

2021/2022 CUSA INDOOR RULES AND PROCEDURES



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ID CARDS	NO LEAGUE ID CARD, NO PARTICIPATION, NO EXCEPTION. Every player and team official must have a League ID card. Driver's License or other photo ID is not acceptable; there are no substitutes or temporary ID cards. Record any problems on the game sheet. If a team questions the eligibility of a player, the player must sign their full name on the game sheet.
GAME SHEETS	Each team is responsible to fill out the game sheet completely prior to the start of the game. Each player and team official must be recorded on the game sheet and no additions can be made to the game sheet after the start of the game. At half-time, team officials may cross off players (line through name) who have not arrived.
	Referee to clearly print and sign the game sheet where indicated. Payment for the game may be difficult to process if names of referees are not legible.
	Referee marks score, goal scorers, cards & discipline and the fair play rating (for both teams) on the game sheets. We are transitioning towards printed game sheets. For this season, teams can present either the older 3-copy carbon game sheets, which can be divided as noted on the bottom of the sheets. Or, teams may submit 4 copies of printable game sheets to be distributed as follows: one copy to the League, one copy to each team, one copy for the referee.
	Team officials asking questions about League specific Rules can be referred to the website www.cusa.ab.ca where the League Operating Rules are located
ID CARD COLLECTION & CHECKING	A coach should be present to hold player cards to reduce contact. Referee and coach should be masked during this exchange. Players should have no mask but be physically distanced where possible. Verify the name and jersey number recorded on the game sheet and place a check mark beside the individual's name. Referee collects cards and game sheets before the game and keeps them until the end of the game. Retains individual red cards / all cards in the case of a game abandonment.
	Team officials are solely responsible to ensure the eligibility of a player. If a team questions the eligibility of a player, the player must sign their name on the game sheet. The League will determine the eligibility of the individual. Record on the game sheet any concerns expressed about a player's eligibility.
	If player names are on the game sheet prior to the start of the game, then CUSA /COED players arriving prior the start of the 2nd half may play. The referee must be presented with the player's ID card immediately upon entering the field of play.
GUEST PLAYERS	CMSA players are required to submit a completed Restricted Movement Pass, also known as a play-up form, and their CMSA ID card. Referee to sign the play-up forms, attach one copy to the game sheet, return one copy to team with the play-up.
	League players with their League ID Card are allowed to play up without a Restricted Movement Pass; they must be recorded on the game sheet as a Play-Up.
MISCONDUCT REPORTS	Within 48 hours of the game an ASA Misconduct Report must be submitted for each dismissal. The report must accompany the game sheets and dismissed individual's ID card; however, prior electronic submission is encouraged. For dismissal due to action against a referee, submit the Misconduct Report to ASA. Provide the League with a copy of all documentation sent to ASA.
DISCIPLINE	Slide tackles are not permitted and are to be sanctioned by a yellow card. FAIR PLAY & Fun Focus.

Mark Any Irregularities on the Game Sheet.

