



SASKATCHEWAN
SOCCER ASSOCIATION

2026
Competitions
Rulebook

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Proudly



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1. Definitions:

Canadian Soccer Association: “Canada Soccer” is herein referred to as “**CSA**”

Field of Play: Shall include the soccer park, dressing rooms, parking lot and any area deemed related to the event

Game: Shall constitute any involvement that takes place before, during or after the game while at the “field of play”

Good Standing: Members in “**Good Standing**” are entitled to rights of SSA membership. Good standing can be revoked as outlined in SSA Bylaws, Policies and Procedures, which can limit the rights of the membership, including but not limited to participating in local, provincial and national competitions

Member Organization: “Member Organizations” include Regular and Associate Members as defined in SSA Bylaws, Policies and Procedures.

Prairie Soccer League: “Prairie Soccer League” is herein referred to as “**PSL**”

Rules: The “Laws of the Game”, Rules, Regulations and Bylaws are referred to as the “**Rules**”

Saskatchewan Soccer Association: “Saskatchewan Soccer Association” is herein referred to as “**SSA**”

Team: A “**Team**” must be recognized and authorized by a Member Organization to play in any SSA Competition, including Provincial Championships and PSL.

Technical Advisory Board: “Technical Advisory Board of the PSL” is herein referred to as “**TAB**”. The TAB is composed of SSA Technical Staff and/or other experts as appointed at the sole discretion of the SSA.

2. General

- a) The information contained herein is for the sole purpose of ensuring the fair and purposeful delivery and direction of all Saskatchewan Soccer Association Competitions.
- b) All SSA Competitions operate according to the SSA Policies and Procedures governing Provincial Championships.
 - i. In the event of disagreement between the SSA Policies and Procedures and the Rulebook, the Rulebook will be taken as the authority.
 - ii. Where any omission in the Rulebook should arise, the Policies and Procedures of the SSA shall prevail. If omissions should still exist, then the CSA’s Policies, Procedures, Rules, and Regulations shall apply.
- c) Amendments to the Rulebook may be made at the discretion of the SSA.

- d) Should amendments to the Rulebook be required during the competition, they will be circulated in memorandum format to all affected teams. This memorandum shall serve as an appendix to the Rulebook for the duration of that competition with the Rulebook being updated following its conclusion.

3. Authority & Objections

- a) All objections to the grounds, goal posts or other appurtenances of the game, or other facts known before the commencement of the game, must be made in writing to the referee prior to the kick-off.
- i. If any objection is made, the referee may require the responsible organization or individual to remove the cause of the objection without unduly delaying the progress of the game.
 - ii. If the cause of the objection cannot be corrected, the referee has the authority to determine whether the game will be played or cancelled.
 - iii. The referee is the sole judge as to the fitness of the "field of play." Protests regarding this issue will not be heard.
- b) If the referee determines poor weather may lead to unsafe game conditions, the game will be suspended for a maximum of 30 minutes.
- i. If play cannot resume within that time, the game will be abandoned.
- c) If the game is abandoned:
- i. at 10 minutes into the 2nd half or later - the game will be considered complete with the score as it stood at the time of abandonment.
 - ii. before 10 minutes into the 2nd half – Game will be decided by Kicks from The Penalty Mark with the starting score of 0-0.

4. Defaults and Forfeits

- a) A **defaulted game** is one in which one or both teams do not have the minimum number of players necessary to play the game.
- b) A **forfeited game** is one that is played and subsequently forfeited for a rule violation.
- c) Where a team defaults or forfeits one (1) Championships or PSL game, they will be fined \$500.00. Forfeit of multiple games as a result of one complaint (e.g. ineligible player on multiple game sheets) shall count as one forfeit for the purpose of this rule.
- d) Where a team defaults or forfeits a second Championships or PSL game, they will be fined a second \$500.00 and be expelled from the league or competition. In addition, the team may be suspended for the next year of play, fines levied and/or the good standing of all players and team personnel may be revoked. If a team is expelled from the championships or the PSL, the MO will also be fined \$2000 as would be the case if it withdrew after distribution of the final schedule.
- e) If a team defaults or forfeits a game, 3 points will be awarded to the opposing team and the game will be recorded as a 3-0 win or the actual score of the game, whichever is most advantageous for their opponent.

- f) If both teams default or forfeit a game, no points will be awarded, and the game is recorded as a 0-0 score and both teams will be fined an amount of \$500 each.
- g) Fines incurred during the competition will be invoiced to the Member Organizations post competition and are not subject to appeal.
- h) Teams who play while suspended and/or not in good standing will be deemed to have forfeited the game and the above rules would apply

5. Discipline

- a) The SSA will follow the SSA Event Discipline Procedure (within Discipline Policy) except for modifications stated in this document.
- b) Discipline will be dealt with by the Tournament Discipline Committee or TAB prior to the offending team's next scheduled game.

c) Automatic Suspensions

i. Cautions (Yellow Cards)

- i. A player receiving three or more cautions during a Championship or PSL season shall be suspended as outlined in the following table:

Number of Cautions	Suspension
3 rd caution	1 game
4 th caution & Subsequent	1 game per caution

- ii. Cautions accumulated during the competition or league will not carry over to the playoff phase of the competition; however, suspensions for the accumulation of cautions must be served during the knock-out phase of the competition.
- iii. **Ejections (Red Cards)**
 - d) Any player or team official receiving a red card will be automatically suspended for 1 game.
 - e) An individual receiving a red card must immediately report to Tournament Headquarters upon completion of the game to partake in the discipline process that will follow.
 - f) Failure to attend will result in immediate suspension until the player or team official involved requests a further hearing in writing and appears at that subsequent hearing.
 - g) The individual may be accompanied by a team official during the discipline hearing.
 - h) All participants must adhere to the SSA Code of Conduct. We encourage special attention be paid to Section 1.5 Unacceptable Actions.
 - i) Inappropriate usage of Social Media by parties connected to any SSA Competition (Member Organizations, Clubs, Team Personnel, Athletes, Parents) may be considered a breach of the SSA Code of Conduct with fines up to \$1000 and/or removal of the team from the event and/or future events.

- j) Parties connected to the competition must adhere to the Social Media policy (within Section 13 – Risk Management) and engage in a respectful relationship with the SSA event organizers and volunteers as listed in the Chapter 3 -SSA Code of Conduct.

6. Protests

- a) Protests, subject to the following provisions, are objections of any kind connected with matches of the Championships.
- b) All Protests, including the use of an ineligible player(s), must be submitted in writing to the SSA representative(s), no later than one hour following the game in protest, using the appropriate Protest Form and include the SSA protest fee of \$100.00.
- c) No protests may be made against the Referee's decisions on points of fact connected with play. Such decisions are final.
- d) The SSA Provincial Representative(s) shall rule on the protest based on the report(s) provided or, at their sole discretion may call a hearing.
 - i. Should a hearing be called, any individual deemed relevant by the SSA Provincial Representative(s) will be called upon to attend.
 - ii. If a Party waives their right to participate in the hearing or does not attend or meet the timelines set out by the SSA Representatives, the hearing will proceed in any event.
- e) Decisions by the SSA Provincial Representatives on protests as they pertain to the Championships shall be final and binding for that competition. Appeals of decisions, as they relate to the competition will not be entertained by the SSA.

