

LETHBRIDGE SOCCER ASSOCIATION

Lethbridge FC **CHINOOK CUP**

2025 Tournament RULES

1. ZERO TOLERANCE POLICY

This is a zero tolerance tournament.

All players, coaches and parents will be removed from the any outdoor field:

- verbally abusive towards any tournament official (referee/assistant/tour members)
- verbally abusive towards another spectator/team

If any of the above incidents occur, this person or persons will be removed for the remainder of the tournament. If the person is still persistent, police will be called in to deal with that person.

2. TEAM REGISTRATION

- (a) All teams will use their 1st game sheet as their official tournament roster. Birthdates must be completed on the first game sheet only. All players that will be used for the tournament must be on the first game sheet with birthdates provided.
- (b) A copy of your ASA (or District) Registration Form must be available if tournament staff request your roster. Please list your guest players as well.
- (b) Registration of team must take place ½ hour before your first game at the Headquarters.
- (c) Late registration of players will not be accepted. Likewise, adding players to your roster after your first game will not be accepted.
- (d) The roster must list all players (up to a maximum of 20) that a team intends to use during the tournament.
- (e) As per ASA Rule 17.1, when the colors of competing teams are similar, *home team (first team on scheduled game) shall use alternate colors.*
- (f) Ensure guest players have permission forms.

3. ELIGIBLE PLAYERS/COACHES

- (a) A player must be registered with your district for the current outdoor season.
- (b) A player may only play for one team during the tournament.
- (c) Teams will be allowed to register a maximum of 3 guest players.
- (a) Any 20 players shall be dressed for one game. 3 Coaches/Managers are allowed on the bench, one of which must be of same gender of the team

4. POINTS & STANDINGS

- (a) 3 Points for a win
 - 1 Point for a tie
 - 0 Points for a loss
- (b) For all games, the final score recorded will not exceed a margin greater than five (5) goals. (For example, if the score of a game is 10 0, it will be officially recorded as 5 0).

5. RULES OF THE GAME

- (a) There shall be no overtime in any game.
- (b) Games shall consist of:
 - U10 2 x 25 minute halves, NO OFFSIDES 7 v 7 Format, Dribble ins, size 4 soccer ball
 - U11 2 x 25 minute halves, NO OFFSIDES 7 v 7 Format, throw ins, size 4 soccer ball
 - U10-U11 RETREAT LINE is 1/3 of the field

- U12 2 x 30 minute halves, OFFSIDES 9 v 9 Format, No retreat line, throw ins, size 4 soccer ball
- U13 2 x 35 minute halves, OFFSIDES 9 v 9 Format, No retreat line, throw ins, size 5 soccer ball
- U15 2 x 40 minute halves, offsides 11v 11 Format, size 5 soccer ball
- U17 2 x 40 minute halves, offsides 11v 11 Format, soccer ball
- (c) Round robin games to terminate at the end of regulation time.
- (d) Teams tied in points after the completion of round robin play will have tie breaking rules applied. Penalty kicks to be taken if tie-breaking rules do not produce a winner.
- (e) For all FINALS and Bronze medal games, where games are tied at the end of regulation time, penalty kicks shall be taken to decide a winner. A.S.A. Penalty kick rules will apply. All other games may end in a tie.

6. TIE BREAKING RULES

The following tie breaking rules will be used to determine final standing where two or more teams are tied on points taking the whole round-robin into consideration where applicable.

- (a) Previous Match Results the most points gained in the match(es) between the teams concerned shall be used to determine the final standing.
- (b) Goal Difference for any team still tied, by deducting goals against from goals for, in all games, the highest goal difference shall be used to determine the final standings.
- (c) **Fewest Goals Conceded for any teams still tied, the fewest goals conceded, in all games, shall be used to determine the final standings.
- (d) Highest Goals Scored for any teams still tied, the total of goals scored in all games shall be used to determine the final standing.
- (e) For any teams still tied, penalty kicks shall be taken to determine which team advances to the next stage of the competition. A.S.A. Penalty kick rules shall apply.
- (f) In any three (3) team round-robin, whether part or whole of the competition, the third game of the competition shall be played to a decision if the team not participating has zero points, has been suspended or has withdrawn. Any third game of a three-team round robin that requires a result will go directly to penalty kicks.

7. GAME SHEETS

- (a) A separate game sheet shall be used by each team.
- (b) All player names shall be printed on each game sheet which must be signed by the coach.

8. <u>DISCIPLINE</u>

- (a) All discipline matters for the Tournament will be administered by the Program Director, whose decisions are final.
- (b) A player receiving a Red or 2 Yellow cards during a single game shall automatically be suspended for the next game.

9. AWARDS

(a) Presentation of awards will be made at headquarters (Sports Park BBQ Shelter). Awards will be presented to the number of teams noted on your schedule.