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	For game abandonment other than for weather, keep both teams' cards and the game sheets, and submit them to the League along with the Misconduct Report. If possible, indicate on the game sheet which team was responsible for the action that initiated the abandonment.	
DURATION OF GAME	2, 25 minutes halves, with a 3 minute halftime. The last minute of each half will be stop time.	
	Game clocks must start at the scheduled time; any team that delays the start of the game will receive a two (2) minute delay of game penalty. If play is not able to commence within the 5 minutes of the designated game start time due to one or both teams not being prepared to play (insufficient players, incomplete game sheet, lack of player cards & being prepared to present players cards to official. This includes for Coed not having a min of 2 players of each gender) the game shall be cancelled and the team(s) responsible noted on the game sheet.	
	A game's results will stand as long as 35 minutes of play have been completed. If less then 35 minutes has been played, the game will normally be rescheduled.	
TIE BREAKERS	Playoff games will go straight to penalty kicks if tied after regulation time. There is no overtime or penalty kicks in Promotional Challenge Games.	Playoff games will go straight to penalty kicks if tied
SUBSTITUTION	Unlimited. An injured or cautioned player may be substituted before the restart of play.	
# PLAYERS	A minimum of 4 players are required per team to start and maintain a game.	
	A maximum of 20 players and 4 CUSA/Co-Ed team officials can be listed on the game sheet and can be on the bench.	
INJURIES	Note on the game sheet if a significant injury occurred during the match that required medical attention regardless of the game was delayed or an ambulance called. No additional time is to be added to the game for injury time. If following an injury, a total of 35 minutes of game play cannot be reached the game should not be restarted.	
EQUIPMENT	Team members must have complete uniforms; jersey with number, shorts and socks. Any irregularity and the player(s) are not permitted to play. Players are required to wear shin guards. Team jerseys must match. Shorts and socks are to be predominantly the same colour for team members.	
	Home team changes jersey colour (if necessary) and supplies 2 game balls. Failure to change jerseys or to supply a suitable game ball is to be noted on the game sheet.	
	Pinnies or mismatched jerseys are not acceptable. NO taped numbers permitted.	
	Alternate uniforms can be numbered jerseys, or numbered bibs or t-shirts. If they do not have numbers, the original jerseys shall be worn under.	
	Wearing a knee brace is at the complete discretion of the referee. Rigid casts are not allowed; this includes finger splints. Jewellery is not allowed. FIFA approved headgear is allowed. For Coed, sports hijabs are allowed.	
OFFICIALS	If only one official is assigned, please refer to latest ASA guidelines	
FAIR PLAY	The Senior Leagues are encouraging and supporting fair play. The rating applied to the teams is at the discretion of the referee and is based on how well the team applies the spirit of fair play and sportsmanship. Abusive or discriminatory language or gestures are not tolerated. The league office will apply demerits for cards earned in a game.	
SCORE BOARD	A goal difference of no more than 5 goals is to be shown on the scoreboard.	

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7v7 RULES

Only Exceptions from Aforementioned Procedures Noted Here

ID CARDS	Players should have a player card which states the correct team name at the bottom. It does not need to be 7v7 specific
GAME SHEETS	Within 48 hours of the game, drop off the top copy of the game sheets, and any play-up forms and Misconduct Reports. All can be submitted electronically by scan or picture with cell phone, with the originals submitted immediately thereafter.
# PLAYERS	For 7v7 games it shall be a minimum of 5 players on the field at all times.
GUEST PLAYERS	League players with their League ID Card are allowed to play up without a Restricted Movement Pass; they must be recorded on the game sheet as a Play-Up.
DURATION OF GAME	7v7 Games: 2, 25 minutes halves, with a 3 minute halftime.
	Game clocks must start at the scheduled time. If play is not able to commence within the 5 minutes of the designated game start time due to one or both teams not being prepared to play (insufficient players, incomplete game sheet, lack of player cards, & being prepared to present players cards to official) the game shall be cancelled and the team(s) responsible noted on the game sheet.
SUBSTITUTION	Up to 4 substitutes at one time are permitted. In the Over 45 division only, they can have an unlimited number of substitutions at one time. Substitutes should be ready at the half way line and are only permitted to enter the game during a stoppage in play
7v7 SPECIFIC GAME MODIFICATIONS	<ul style="list-style-type: none"> • 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. • No Offsides • Throw-Ins, not kick-ins • Red carded players should be instructed to leave the playing area and are NOT to be replaced by another player – the team plays a man short for the remainder of the game. • Goalkeepers will have no restrictions as to how they distribute the ball – neither from a goal kick, nor in regular possession. • Free kicks are indirect/direct where applicable and the wall should be set up 6 yards away.

How to Submit Games Sheets, Misconduct Reports & ID cards

Within 48 hours:

- Drop at any league office during office hours.
- Leave at Foothills (Macron), Calgary Soccer Centre, Calgary West Soccer Centre or Genesis Centre drop box.
- Submit electronically (scan/email, fax or send a clear photo) admin@cusa.ab.ca
- Send original game sheets, misconduct reports & ID cards via Canada Post if documents sent electronically.

Have a Great Game!

Mark Any Irregularities on the Game Sheet.