7. Formal Complaint

- a) SSA shall have jurisdiction over Formal Complaints arising from Provincial Championships as per SSA Policy.

APPENDIX 1.0 – PRAIRIE SOCCER LEAGUE (PSL)

The information contained within Appendix 1.0 – Prairie Soccer League (PSL) is for the sole purpose of ensuring the fair and purposeful delivery and direction of the Saskatchewan Prairie Soccer League. Amendments to these Rules and Regulations may be made at the discretion of the Saskatchewan Soccer Association.

Note: In the event of a disagreement between the SSA Competition Policy (Section Nine) and the Rulebook, the Rulebook will be taken as authority. Where any omissions under the PSL Rules and Regulations should arise, the Policies, Procedures, Rules and Regulations of the Saskatchewan Soccer Association shall prevail. If omissions should still exist, the Canadian Soccer Association's Policies, Procedures, Rules and Regulations shall apply.

Should amendments to the PSL Rules and Regulations be required during the season, amendments will be circulated in memo format to all affected teams. This memo shall serve as an additional appendix to the Saskatchewan Soccer Association Rules, Appendix 1 – Prairie Soccer League for the duration of the season with the official PSL Rules and Regulations being updated following the season's conclusion.

League Rules

- a) The PSL website is hosted on the SSA website.
- b) Contact information for SSA as it pertains to the PSL will be confirmed on a yearly basis.
- c) PSL deadlines will be posted on the SSA website and/or contained within the Rulebook. It is the responsibility of the Member Organization, Team and/or Participant to adhere to all deadlines.
- d) Failure to meet PSL deadlines may result in discipline, including but not limited to non-acceptance of entry, fine, or expulsion from the PSL.
- e) All PSL Forms will be posted on the PSL website.
- f) PSL fees are set yearly by SSA at its sole discretion.
- g) The PSL may hold pre-season and post-season meetings on a yearly basis as well as other meetings as deemed necessary. The date, time and location of these meetings will be communicated to Member Organizations and/or Teams no later than seven (7) days in advance of the meeting.
- h) All participating teams must have a representative at the PSL Pre-Season Meeting.
 - i. Failure to have a representative present at the PSL Pre-Season Meeting will result in a fine of \$500.00.
 - ii. This fine must be paid prior to the first scheduled match or this match will be forfeited.
- i) All participating Member Organizations and Teams shall have a representative at the PSL Post-Season Meeting as this will represent an opportunity for consultation on the direction of the PSL.

- j) PSL Communications
 - i. All correspondence and communications regarding the PSL will be made through SSA.
 - ii. Correspondence and communications regarding the PSL will be made via email, telephone and/or posting on the PSL website, all of which shall be considered official.

Travel Policy

- a) SSA adopted the CSA curfew for travelling teams of 11:00 pm for youth players (up to and including U19).
- b) Team coaching staff will be responsible for the behaviour and the enforcement of curfew of their players. Any team that does not meet the highest of standards for behaviour may be subject to sanctions and/or fine.

Sponsorship

- a) SSA and/or a Member Organization cannot unreasonably restrict sponsorship of any team, however, SSA must approve all sponsorship of PSL teams.
- b) Team sponsorship displays are limited to the technical area and the player's and team personnel apparel only.
- c) The rules regarding sponsorship at the CSA National Championships differ from those of the PSL. For more information, consult the Canada Soccer Guidelines and/or Appendix 9 of this rulebook.

League Management

- a) SSA shall be responsible for marketing and communications associated with the PSL.
- b) Member Organizations shall be responsible to ensure all PSL players and Team Personnel are registered with SSA.
- c) SSA shall appoint the representatives serving on the PSL Technical Advisory Board (TAB). The TAB shall have authority over the operation of the PSL.

Team Declaration

The Team Declaration Deadline shall be March 1st of the calendar year coinciding with the current PSL season. Team Declaration shall be provided in writing by an authorized contact of the Member Organization. The SSA shall not accept declaration directly from Clubs, Zones, or Teams.

Each declaration must include the name, telephone number and email address of both the Head Coach and Manager for each team registering for PSL.

All communication for PSL shall be made to these individuals using the contact information provided. Should any contact information change after the Team Declaration Deadline, the SSA asks that this information be provided as soon as possible to avoid any delay in communication.

Team Withdraw

Any member organization withdrawing a team from the PSL after submitting a Team Declaration will be fined based on the following schedule:

- i. After submitting declaration, but prior to March 15th - \$1000
- ii. After distribution of initial schedule for facility confirmation - \$1500
- iii. After distribution of the final schedule - \$2500

Any team withdrawing from the PSL after the start of the season will be considered to have forfeited each scheduled game and will be fined in accordance with *Section 5* governing Defaults & Forfeits.

PSL Fees

- a) PSL fees will be set by SSA on a yearly basis.
- b) Fees must be paid to SSA by the Member Organization and submitted by the deadline. PSL fees shall not be accepted directly from Zones or Teams.
- c) The PSL fee deadline shall be May 15th of the calendar year coinciding with the current season. Failure to submit fees by this deadline shall result in fines and/or additional discipline.

Discipline:

- a) In regard to matters of Discipline in the PSL, the TAB is considered a Tournament Committee and has the power to deal with violations of the PSL Rules or misconduct by any PSL team and/or by its players or coaching staff and disciplinary issues involving players, team personnel, teams, Member Organization, officials and/or spectators.
- b) Discipline processes shall generally follow the principles of the SSA Formal Complaints and Discipline Process in alignment with the policies and timelines of the PSL.
- c) The TAB shall set the processes and timelines associated with the management of discipline related matters in order that the PSL can operate effectively.
- d) The TAB, at its sole discretion, may direct matters of Discipline to be managed by the SSA.

Cautions (Yellow Cards)

- a) A player/team staff receiving more than three (3) cautions during the playing season shall be automatically suspended as follows:
 - i. 3rd Caution during current playing season = 1 game suspension
 - ii. Starting with the 4th Caution during current playing season = 1 game suspension for each Yellow card received
- b) Yellow cards will not carry over into PSL Playoffs or Finals; however, yellow card suspensions will carry over to PSL Playoffs and Finals and must be served.

