team may use guest players from O45 (within the same program) that meet the age requirements, including a maximum of 3 underage players.
 - 8.4.4.1 O55 registered players are eligible to guest play onto any other O55 team within their program.

8.5 MEN'S BOARDED

- 8.5.1 Open - Competitive (highest division), Intermediate, Recreational (lowest division) - can only play up for teams in a higher division, a maximum of 6 times per team.
- 8.5.2 Masters O35 - can play up to Open, a maximum of 6 times per team.
 - 8.5.2.1 Master's players who are 45 years of age and older:
 - 8.5.2.1.1 Can guest play for any O45 team for an unlimited number of games
 - 8.5.2.1.2 No more than 2 Masters' players may play down per game per team.
- 8.5.3 Over 45 - O45B are eligible to play up unlimited for any team in Open, Masters, and O45A. O45A players are **NOT** allowed to play down for O45B.
 - 8.5.3.1 O45B registered players are allowed to guest play for any other team in O45B.

8.6 OUTDOOR 7V7

- 8.6.1 Men's Open - Competitive (highest division), Intermediate, Recreational (lowest division) - can only play up for teams in a higher division, a maximum of 6 times per team.
- 8.6.2 Masters O35 - can play up to Open, a maximum of 6 times per team.
- 8.6.3 Over 55 - O55 are eligible to guest play for any higher division team or any other Over 55 team.
 - 8.6.3.1 Players are not permitted to play against their registered team.

8.7 COED BOARDED AND OUTDOOR 7V7

- 8.7.1 Players may be a guest player 6 times per team in only a season.
- 8.7.2 Teams are eligible to have up to 4 guest players in a match.
- 8.7.3 Players may guest onto any team within their same division, or any division above. Players cannot play against their registered team.

8.8 FUTSAL

- 8.8.1 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.
- 8.8.2 Teams are eligible to have up to 2 guest players in a match.



8.8.3 No addition to roster following final league match of the season.

8.9 YOUTH

- 8.9.1 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.
- 8.9.2 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.
- 8.9.3 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.

8.10 MOVEMENT FOLLOWING A TRANSFER

- 8.10.1 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".
- 8.10.2 A player registered in Open may transfer to a club team in a lower Open division, but once transferred, they will not be eligible to play up for the higher team for that season.
- 8.10.2.1 A player registered in Open transferring to a lower division Open team, or from Open to Master's or Over 45, will not be allowed to play up for the higher division team for the rest of that season.
- 8.10.3 For Masters, O45 and O55 registered players transferring to a team in a lower division than originally signed for the season, they may not guest back into the division that they transferred from.
- 8.10.4 Once transferred the guest player privileges are as per the new division transferred to within the current season of play, including restrictions above.
- 8.10.5 Chart outlining player participation as guest players following a transfer can be found in **Appendix F.**

9. LEAGUE STANDINGS

9.1 GENERAL

- 9.1.1 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.
- 9.1.2 When teams finish the League equal on points, division winners shall be decided as follows:
9.1.2.1 Goal difference (total goals for minus total goals against).
9.1.2.2 Results against each other **including goal differential (May 2026)**
9.1.2.3 Most goals scored.
9.1.2.4 Fewest goals against.
- 9.1.3 In considering the disposition of points and goals when a team does not complete its League schedule, the following shall apply:
9.1.3.1 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 9.1.3.2 or 9.1.3.3 shall apply.
9.1.3.1.1 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.

- 9.1.3.2 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.
- 9.1.3.3 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.
- 9.1.3.4 The team(s) withdrawing or removed shall have all their points struck from the records.
- 9.1.3.5 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.
- 9.1.3.6 Player attendance, yellow and red cards, and guest playing statistics stay on record.
- 9.1.4 It is the expectation of the League that a team which competes in divisions that qualify for Provincials will represent the League at the Provincial competition.
 - 9.1.4.1 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.
 - 9.1.4.2 Teams that start play within the season and withdraw, following their qualification, will be subject to disciplinary action by the League.

10. COMPETITIONS

10.1 PROVINCIAL CUP COMPETITIONS

- 10.1.1 All CUSA Provincial and Regional qualifying games will be played according to the Alberta Soccer Association Rules for that competition.
- 10.1.2 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

- 10.1.3 All Team Officials involved in the Alberta Soccer Provincial Championships must have a valid Police Information Check on file with CUSA.
- 10.1.4 All players, team staff and league representatives shall ensure participation is within full compliance with Alberta Soccer Provincial Competition Rules.
- 10.1.5 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-by-case basis.
- 10.1.6 Teams that advance from Provincials to attend a National Competition shall be compelled to fulfill all the competition requirements including player eligibility, travel and accommodations and conduct.



