



2. **Deadline Date** for entries is **Saturday May 25<sup>th</sup>, 2019**. Enter as soon as possible as entries may be limited in order to maximize the competition format in each Age Group. For instance, scheduling considerations may warrant that the competition in any one Age Group Category **may be limited to only those teams that have registered on a “first come - first served” basis before the Deadline Date** – completed entries will be assigned numbered places of priority in chronological order of date received. *Late registrants* will only be accepted if inclusion of additional teams is deemed to be conducive to structuring the preferred format for competition within a specific Age Group Category.
3. All entries are considered accepted, unless notified otherwise.
4. The **Schedule of Game Fixtures** will be established for the Tournament as soon as possible after the Deadline Date. Once set, the Schedule will be sent via e-mail to each designated Team Contact. No changes will be made to the Schedule except at the discretion of the Tournament Coordinators. If delays are experienced in setting the Schedule, **Coaches** will be phoned 3 – 5 days in advance to be given their first game time, location and opponent.
5. No refunds will be given to teams that drop out or do not show up. All games scheduled involving teams that drop out or do not show up shall be considered as a “**Bye**” result.
6. **Concessions** will be available at various venues during the Tournament. Further details available after Game Schedule is set. Washroom facilities will be located at game sites.
7. **Competing Age Group Categories:**

U-17 Boys / Girls / Mixed	(born 2002 or 2003)
U-15 Boys / Girls / Mixed	(born 2004 or 2005)
U-13 Boys / Girls / Mixed	(born 2006 or 2007)
U-11 Boys / Girls / Mixed	(born 2008 or 2009)

**NOTE:** Non-BRSA District Teams should take specific note of the above age criteria used for our Tournament – these dates may not necessarily be the same as the age criteria (i.e. “years of birth”) you are used to in your own District.
8. **Officials:** Referees and Assistant Referees (A.S.A certified) will be assigned by the Tournament Coordinators. Officials’ decisions on their interpretation of the Laws of the Game are final.
9. **Substitutions:** Coaches may prefer that only two (2) player substitutions will be allowed at a time. However, before each game begins, Coaches should discuss their own preference with the other Coach and the assigned Referee, and agree upon how many players can be substituted at a time. Time of substitutions will be at the Referee’s discretion.
10. **Protests:** Protests shall not be accepted unless they involve a player’s eligibility and are made within 30 minutes after a specific game ends. Teams must have proof of a player’s age at game time or face possible disqualification.
11. **Discipline:**
  - a) An ineligible player on any team means immediate disqualification of the entire team with no refund of fees.

- b) Two (2) cautions (yellow cards) during a game - the player is ejected for the remainder of the current game but is still eligible for subsequent games in the Tournament.
- c) One (1) ejection (red card) - the player is ejected for the remainder of current game and **eligibility for the next following Tournament game will be at the discretion of Tournament officials.**
- d) Violent conduct offences will result in a player being removed from the Tournament.

NOTE: Referees will be instructed to enforce “fair play” regulations as prescribed by FIFA. Copies of specific instructions issued to Referees officiating in the Tournament are available at Tournament Headquarters.

12. **Team Rosters:** subject to all players being registered with A.S.A and to *Player Eligibility* requirements under item 13. below, Team Rosters can carry up to:

U11 Teams	: 15 (fifteen) Players per team
U13 and U15 Teams	: 20 (twenty) Players per team
U17 Teams	: will depend on format selected (7vs7 or 11vs11)

### 13. **Player Eligibility:**

The original Team Roster shall be “set” by submitting a previously played Tier IV League Game Sheet **at the time of registration**. If Registration is submitted by electronic means, the Game Sheet should be “scanned” and enclosed as an Attachment to the Registration.