Dismissals (red card or two cautions in a match)

- a) For the purposes of suspension, ejections shall be considered a red card and recorded on the PSL website as such, regardless of if the dismissal was for a second cautionable offense.
- b) Any player or team official dismissed from a game will be automatically suspended for the next game (if the offence is Serious Foul Play, Violent Conduct and Verbal and Abusive Language and/or Gestures, the automatic suspension is for 2+ games in accordance with Section 5 – Discipline). The incident will also be reviewed by the TAB and a further suspension may be levied if it is deemed necessary.
- c) Within 2 business days of the conclusion of the game in which the ejection occurred, SSA will forward the Referee Report to the team contacts of the individual who was ejected.
- d) The individual or a representative (parent or team contact) will have 24 hours from the receipt of the report to respond to request a hearing.
- e) Hearings will be done by document review. The individual or a representative is entitled to submit a written account of the incident and evidence for consideration by the TAB. Only in exceptional circumstances, as determined by the TAB, shall a matter be reviewed in-person or via conference call.
- f) In the event a hearing is not requested, the TAB will review the Referee Report and determine the sanction.
- g) Players that are serving a suspension will not be eligible to appear on the Game Sheet until the suspension is served.
- h) All suspensions are carried over to the next available PSL game. If the suspension is greater than games left in the season, the matter will be referred to the Member Organization who will determine how the remainder of the suspension will be served.

Formal Complaints:

- a) SSA shall have jurisdiction over Formal Complaints as per SSA policy.
- b) Any offences against a referee will be handled as outlined in the SSA Formal Complaints and Discipline Policy.

Appeals

- a) Decisions of the TAB may be appealed to SSA by the process outlined in the SSA Appeals Policy.

Hosting and Venues

- a) The fields of play and the ancillary equipment shall comply with the provisions stipulated in the Laws of the Game
- b) The matches of the PSL may be played on natural or artificial surfaces.
- c) The Match Official shall confirm that the field of play complies with the Laws of the Game.
- d) All PSL teams must have access to goal nets and corner flags for use in PSL games

- e) Host Member Organizations, Zones (U13) and/or home teams will be responsible for ensuring the following are completed at least fifteen (15) minutes before game time.
 - i. Three (3) suitable size #5 game balls provided to match official
 - ii. Goal nets are setup and lines are painted
 - iii. Corner flags are setup
 - iv. Secured and separate Official's area (if available)
 - v. Gates, washrooms and dressing rooms are unlocked/accessible (if available)
- f) The Host Organization, Zone (U13) and/or home team for the final game at a field is responsible for cleaning up the above equipment (if necessary).
- g) Each team is responsible for its own physiotherapy and first aid.
- h) No spectators are permitted in the technical area (located opposite field side from spectators) or behind the goal.
- i) Member organizations are responsible for booking and paying for all field rentals, including for games that are rescheduled due to weather or smoke.

League Scheduling

- a) SSA will develop a schedule at its sole discretion. The schedule will have a blended format (weekend/weekdays) for U15-U17, and shall be weekend based at U13, except in extenuating circumstances.
- b) Matches will be played on fields as determined by SSA in partnership with the Host Organizations.
- c) SSA will develop a schedule on a yearly basis.
- d) If there are not enough teams to play a traditional league format, an alternate format will be developed by SSA at its sole discretion and communicated to the participating team(s).
- e) When games are postponed or cancelled (due to facility closure, weather, etc.), it is the responsibility of the SSA to reschedule the match in coordination with the home team. If the home team can recoup the cost of the original booking, the reschedule cost will be the responsibility of the home team. If the home team is unable to recoup the cost of the original booking the cost of rescheduling shall be split between the teams. Failing to play at the rescheduled date will result in a forfeit and the corresponding fine.
- f) When the number of postponed or abandoned games is greater than the number of days available for rescheduling, schedules and draws may have to be changed. Teams will be notified of alternate arrangements as soon as possible.
- g) Host organization contacts or Home team contacts shall notify SSA in a timely manner of game cancellation(s) due to weather. Host organization contacts will make best efforts to monitor field and weather conditions and notify SSA immediately in the event of game cancellations due to inclement weather. Notification to teams will be provided via email or cell phone.

League Standings

- a) Standings will be kept in all age classifications.
- b) A team's standing within their division shall be determined by a point system; three (3) points for a win; one (1) point for a draw; zero (0) points for a loss.
- c) For any tie in standings, the following will be used as a tiebreaker:
 - i. Previous Match Results: The team with the greater number of points in matches between the two (2) teams tied in points shall be awarded the higher position. (Not used if 3 or more teams are tied in points)
 - ii. Overall Goal Difference: The team with the greatest goal difference in all league matches played between teams tied in the standings shall be awarded the higher position. Goal difference shall be calculated by subtracting goals conceded from goals scored.
 - iii. Overall Goal Average: The team with the highest goal average in all league matches shall be awarded the higher position. Goal average shall be calculated as goals scored divided by goals conceded. If a team did not concede any goals, this shall be considered as a higher goal average as compared to a team that has conceded a goal.
 - iv. Fewest Goals allowed: The team allowing the least number of goals shall be awarded the higher position.
 - v. Most Goals Scored: The team scoring the highest number of goals shall be awarded the higher position.
- e) Should teams remain tied after exhausting above tiebreakers, a winner will be determined by a draw.
- f) SSA shall be solely responsible for identifying and communicating the playoff format prior to the start of the regular season.
- g) The PSL Finals will be hosted by SSA on a rotating basis as developed by SSA.

Players and Team Personnel

- a) Team allocations create a pathway for all players in Saskatchewan to have access to the PSL.
- b) All players must be registered and in good standing with SSA.
- c) Roster – PSL players
 - i. U15 – U17 divisions - Each team may register up to 25 players to the roster, who shall be eligible to participate in PSL games (U15-U17).
 - ii. U13 Division – Teams may have a player pool with players registered in their Member Organization. A player may not appear on more than one team roster per weekend (within their age group).

- iii. U15-U17 Divisions: Each team must register a minimum of 15 players, including 2 goalkeepers. One of the goalkeepers can be an outfield player. Goalkeepers who are outfield players must dress the same as their team's players, but still wear the same number as on the Goalkeeper jersey (Please be aware that teams qualifying to the CSA National Championships may be required to have 2 declared goalkeepers and must meet the roster deadline as imposed by the CSA).
- iv. A player may only register with one PSL team (U15-U17).
- v. The PSL Roster Electronic Submission Deadline is May 1. Failure to submit a roster by this deadline will be subject to a \$500 fine and may be subject to additional discipline.
- vi. PSL Rosters must be submitted online using the appropriate website form in advance of the roster deadline. A link to the form will be provided to the team contacts in advance of the roster deadline.
- vii. All teams must complete their PSL trials and select their team no later than May 1 to allow released players the opportunity to join another PSL team in advance of the PSL Roster Deadline.
- viii. Players may be added to a PSL Roster after May 1 if they are registered or transferred to the team. The registration or transfer must be completed in accordance with PSL Rules and SSA and CSA policies.
- ix. PSL Rosters will be locked following the roster deadline. From this point forward, players must be manually entered on the website by SSA in order to be eligible to appear on game sheets. The deadline for registration or transfer of players to be eligible for a PSL game is forty-eight hours (48 hours) prior to kickoff of the match.
- x. PSL Roster changes must be submitted by the Member Organization Contacts and not the team.
- xi. Players added after the Roster Deadline will be considered ineligible
- xii. Member Organizations are responsible to ensure that all players being added to the rosters are registered properly.