10.2 CITY CUP COMPETITIONS

- 10.2.1 For all Outdoor season Cup games, if the result is a draw at full time, the game will be decided by penalty kicks.
- 10.2.2 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.
- 10.2.3 For a player to be eligible their registered team must:
- 10.2.3.1 Meet the competition's Division eligibility requirements.
 - 10.2.3.2 League Play guest player rules are in effect.
 - 10.2.3.3 For all City Cup competitions these games count toward a player's total guest player allocation.
- 10.2.4 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.
- 10.2.4.1 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.
- 10.2.5 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 & O45A and lower
Centennial Cup	Master's Division 2 & lower and O45B
Kaiser Cup	O55
Pre-Season	Any registered CUSA team

- 10.2.6 The 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.
- 10.2.6.1 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.
 - 10.2.6.2 A player red-carded in the tournament will serve games in the tournament and any remaining games during League play.
 - 10.2.6.3 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 one (1) of the eligible ones during the season. Provided that the transfer is completed prior to the first CUSA league game of the season.
 - 10.2.6.4 The draw and competition rules will be decided based on team registration numbers.
- 10.2.7 The Board reserves the right to run the competition in a tournament format. City Cup fees are non-refundable once the team is accepted.
- 10.2.8 Tournament Competitions are as follows:

Competition	Program	Season
Indoor Nations Cup	Men's	Indoor
Boxers Bras and Beerfest	COED	Outdoor
New Year's Resolution	COED	Indoor

- 10.2.9 Tournament Competitions are open to any team, and will follow League Rules and Relegations, and Discipline Code unless otherwise said.



- 10.2.9.1 Players must be registered in the current season.
- 10.2.9.2 Player cards are needed for all games unless otherwise stipulated in tournament rules.

11. DISCIPLINE

11.1 GENERAL

- 11.1.1 Player and team discipline will be applied according to the CUSA Discipline Code.
- 11.1.2 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.
- 11.1.3 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.
- 11.1.4 Teams owing more than \$500.00 are subject to a review by the Board on eligibility.
- 11.1.5 For an individual to have served a game suspension, their team must "physically" play a League or Cup game or tournament.
 - 11.1.5.1 If the game the player is required to serve their suspension gets rescheduled, the player must serve their suspension at the next game scheduled. The suspension cannot be deferred to the rescheduled game.
 - 11.1.5.2 If the game in which a player is scheduled to serve their suspension is forfeited by the opposing team, the forfeited game will count as a game served towards the suspension.
- 11.1.6 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.
- 11.1.7 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.
- 11.1.8 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.
- 11.1.9 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 except as previously noted. Individuals may register to a CUSA team but shall not be active to take part until prior discipline has been served.
- 11.1.10 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.
- 11.1.11 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.
 - 11.1.11.1 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 (3 cautions in a season = 1 game suspension, 6 cautions in a season = 2 games suspension, 9 cautions in a season = 3 games suspension).
 - 11.1.11.2 Suspensions earned from accumulated yellow cards in one season will carry forward to the next season the individual registers in.
- 11.1.12 Accumulated yellow cards will not carry forward into the next season.



11.2 APPEALS, PROTESTS AND DISPUTES

- 11.2.1 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.
- 11.2.2 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.
- 11.2.3 Any appeal on the decision of the CUSA Board Appeal Committee, concerning the matter outlined in Sections 5.4.34, shall be made in writing to the Alberta Soccer Association following their rules.
- 11.2.4 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 5.3.8.