A maximum of **4 changes** to the original Roster will be allowed subject to:

- a) an added player must already be registered as a Tier IV player with A.S.A.
- b) an added player cannot be registered in an older Age Group category than the Age Group of the team playing in the Tournament. This means that a player who is registered to play in an older Age Group category for League play cannot – unless the team and player meet the criteria applicable for “previously-rostered” players – be added to the roster of a lower Age Group category for Tournament play (even though the player may qualify for that Age Group by virtue of his/her birthdate alone)
- c) notwithstanding the provisions of b) above, a player who has previously played for a team in the Tournament but who no longer resides in that team’s district area may still be eligible to play as a “previously-rostered” player for their original team. Such circumstances – which could apply if their new district does not field a team in the Age Group Category applicable to that player’s original team – should be submitted well in advance for review by the Tournament organizers.
- d) A maximum of 2 players being added / changed from the same Age Group / “previously-rostered” player Category and 2 players being added / changed from a lower Age Group category.
- e) A previously played “Tier IV” League Game Sheet is required for each player added to the original Team Roster. NOTE: in order to verify the eligibility of such added players with A.S.A., these Game Sheets should be scanned and submitted by electronic mail **no later than 12 noon on Friday June 7<sup>th</sup>** to [tonywads@telus.net](mailto:tonywads@telus.net).
- f) All Players are required to carry or produce upon request either i) their ASA Player Identification Cards, ii) Birth Certificate or iii) other means of their Proof of Age in order to be eligible to participate in the Tournament.

#### 14. Games:

- a) Teams are guaranteed three (3) games. These will not be cancelled due to weather, although games in progress may be “suspended” for periods during severe storms with thunder / lightning activity. Games suspended due to severe storm conditions will be continued immediately upon cessation of the severe conditions unless the Tournament Coordinators decide otherwise.
- b) Game times that are scheduled for kick-off after a period of cessation due to severe storm conditions may be revised in order to accommodate the loss of playing time caused by the “suspension in play” of earlier games.
- c) Duration of Games – U13 and U15 (11 vs 11) will have two Thirty Five (35) minute halves with Five (5) minutes half time. U11 (8 vs 8) will have two Thirty (30) minute halves with Five minutes half time.
- d) All teams must be ready to start play on time. Any team that is 10 minutes later than the scheduled start time will forfeit their game.**

- e) For each game, the first team named in the Tournament Schedule shall be designated as the *Home Team*, and the second team named shall be designated as the *Away Team*.

The *Home Team* Coach shall be responsible for providing an official Game Sheet to be completed and handed to the Referee prior to the kickoff and for handing in the completed Game Sheet to Tournament Headquarters after the completion of the game.

In the event that the jersey colours of any two competing teams “clash”, or are deemed by either Coach to be indistinguishable or otherwise not dissimilar, the *Away Team* shall be responsible for changing their jerseys or wearing “pinnies”.

- f) Points shall be awarded for games played in the Round Robin portions of the Tournament as follows:

- |                            |  |
|----------------------------|--|
| 1) Win                     | = 10 points (+ 1 additional point for a “shutout”) |
| 2) Tie                     | = 6 points   |
| 3) Loss by 1 goal          | = 4 points   |
| 4) Loss by 2 goals         | = 3 points   |
| 5) Loss by 3 goals         | = 2 points   |
| 6) Loss by 4 goals         | = 1 point  |
| 7) Loss by 5 or more goals | = 0 points   |

NOTE: a “Bye” shall be considered as a 2-1 result – this means that the Team that shows up will be awarded 10 points for a Win; however, no points shall be awarded to the Team that does not show up.

Tie Breaking Procedure for teams tied on points shall be determined in the following order:

- 1) Result of game played between two teams
  - 2) Lowest “Goals Against”
  - 3) Goal Average ( “Goals For” divided by “Goals Against”)
  - 4) Shoot-Out ( 5 players each team)
- g) Elimination Segment – if tied after regulation time, winner will be decided by shots from the spot (FIFA regulations, available for inspection).

- h) Championship Games – if tied after regulation time, winner will be decided by two Five (5) minute Overtime halves, and then shots from the spot (FIFA), if necessary.