Roster - Call-Up Players

- a) Call-Up players are players coming from a lower age group or from a lower division (local leagues, Div 2 roster) from the same Member Organization.
- b) Call-up Players cannot play in the PSL Playoffs or Finals unless they are transferred onto the PSL Roster.
- c) A player may be a Call-up with one PSL team. Similarly, to the PSL players, the Call-up players are considered cup-tied once they appear on the game sheet.
- d) Call-up players must adhere to Canada Soccer Grassroots Standards in relation to rest time required between matches.
- e) All Call-up players must appear on the roster at the PSL Roster Deadline or be added to the roster following the deadline, in accordance with the PSL Rules.
- f) All Call-up players must appear on the website in order to be eligible roster additions for PSL matches. Call-up players shall be designated as such on the website.

Player Transfers

- a) Player transfers are required when a player is transferring from one team to another within the PSL season.
- b) All transfers must be completed on the PSL Player Transfer Form, which is available on the PSL website.
- c) All transfers must be approved by the Member Organization(s) from which the player is transferring prior to submitting to SSA.
- d) No Parallel transfers are permitted. Youth PSL players cannot transfer to another Youth PSL team in the same age division during the season. Once a player has appeared on a game sheet for one team within the PSL, they are considered “cup-tied” and are ineligible to play for another team within the same age classification in the PSL (U15-U17) or at the National Club Championships.

Registration and Transfer Deadline (U15/U17)

- a) The PSL Playoffs and Finals Registration and Transfer Deadline is twenty-four (24) hours following the completion of the regular season.
- b) At the PSL Playoff & Final Registration/Transfer Deadline, each PSL team must declare a final roster consisting of a minimum of 15 players and a maximum of 20 players, including 2 goalkeepers.
- c) Only the players selected to the final roster shall be eligible to participate in the PSL Finals and CSA National Championships, should the team advance.

Ineligible Players

- a) Where a team has been found to have played an ineligible player, that team will forfeit all games in which the ineligible player(s) was listed on the game sheet. The ineligible player may be subject to disciplinary action by the TAB.
- b) The coach who allowed the ineligible player(s) to play shall be subject to disciplinary action.
- c) The PSL season is considered complete following the age-specific PSL Final except for those teams advancing to represent Saskatchewan at CSA National Championships. Those teams' PSL season finishes at the end of the National Championships.

Team Personnel

- a) Coaching staff shall be defined as those individuals in the positions of head coach, assistant coach or apprentice/developmental coach and will typically include all individuals providing technical and tactical guidance to players during game situations.
- b) Team personnel shall include any individual eligible to appear on a game sheet and be on the bench during a PSL game, including the coaching staff, manager, assistant manager, trainer, therapist, gender representative, etc.
- c) All PSL participants, including all team personnel must be registered and in good standing with their respective Member Organization and SSA.

- d) Member Organizations may declare an unlimited number of team personnel; however, each individual must be registered to the roster by forty-eight (48) hours prior to which the matches will be played in order to allow time to confirm appropriate training and certification.
- e) Each team may have up to a maximum of five (5) team personnel on the bench for any game. A maximum of two (2) non-coaches may be declared for every game.
- f) Each individual on the bench must appear on the game sheet and serve a role with the team. Any individual deemed by the match official to not be serving a role with the team may be asked to leave the bench.

Coach Training:

- a) Each team must have at least one coach with the required training on the bench for all games.
- b) All team personnel must meet the minimum standards as listed.

Team Personnel Training:

- a) All team personnel must have completed Respect in Sport training in accordance with the policies of SSA.
- b) One member of the coaching staff or team personnel for each PSL team who qualified to the CSA Club Nationals must have completed the Canadian Centre for Ethics in Sport (CCES) e-learning courses, True Sport Clean 101 and Role of Athlete Support Personnel. Instructions on the process for completing this training will be forwarded to team contacts upon receipt from Canada Soccer.
- c) Participation in the PSL requires a minimum of one member of the coaching staff (head coach or assistant coach) and one non-coach member of the team personnel (manager or trainer) be of the same gender as the players. Non-coach team personnel (managers, trainers, etc.) will not be considered coaches. Apprentice/Developmental Coach cannot be considered "the gender coach" unless they meet the qualifications outlined as a Head/Assistant Coach.
 - i. A coaching staff gender-representative must be always on the bench with the players.
 - ii. A non-coach gender-representative must be a member of the team personnel and must be identified in advance of each game.
- d) PSL Team Personnel changes can only be submitted by the Member Organization Contact and not the team.
- e) Team Personnel added after the Roster Deadline will be considered ineligible.
- f) Member Organizations are responsible to ensure that all Team Personnel being added to rosters are registered and properly certified.
- g) Ineligible Team Personnel
 - i. Where a team has been found to have listed ineligible team personnel, that team will forfeit all games in which the ineligible team personnel were listed on the game sheet. The ineligible team personnel may be subject to disciplinary action by the TAB.

- ii. Listing Incorrect but eligible Team Personnel is a violation resulting in \$250 fine (first offense) and \$500 (subsequent offenses)

Game Day Rules and Processes

Team Uniforms

- a) Each team participating in the PSL shall have two sets of jerseys and two sets of socks in two distinct colours.
- b) The Member Organization of teams failing to have two sets of jerseys and two sets of socks will be fined \$250.00.
- c) Teams shall provide SSA office with the colours of each set of uniforms before the start of the PSL Season through the SSA Team Registration. A photograph may be requested should clarification be required
- d) Teams shall wear their lightest jersey for all home games and their darkest jersey for all road games. Should a conflict arise between team uniforms, the HOME team shall change to their alternate kit.
- e) Teams who fail to wear the assigned colours or as assigned by the referee will be fined \$100 for each game not wearing their proper colours.
- f) All teams MUST travel with both sets of jerseys and socks to all matches.
- g) Before the start of every game, if the teams are wearing similar colours as determined by the match official, the HOME team must change to their alternate jersey. Alternate jerseys must have numbers on the back and correspond with the game sheet numbers (if the change in jersey takes place before the start of the game but after the teams have arrived at the playing facility, the game sheet numbers may be updated by hand to match the alternate jersey numbers). Pinnies are not acceptable in games.
- h) All players of a team, except the goalkeeper, shall wear the same combination of jersey, shorts, and sock colours. The goalkeeper shall wear a colour of jersey, shorts and sock, which are one consistent colour and such that is distinct from the field players of both teams, opposition goalkeeper and referees.
- i) At U13, the keeper must have a distinct jersey from their team and opponent, however, they may wear the same shorts and socks as their teammates to encourage participation of multiple keepers within the same game.
- j) At U15 & U17, the keeper kit shall have matching jersey, shorts and socks, which are distinct from their team, opponent and match officials. All keepers must have a matching kit to the other keeper on their own team, if both keepers are participating in the match.
- k) Each player's jersey, including goalkeepers, shall have a unique number on the back.
- l) In PSL play, if undershorts/tights or undershirts are worn, all members of the team must wear the same color based on the following requirements:
 - i. If undershorts or tights are worn, they must be the same main color as the shorts. If undergarments are worn, the color of the sleeve must be the same color as the main color of

the sleeve of the jersey. Players not complying will not be allowed to enter the field until the match officials are satisfied that the equipment conforms to the Laws of the Game.