12. OFFICIATING

- 12.1.1 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.
- 12.1.2 Any registered player in Master's, O45 or O55 divisions may officiate any game except games in which their team is playing, excluding those divisions where Alberta Soccer organizes Provincial Championships.
- 12.1.3 No family members are to be scheduled to officiate in the same game, unless approved by CUSA.
- 12.1.4 CUSA may appoint anyone who is judged to be qualified to officiate, to keep the continuity of the schedule, should registered officials become unavailable.
- 12.1.5 All Game Officials and/or stand-in official substitute's must be 16 years of age or older.
- 12.1.6 CUSA will handle appointing officials for the regular game schedule but may request aid from member associations from time to time.
- 12.1.7 Outdoor Divisions, where three (3) officials are assigned:
 - 12.1.7.1 If 1 appointed Game Official does not appear at a scheduled game, then the home team must supply a replacement.
 - 12.1.7.2 If 2 appointed officials do not appear at a scheduled game, then both the home and away teams must supply a replacement.
 - 12.1.7.3 If all 3 officials do not appear, then the game will not be played and will be rescheduled.
 - 12.1.7.3.1 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.
- 12.1.8 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.
- 12.1.9 For all Boarded Programs, where two (2) officials are assigned:
 - 12.1.9.1 If one (1) appointed Game Official does not appear at the scheduled game, then the Home team is responsible for replacing the box official.
 - 12.1.9.2 If both assigned officials do not show up for a game, then the game will not be played and will be rescheduled.
- 12.1.10 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.



- 12.1.10.1 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.
- 12.1.11 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.
- 12.1.12 A team may request in writing once per season that a particular official be removed from officiating their games.
 - 12.1.12.1 These requests are honored only for the rest of the current season.
- 12.1.13 Each senior team in CUSA may supply at least one individual to a District Referee Course annually.
 - 12.1.13.1 The course, if passed by the individual, will be paid for by CUSA.
 - 12.1.13.2 Individuals who, as part of their Notice of Discipline, must take a District Referee Course are not considered as fulfilling this requirement.

13. TROPHIES AND AWARDS

- 13.1.1 All League or City Cup trophies provided by or donated to CUSA shall remain the property of CUSA.
- 13.1.2 Trophies may be awarded annually, at the discretion of the Board.
- 13.1.3 Teams that lose or intentionally damage a CUSA Trophy will be assessed a fine at replacement cost.
- 13.1.4 All trophies that are presented annually must be returned to the CUSA office by the date requested.
 - 13.1.4.1 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.
 - 13.1.4.2 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.

14. TOURNAMENTS AND TRAVEL

- 14.1.1 Teams wishing to take part in tournaments or exhibition games outside of the Calgary District must apply in writing for permission to travel:
 - 14.1.1.1 Teams taking part in tournaments outside of Calgary must have travel approval from CUSA.
 - 14.1.1.2 Teams taking part in tournaments outside Alberta must have travel approval from Alberta Soccer.
 - 14.1.1.3 Teams taking part in tournaments outside Canada must have approval from the Canadian Soccer.
- 14.1.2 All players taking part in any approved tournaments must be registered with Canada Soccer through their local Association.
 - 14.1.2.1 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.
- 14.1.3 Clubs and/or teams wishing to hold a tournament must apply in writing for sanctioning to CUSA.



APPENDIX A: LEAGUE STRUCTURE INCLUDING PROMOTION AND RELEGATION

MEN'S OUTDOOR 11V11

Alberta Premier League		By APL 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 O45 Divisions promotion and relegation shall be bottom two teams relegated, top two teams promoted. No promotional challenges exist within Master's and O45.

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



	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	*subject to PC	Div 3B	6th	*subject to PC			
	Div 3A	7th	relegated	Div 3B	7th	relegated			
	Div 3A	8th	relegated	Div 3B	8th	relegated			
	Div 3A	9th	relegated	Div 3B	9th	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	relegated	Div 4B	7th	relegated	Div 4C	7th	relegated	
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 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	promoted	Div 5B	3rd	promoted	Div 5C	3rd	promoted	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 Div 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 O45.

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



APPENDIX B: CITY CUP REGULATIONS OUTDOOR

OVERALL STRUCTURE

A tournament structure may be used for:

- Tony Marques Memorial Cup (Division 4 and below, excluding Masters Elite)
- Black Cup (Any registered & sanctioned Calgary Team)
- 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.

MATCH PLAY (FOR BLACK AND CALGARY CUP)

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.

REFEREE

The regular match play will have three referees assigned. CUSA Rules and Regulations outline the process should one or more officials not arrive to the match.

RULES

1. All matches are 90 minutes with a 5-minute half time.
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. All Red Cards are issued a minimum suspension of one game.
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 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 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



APPENDIX E - COED PLAYOFF RULES

COED PLAYOFF RULES

If applicable, teams will compete in playoff games at the end of each season.

No guest players in the championship rounds for playoff games.

Division championship playoffs are roster only. No additions following final league game of the season.