PLEASE NOTE: There will be two Championship Games in each Age Category, as follows:

- Gold Medal Final – Winner receives Gold Medals, Loser receives Silver Medals
- Bronze Medal Final – Winner receives Bronze Medals

**U11 COACHES:** Goal Kicks and Free Kicks - All opponents must be behind the **Retreat Line (Closest Offside Line to the Restart)** when these kicks are taken and cannot move beyond the Retreat (Closest Offside) Line until a 2<sup>nd</sup> player from the team taking the kick touches the ball. [NOTE: this is a new Rule as per ASA Directive issued in April 2017 applicable to Retreat Line for 8 vs 8 Soccer]

15. **Field Equipment:** Corner flags and linesmen flags will be provided by Millet Soccer Association and/or the Referee. The team designated in the Tournament Schedule as the “*Home Team*” shall have the option of providing the Game Ball or deferring the provision of Game Ball to the “*Away Team*”.

#### 16. Dealing With Blood Wounds

If bleeding occurs to a player during a game where other players may be exposed to Blood, that individual shall be asked to leave the field of play until the bleeding has stopped. The wound must be cleansed and securely covered before the player may resume playing. The player can only resume playing with the permission of the Referee.

17. **Player Equipment/Uniform:** please note that Referees are asked to enforce the following

- **inspect the teams to make sure no one is wearing jewellery or bobby pins** – if they are, ask them to remove it/them. This applies to anything “hard”, or “dangling” outside their shirts. NOTE: Alberta Soccer Association now says that jewellery cannot be taped down either – they have to remove it. If it cannot be removed (earrings/studs, nose-studs, bracelets etc.), the player cannot play!
- **ensure that every player is wearing the proper uniform** – this means socks over their shin pads, no long pants (except for goalkeepers) and no sweaters over jerseys/shirts (sweaters can be worn under the jerseys/shirts if it is cold – referees will be notified by Tournament Officials if long pants will be allowed if it happens to be cold weather).

Please ensure that all Coaches, Players and Parents are aware of the above – we do not wish to see any player disappointed because they are wearing/not wearing something that prevents them from playing in a game.

18. **Players and Spectators must be on separate sides of the field.** Referees are asked to remind each Coach that a) their Players should be inside the Training Area on their side of the field and b) their Spectators should not co-mingle with Players on the sidelines. Unless specifically directed otherwise, spectators should use the seats/bleachers or sit/stand on the opposite side of the field from the Team players.

19. **Conduct Of Spectators:** Millet Soccer Association supports the goals of those organizations that have adopted a Referee Liaison Program. Each Team may be asked to designate one of its own spectators to act in the role of **Referee Liaison**, as outlined below:

- Be identified with a Referee Liaison armband (fluorescent tape) provided by their team.
- Be identified on the Game Sheet as the Referee Liaison.
- Introduce themselves on the spectator side of the field (and to referee/assistant referees)
- Monitor the behavior of their own team’s spectators on the sidelines and deal with any inappropriate comments, gestures and/or general unsporting behavior directed at the referees, linesmen, players or any other individual.
- Quickly diffuse potential problems before they arise by either being visible or calmly speaking with the individual(s) involved.
- Be visible and available to assist the referee, particularly at half time and full time.
- Be available and willing after a game to give a verbal account to Tournament Officials of any incident that may, or is alleged to, have occurred during play/at a game location.

**20. Teams Travelling from outside the Battle River Soccer Association Area:** Each year, more teams from outside the Battle River Soccer Association area are participating in the Tournament. The following notes are offered as information to such teams:

- a) Coordinators will generally not schedule any games for teams travelling into Millet from a distance exceeding 100 kms. before 9:30 AM on Saturday morning. In certain cases, however, some teams may not have their first game until 12:30 PM on Saturday, which can create a situation where many “out-of-town” teams will play their second game either late Saturday afternoon or Saturday evening (6:30 PM or 8:00 PM kick-off).
- b) Please note that, for the purpose of determining Team Rosters and Player Eligibility for participation in the Tournament, the sole criteria applied by Tournament Officials shall be the requirements of the Battle River Soccer Association (BRSA) – these may not necessarily be the same as the District Association that a Team is associated with.

21. Sanctioned by: Alberta Soccer Association

Millet Tournament Organizing Committee