- m) If tape or similar material is applied externally over the sock, it must be the same colour as the part of the sock to which it is applied, or clear in nature.

Pre-Game Processes

- a) Each team must update the game sheet (including participating players, coaches and team personnel as well as accurate jersey numbers) online at least 24 hours prior to kick off. Three copies of the game sheet must be signed by the coaching staff and be provided to the referee a minimum of 15 minutes prior to the game. Home team must print 3 copies of the gamesheet on game day.
- b) All participating players, coaching staff and team personnel must be listed on game sheets.
- c) Only PSL generated game sheets will be accepted and no additions to rosters will be accepted once the game sheet is printed unless the players/team personnel cannot fit on the gamesheet due to technical limitations. In that case, players/team personnel can be crossed off/added on.
- d) At the conclusion of the game, one copy of the game sheet will remain with the referee, one copy will be provided to the home team, and one copy will be provided to the away team. The referee must submit a copy of the game sheet to the SSA Office following the conclusion of the match.
- e) Once submitted, the game sheet becomes the official record of the game. Appearance of a player's name or team personnel on a signed game sheet constitutes their participation in the game regardless of whether they enter the game, or appear in the technical area.
- f) By 15 minutes before kick-off time, the home team shall provide the referee with 3 suitable size 5 game balls.
- g) By 5 minutes before kick-off time, teams must have completed their warm-ups and be available to the officials for equipment check.

Post-Game Processes

- a) The home team is responsible for entering the game report on the website within 24 hours of the conclusion of the game. Once entered, the away team is responsible for accepting the game report within 48 hours of the conclusion of the game. This is to ensure all game stats are kept up to date and disputes are dealt with in a timely fashion. Team personnel are required to submit a copy of the game sheet by uploading it through the team's Ramp account.
- b) If applicable, the referee will be responsible for providing an electronic misconduct report within 48 hours of the game.
- c) Teams who fail to enter/verify/upload their game reports on the website will be subject to a fine \$100 per game not entered within the specified time period.
- d) If a team does not receive a copy of the game sheet from the referee, SSA must be notified within 24 hours of the end of the game or a fine may be imposed.

PSL Games

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- a) All matches will be played under the Laws of the Game as approved by the International Football Association Board and published by FIFA, except as outlined in this section.
 - i. U13 Developmental Division format will be 9v9.
- b) Substitutions in the PSL games may be made pursuant to the following conditions:
 - i. Under 13 Developmental Division will have unlimited substitutions.
 - ii. Barring any unforeseen circumstances or injuries, the substitutions must take place during the intermissions only.
- c) Under 15 and Under 17 Divisions will be permitted
 - i. Five substitutions during the game, including extra time.
 - ii. Unlimited substitutions are allowed at regulation half time and the beginning of extra time, but not at half time of extra time.
- d) At the discretion of the referee, substitutions may be made at any stoppage in play.
- e) Under 15 and Under 17 only - substitutes shall report to one of the game officials, present a substitution card and give their number and the number of the player for whom they are substituting, before they shall participate in the game.

VEO Requirements

a) The HOME team is required to set-up a VEO for all games played in all age divisions (U13, U15 & U17) and provide a copy of the game footage to the opposing team and SSA within seventy-two (72) hours of the completion of the match. Failure to fulfil this requirement shall be met with a fine of \$150 per instance.

NOTE: Due to the introduction of the VEO League Exchange Platform, upload to this platform may constitute fulfilment of this requirement. Details shall be available in the Pre-PSL Technical Directors call.

Game Length:

- a) U13 Developmental Division shall consist of 4 quarters of 17 minutes.
 - i. Intermission Break shall not exceed 2 minutes.
 - ii. Halftime (between quarters 2 and 3) shall not exceed 5 minutes.
- b) U15 and U17 shall consist of 2 halves of 40 minutes.
 - i. Half time shall not exceed 10 minutes.
- c) U13 only – Home team will kick off Quarter 1 and Quarter 2. Away Team will kick off Quarter 3 and Quarter 4. Minimum required distance for Free Kicks / Kick off is 8 yards.
- d) Regular season games can end in a draw.
- e) Teams tied at the end of a match in which a winner must be declared (i.e. PSL Finals) will go into extra time. Extra time will be 2 halves of 10 minutes. If the game remains

tied at the end of extra time, the outcome will be determined by Kicks from the Penalty Mark, as outlined in the IFAB Laws of the Game.

- f) Each team may dress a maximum of 20 players per game. Only a maximum of 9 non-starting uniformed players and a maximum of 5 registered team personnel may sit on the team bench during the game. All individuals on the team bench during a game must appear on the game sheet.
- g) All individuals on the bench must wear a different colour top from the players of both teams on the field. Pinnies are acceptable over jerseys or shirts for this purpose.
- h) A team will be considered in default if they have less than seven eligible players by 10 minutes after the scheduled kick off time.
- i) The referee is the sole judge as to the fitness of the “field of play.” Protests regarding this issue will not be heard.
- j) If the referee determines poor weather may lead to unsafe game conditions, the game will be suspended for 30 minutes. If play cannot resume within that time, the game may be abandoned.
- k) If the game is abandoned at 15 minutes into the 2nd half or later, the game will be considered complete with the score as it stood at the time of abandonment. If the game is abandoned before 15 minutes into the 2nd half, a new game will be rescheduled beginning with the score of 0-0.
- l) Referees will have the discretion to give drinks breaks during high temperatures. The drinks breaks must not exceed 1(one) minute.

Officials

- a) SSA is responsible for the appointment of all Match Officials.
- b) Member Organizations, teams, etc. do not have input on assignments.
- c) SSA is responsible for the payment of Officials. Payment will be based on submission of completed game sheets and any associated misconduct reports.