Teams not competing for the division championships may continue to use guest players.

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.

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.

Each team must supply a shootout game sheet provided by the league after Regulation. Failure to follow shootout rules will result in a forfeiture.



APPENDIX F - RESTRICTED MOVEMENT

RESTRICTED MOVEMENT DURING THE SEASON

All restricted movement must be within the same program. No guest play between programs.

Division Registered In	Guest Player Eligibility
Open Men's (Premier, Div. 1-5) (Outdoor: 11v11 & 7v7 Indoor: Boardless)	<ul style="list-style-type: none"> Can play up a maximum of 6 games at higher club level per season Cannot guest in Master's, O45 or O55
Master's Elite/Competitive Age Category 35 as of Jan 1st	<ul style="list-style-type: none"> Can guest a maximum of 6 games per team per season May guest into Open Men's Divisions 3 and above Cannot play in O45
Master's Premier Age Category 35 as of Jan 1st (Outdoor Only)	<ul style="list-style-type: none"> Can guest a maximum of 6 games per team per season Eligible for Master's Elite, Open Men's Master's players who are over 45 years of age may play down into O45A (or highest O45 division) No more than 2 Master's players per team per O45A game
Master's 1-3 Age Category 35 as of Jan 1st	<ul style="list-style-type: none"> Can guest a maximum of 6 games per team per season Eligible for Master's Elite/Competitive, Master's Premier, Open Men's Master's players who are age 45+ <ul style="list-style-type: none"> Can guest into O45 unlimited number of games
O45 Age Category O45 prior to registration	<ul style="list-style-type: none"> Can guest unlimited per team with any Master's, Open or higher O45 division team Can guest into O55 unlimited per team if at least age 50 Cannot guest to a lower division O45 team
O55 Age Category O55 prior to registration	<ul style="list-style-type: none"> Can guest unlimited per team with any O45, Master's or Open division team Can use O45 player that meet age requirements of at least age 50, including a maximum of 3 underage players May guest on any O55 team with their program
U23 Age Category U23 prior to registration	<ul style="list-style-type: none"> May register or use as guest player up to 3 over-aged players
Youth (CMSA) Not registered with CUSA	<ul style="list-style-type: none"> Can guest in any division a maximum of 6 times per team per season
Boarded Program	<ul style="list-style-type: none"> Open: Competitive, Intermediate, Recreational – can only play up for teams in a higher division, a maximum of 6 times per team Masters O35: can play up to Open a maximum of 6 times per team O45: O45B are eligible to play up unlimited for any team in Open, Masters Boarded, and O45A. O45A players are NOT allowed to play down for O45B
COED Program	<ul style="list-style-type: none"> Players may guest play 6 times per team only in a season Teams are eligible to have up to 4 guest players in a match Guest players are permitted from other teams in their same competitive grouping, i.e., Recreational to Recreational



Division Registered In	Guest Player Eligibility
	<ul style="list-style-type: none"> The team and the player are responsible to ensure they are eligible to play as a guest player
Futsal	<ul style="list-style-type: none"> No guest players allowed - players must be registered with the team to play with the team

RESTRICTED MOVEMENT FOLLOWING A TRANSFER

From	To	Guest following transfer
Open	Higher team	Max 6 total in season (includes those prior to transfer)
Open	Lower team	Cannot play up for team transferred off of.
Open	Master's	Cannot play up for the team transferred off of
Open	O45	Cannot play up for the team transferred off of.
Open	O55	Cannot play up for the team transferred off of.
Master's	Open	Max 6 per season (includes those prior to transfer and within the Open Division Club) Cannot guest to Master's or O45 team
Master's	Higher Master's	Max 6 per season/ team (includes those prior to transfer) Cannot play to lower Master's
Master's	Lower Master's	Cannot guest play into division transferred out of.
Master's	O45	Cannot guest play into division transferred out of.
O45	Open	Open Division Guest Player rules apply.
O45	Master's	Max 6 per season/ team. Cannot play into division transferred out of.
Lower O45	Higher O45	Can continue to play into higher O45, Master's and Open Divisions
O45	Lower O45	Cannot play up into the division the player transferred out of
O55	Open	Open division guest player rules apply.
O55	Master's	Max 6 per season/ team. Cannot play into division transferred out of.
O55	O45	Can continue to play into higher O45, Master's and Open Divisions
Futsal	Futsal	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.