Dates and Deadlines

March 1 of the current competition year – Deadline for Expression of Interest via email for all Member Organizations

May 1 – Deadlines for completion of PSL Trials and Team Selection

May 1 – PSL Fees Deadline

May 1 – PSL Roster Submission Deadline

24 Hours following Regular Season Completion – PSL Finals and Transfer Deadline

Schedule of Fines

Failure to have a representative present at a mandatory meeting	\$500.00
Failure to meet the highest of standards for behaviour	Review by SSA
Withdrawing from the PSL after submitting a Team Declaration Form but prior to schedule development	\$1000.00
Withdrawing from the PSL after distribution of the initial schedule for facility confirmation	\$1500.00
Withdrawing from the PSL after distribution of final schedule	\$2500.00
Withdrawing from the PSL after the start of the season	\$5000.00
Default or forfeit of one PSL game	\$500.00
Default or forfeit of second PSL game	\$2500.00
Failure to have two sets of jerseys and two sets of socks	\$250.00
Failure to wear required colours	\$100.00
Failure to enter game reports on website within specified time period	\$100.00
Failure to meet established standards for VEO and share with opposing team and SSA within specified time period	\$150.00
Failure to have gender rep present as per PSL Rulebook	\$250.00
Failure to provide roster by roster deadline	\$500.00
Fines as listed in PSL Rules and Regulations	Various

APPENDIX 1.1 – CANADA SOCCER CLUB NATIONALS

The winner of each PSL division shall be the Saskatchewan representative at the Canada Soccer National Championships, unless otherwise communicated.

It is the responsibility of the participating teams to review and comply with all CSA Rules for National Competitions.

This shall include restrictions on team sponsors on uniforms and equipment and/or a requirement that sponsors be covered on equipment or apparel. Teams must be aware that should they advance to the CSA National Club Championships, the rules governing undergarments differ from the PSL and will be applied as such.

If undershorts or tights are worn, they must be the same main colour as the shorts. If undergarments are worn, the colour of the sleeve must be the same colour as the main colour of the sleeve of the jersey. Players not complying will not be allowed to enter the field until the match officials are satisfied that the equipment conforms to the Laws of the Game.

To be eligible to participate in National/Regional Club Competitions, a team must have a minimum of fifteen (15) registered players who are eligible to participate in the Provincial Tournament leading to a National/Regional Competition. (CSA 4.1.5)

A team may retain any player registered with the team during the regular season; but may not sign additional players for the purpose of competing in the CSA Championships. Call-ups in unusual circumstances may be granted [Please refer to *Call-Ups* in the [CSA Rules for National/Regional Club Competitions](#)]. (CSA 4.1.7)

Each player shall be either: a) Canadian Citizen; or b) Permanent Resident (as defined by the Government of Canada); or c) Protected Person (as defined by the Government of Canada) (CSA 4.2.2)

Player Exemption: Any youth aged player not meeting the requirements may apply via their respective Provincial/Territorial Association to the Canada Soccer Competitions Committee Eligibility Panel for an exemption to Rule 4.2.2. The decision of the Competitions Committee Eligibility Panel is final and binding. The deadline for submitting the exemption request is July 31st of the competition year. (CSA 4.2.3)

The deadline for registration shall be July 31st of the competition year or earlier, as stipulated by the respective Provincial/Territorial Association. (CSA 4.2.5)

The deadline for transfers shall be July 31st of the competition year or earlier, as stipulated by the respective Provincial/Territorial Association. (CSA 4.2.6)

No team shall register players after qualifying for the Regional or National Club Championship. (CSA 4.2.8)

Teams participating in a Regional or National Club Championship must provide a copy of the Player/Team Credential Form to the Canada Soccer office a minimum of seven (7) days prior to the scheduled start of the championship. No changes will be permitted to the Player/Team Credential Form within seven (7) days prior to schedule start of the Club Championship (CSA 5.1.7)

A Club Team at any National/Regional Championship may have a maximum of five (5) staff. (CSA 6.1.3)

Each team entering the PSL shall be prepared for an responsible for all costs associated with accommodations, meals, travel, and any associated fees set by the CSA while representing the Province of Saskatchewan at CSA National Championships. The approximate cost to support participation in the CSA National Championships is \$20,000 per team, depending on travel costs to the host city.

CSA arranges and books all air travel arrangements for teams attending CSA National Championships as outlined in the CSA Travel Policy for Club Competitions.

The winner of each PSL division shall make a pre-payment of \$10,000 to SSA prior to thirty (30) days before the start of the CSA National Championships. The pre-payment shall be put towards the cost of air travel. If a team is not traveling by air, the pre-payment is not required. Teams will not be permitted to attend CSA National Championships unless they have made pre-payment. Teams prevented from attending CSA National Championships for failure to make the necessary pre-payment may be subject to additional sanctioning from SSA and/or CSA.

The participating teams are responsible for arranging, booking and paying for all accommodations and meals for players, coaches, and managers according to the process identified by the Local Organizing Committee and CSA and following the CSA Rules for National Competition.

SSA shall provide all information pertaining to arrangements involving CSA National Championships to the participating teams and shall ensure that all deadlines are met and processes followed.

Following the completion of the CSA National Championships and confirmation of all outstanding financial obligations by the CSA, reconciliation will be provided to each participating team. If the balance owing for air travel is less than the \$10,000 deposit, the difference will be returned to the participating team. If the balance owing is greater than the \$10,000 deposit, the team will be invoiced for the balance owing.

Any balancing owing will be subject to the Financial Policies of SSA. Failure to pay any outstanding balance by December 31st of the year in which the CSA National Championship took place will result in the member organization, as well as all players, managers, and team officials associated with the participating team being not in good standing, suspension from further competitions and a fine of \$1,000.00.

A winning team (players and staff) that fails to fulfil its obligations to represent Saskatchewan at CSA National Championships will face disciplinary action which may include both financial penalty and suspension from future competitions.

The winning team shall also be responsible for the payment of the CSA fine for non-representation by a Provincial Association. Payment of the fines will be required prior to any further competition by the team and players in SSA sanctioned events and District related games

APPENDIX 2 – SASK CUP

RULES AND REGULATIONS

General:

- a) The information contained herein is for the sole purpose of ensuring the fair and purposeful delivery and direction of the Sask Cup (hereinafter referred to as the Championships).

- b) The Championships operate according to the SSA Policies and Procedures governing Provincial Championships (Section Nine, Article 1).
 - i. In the event of disagreement between the SSA Policies and Procedures and the Rulebook, the Rulebook will be taken as the authority.
 - ii. Where any omission in the Rulebook should arise, the Policies and Procedures of the SSA shall prevail. If omissions should still exist, then the CSA's Policies, Procedures, Rules, and Regulations shall apply.
- c) Amendments to the Rulebook may be made at the discretion of the SSA.
- d) Should amendments to the Rulebook be required during the competition, they will be circulated in memorandum format to all affected teams. This memorandum shall serve as an appendix to the Rulebook for the duration of that competition with the Rulebook being updated following its conclusion.

Team Eligibility: Member Organizations may be granted team allocations at the sole discretion of the SSA. It is the expectation that all Member Organizations teams registered meet the eligibility criteria for all requirements as outlined in the Competition Rulebook and SSA Competitions Policy.

Entry Deadline: The entry deadline for the Championships is January 15th annually.

- a) All entries must be made using the appropriate Entry Form available on the SSA website.
- b) Any team withdrawing from the Championships after submitting an Entry Form will be **fined \$500.00**.
- c) Any team withdrawing from the Championships after completion of the schedule will be **fined an additional \$500.00**.
- d) Any team withdrawing from the Championships after the start of the competition will be in default of each scheduled game in which they do not participate and will be **fined according to Rule 10 governing Defaults and Forfeits in addition to the fines indicated above in b and c**.

Player Eligibility:

- a) Player eligibility is governed by the SSA Policies and Procedures for Provincial Championships (Section Nine, Article 1.10).
- b) Age eligibility for Championships is outlined in the SSA Policy Section Two
- c) All players participating in the Championships, except for Guest Players and Call-up Players, must be registered with or transferred to the team with which they will compete.
- d) As indicated in SSA Policy Section Nine, Article 1.11.2f), teams participating in small-sided Provincial Championships (i.e. 6-aside) may include up to a maximum of 3 guest and/or call-up players in total on their roster. Teams may include any combination of guest and call-up players but may not exceed 3 in total between both classifications of player.

- i. Guest and Call-up Players must be designated as such on the roster at the time of submission.

Roster Size:

- a) Each team may have a roster of up to sixteen (16) registered players who shall be eligible for participation in the Championships.
- b) Rosters must be submitted online using the appropriate forms from the RAMP platform.

Roster Deadline: The Roster Deadline for the Championships is **seven (7) days prior to the competition**

- a) Any team failing to submit their team roster by the roster deadline will be **fined \$250.00.**
- b) Player additions to the roster up to 48 hours prior to the competition may be approved at the SSA's sole discretion and will incur a \$25 late addition fee invoiced to the Member Organization.
- c) Coach/Team Personnel additions up to 24 hours prior to the competition may be approved at the SSA's sole discretion and will incur a \$50 late addition fee to the Member Organization.
- d) No roster changes will be allowed within 24 hours of the competition.
- e) It is the responsibility of the Member Organizations to ensure all teams meet all Competitions Rulebook and SSA Competitions Policy prior to registering for the competition.
- f) Failure to meet all Player Roster and Coach/Team Personnel Requirements after the deadline shall be subject to a fine of \$250 per instance.

Player Transfer Deadline: The Transfer Deadline for the Championships is **fourteen (14) days prior to the competition.**

Awards

- a) A Fair Play Award may be presented for each category of competition. The award will be selected by Provincial Representatives and Officials throughout the competition and awarded at the end of the competition.
- b) A tournament Most Valuable Player (MVP) award may be presented in each category of competition recognizing outstanding achievements throughout the Provincial Championships. The MVP will be voted on by the coaches throughout the competition using the following procedure:
 - i. Upon completion of each match each coach must rank the top two players from the opposing team and indicate to the referee which players to be written onto the game sheet.
 - ii. A point system will be used to assign points to players based on performance after each match if they were selected (5 points for the top player, 3 points for the second-best player).

- iii. The player with the most points at the end of the tournament including playoff games will be the tournament MVP. In the event of a tie between two players the player's team who scores the highest fair play rating will win the award.

Standings

- a) A team's standing within the competition shall be determined by a point system; three (3) points for a win; one (1) point for a draw; zero (0) points for a loss.
- b) Round Robin matches can end in a tie.
- c) Semi Final and Final matches ending in a tie will proceed directly to Kicks from the Penalty Mark as per IFAB FIFA Laws of the Game.
- d) For any tie in standings, the following will be used as a tiebreaker:
 - i. **Previous Match Results:**
The team with the greater number of points in matches between the two (2) teams tied in points shall be awarded the higher position. (Not used if 3 or more teams are tied in points)
 - ii. **Overall Goal Difference**
The team with the greatest goal difference in all round robin matches shall be awarded the higher position. Goal difference shall be calculated by subtracting goals conceded from goals scored.
 - iii. **Overall Goal Average**
The team with the highest goal average in all round-robin matches shall be awarded the higher position. Goal average shall be calculated as goals scored divided by goals conceded. If a team did not concede any goals, this shall be considered as a higher goal average as compared to a team that has conceded a goal.
 - iv. **Most Goals Scored**
The team scoring the highest number of goals shall be awarded the higher position.
 - v. **Fewest Goals allowed**
The team allowing the least number of goals shall be awarded the higher position.
- e) **A maximum goal difference of 5 will be considered in any single match.**
 - i. If the goal difference in a match exceeds 5, the final score will be recorded as the number of goals scored by the losing team +5 (e.g. A match with a goal difference of greater than 5, with the losing team scoring 2 goals will be recorded as 7-2), with this result considered as the final score for any tie-breaker.
- f) Should teams remain tied after exhausting above tiebreakers, a winner will be determined by kicks from the penalty mark.

APPENDIX 2.1 – Sask Cup 6-A-Side

Championship Games:

- a)** All matches will be played under the Laws of the Game as approved by the International Football Association Board and published by FIFA with the following exceptions:
 - i.** Each team will have 6 players (including 1 goalkeeper) on the field.

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- ii. Games will be played on a quarter of a regulation size field with the following minimum dimensions:
 - a. Length – Minimum 40 yards
 - b. Width – Minimum 25 yards
- iii. Games will typically be played using small-sided goals with a width of 12 feet and a height of 6 feet.
- iv. Alternate sized goals may be utilized with advance permission of the SSA. If alternative sized goals will be utilized, participating teams will be notified in advance of the competition.
- v. The penalty area will be two lines drawn at right angles to the goal line 8 yards from the inside of each goalpost. These lines extend into the field of play for the distance of 8 yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area, a penalty mark is made 8 yards from the midpoint between the goalposts and equidistant to them. The penalty arc will be drawn 3 yards from the centre of each penalty mark and drawn outside the penalty area.
- vi. The goal area will be two lines drawn at right angles to the goal line 3.5 yards from the inside of each goalpost. These lines extend into the field of play for the distance of 3.5 yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.
- vii. The centre circle will have a 5-yard radius.
- viii. **Restarts:**
 - a. The minimum required distance for all restarts is 5 meters (except for throw-ins, to which FIFA Rules apply).
 - b. If the ball strikes any part of the roof structure, play shall be halted and restarted with an indirect free-kick to the opponent of the team that touched the ball last prior to its striking the roof structure and from a place immediately below where the ball struck the roof structure, except in the instance described in the following circumstance.
 - c. If the ball strikes any part of the roof structure directly above the goal area, the ball is placed outside the goal area adjacent to where the ball struck the roof structure.
 - d. Goal Kicks/ Corner Kicks/ Throw Ins must be taken within 4 seconds starting from the moment the player is ready to deliver the ball, in the opinion of the referee. If an offence occurs, the restart shall be as per below: Corner Kick – Goal Kick awarded to the opposing team; Throw in – Throw In awarded to the opposing team; Goal Kick – Indirect Free Kick from the Top of the Penalty Area awarded to the opposing team.

- ix. Offside** – there is no offside in the Soccer for Life 6-aside Indoor Youth Championships.
- b)** The Host Member Organization and the match officials will be responsible for ensuring the fields of play and the ancillary equipment complies with the provisions stipulated in the Laws of the Game.
 - c)** The matches of the Championships may be played on natural or artificial surfaces.
 - d)** Every team is guaranteed a minimum of three (3) matches unless the number of entries prevents it. If the number of entries is 2 or 3, the teams are guaranteed a minimum of two (2) matches.
 - e)** Teams will be placed by random draw and scheduled in a round robin format. In the event that the number of entrants permits, teams will be drawn into pools. After the round robin, a knockout format may be played to determine the champion.
 - f)** Only SSA Provincial Championships game sheets will be accepted for all matches.
 - g)** Team staff must complete and sign the game sheet and present it to the referee before the start of the game.
 - h)** Once submitted, the game sheet becomes the official record of the game. Appearance of a player's name on a signed game sheet constitutes their participation in the game regardless of whether they actually enter the game.
 - i)** By 10 minutes before kick-off time, the home team shall provide the referee with 3 suitable (as outlined in the Laws of the Game), size #5 game balls.
 - j)** By 5 minutes before kick-off time, teams must have completed their warmups and be available to the officials for equipment check.
 - k)** Unlimited substitutions shall be allowed "on the fly" within 5 yards of the half-way line on the bench side of the field. Players must be fully off the field before a substitute is allowed to enter the field of play.
 - l)** Matches will consist of 2 halves of 25 minutes. Half time shall not exceed 5 minutes.

Team Composition & Requirements:

- a)** Each team may dress a maximum of 16 players per game.
- b)** A maximum of 10 non-starting uniformed players and a maximum of 5 registered Coaching staff/ Team Personnel may sit on the team bench during the game.
- c)** All individuals on the team bench during the game must appear on the game sheet.
- d)** A team will be considered in default if they have less than 4 (four) eligible players by 10 minutes after the scheduled kick off time.

- e) Coaching Staff are defined as those individuals in the positions of Head Coach, Assistant Coach or Apprentice/Developmental Coach and will typically include all individuals providing technical and tactical guidance to players during game situations.
- f) Team Personnel includes any individual eligible to appear on a game sheet and be on the bench including the coaching staff, manager, assistant manager, trainer, therapist, gender representative, etc.
- g) All teams participating in the Championships must declare at least one coach.
- h) A minimum of one coach with the required certification must be on the bench for all games.
- i) A minimum of one coach of the same gender as the players must be on the bench for all games. This coach must meet all of the required certifications and Safe Sport Roster guidelines.
- j) Two members of the Coaching Staff or Team Personnel on the bench must be of the same gender as the players. Teams participating in the Championships may declare a maximum of two non-coach Team Personnel.
- k) Coaches & Team Personnel Minimum Requirements:
 - i. All members of the Coaching Staff must have completed at minimum the CSA Soccer for Life Coaching Course and NCCP Making Ethical Decisions (MED) Module including the Making Ethical Decisions Online Evaluation – Competition Introduction and the NCCP eLearning module Making Headway – Soccer.
 - ii. All Coaching Staff and Team Personnel must have completed Respect in Sport training in accordance with the Policies of the SSA.

APPENDIX 2.2 – Sask Cup 9-A-Side

RULES AND REGULATIONS

General:

- a) The information contained herein is for the sole purpose of ensuring the fair and purposeful delivery and direction of the Sask Cup 9-A-Side (hereinafter referred to as the Championships).
- b) The Championship operates according to the SSA Policies and Procedures governing Provincial Championships (Section Nine, Article 1).

- i. In the event of disagreement between the SSA Policies and Procedures and the Rulebook, the Rulebook will be taken as the authority.
- ii. Where any omission in the Rulebook should arise, the Policies and Procedures of the SSA shall prevail. If omissions should still exist, then the CSA's Policies, Procedures, Rules, and Regulations shall apply.
- c) Amendments to the Rulebook may be made from time to time at the discretion of the SSA.
- d) Should amendments to the Rulebook be required during the competition, they will be circulated in memorandum format to all affected teams. This memorandum shall serve as an appendix to the Rulebook for the duration of that competition with the Rulebook being updated following its conclusion.

Team Eligibility: Member Organizations may be granted team allocations at the sole discretion of the SSA. It is the expectation that all Member Organizations teams registered meet the eligibility criteria for all requirements as outlined in the Competition Rulebook and SSA Competitions Policy.

- a) Any registered youth team, with the exception of those that enter the Soccer for Life 6-side Championships may apply for entry.

Entry Deadline: The entry deadline for the Championships is January 31st annually.

All entries must be made using the appropriate Entry Form available on the SSA website.

- a) Any team withdrawing from the Championships after submitting an Entry Form will be **fined \$500.00**.
- b) Any team withdrawing from the Championships after completion of the schedule will be **fined an additional \$500.00**.
- c) Any team withdrawing from the Championships after the start of the competition will be considered to be in default of each scheduled game in which they do not participate and will be **fined according to Rule 10 governing Defaults and Forfeits in addition to the fines indicated above in a and b**.

Player Eligibility:

- a) Player eligibility is governed by the SSA Policies and Procedures for Provincial Championships (Section Nine, Article 1.10).
- b) Age eligibility for Championships is outlined in the SSA Policy Section Two
- c) All players participating in the Championships, with the exception of Guest Players and Call-up Players, must be registered with or transferred to the team with which they will compete.
- d) Teams participating in the 9 aside Provincial Championships may include up to a maximum of 4(four) guest and/or call-up players in total on their roster. Teams may include any combination of guest and call-up players but may not exceed 4 in total between both classifications of player.
 - i. Guest and Call-up Players must be designated as such on the roster at the time of submission.

Roster Size:

- a) Each team may have a roster of up to 16 registered players who shall be eligible for participation in the Championships.
- b) Rosters must be submitted online using the appropriate forms from the RAMP platform.

Roster Deadline: The Roster Deadline for the Championships is **seven (7) days prior to the competition**

- a) Any team failing to submit their team roster by the roster deadline will be **fined \$250.00.**
- b) Player additions to the roster up to 48 hours prior to the competition may be approved at the SSA's sole discretion and will incur a \$25 late addition fee invoiced to the Member Organization.
- c) Coach/Team Personnel additions up to 24 hours prior to the competition may be approved at the SSA's sole discretion and will incur a \$50 late addition fee to the Member Organization.
- d) No roster changes will be allowed within 24 hours of the competition.
- e) It is the responsibility of the Member Organizations to ensure all teams meet all Competitions Rulebook and SSA Competitions Policy prior to registering for the competition.
- f) Failure to meet all Player Roster and Coach/Team Personnel Requirements after the deadline shall be subject to a fine of \$250 per instance.

Player Transfer Deadline: The Transfer Deadline for the Championships is **fourteen (14) days prior to the competition.****Championship Games:**

- a) All matches will be played under the Laws of the Game as approved by the International Football Association Board and published by FIFA with the following exceptions:
 - i. Each team will have 9 players (including 1 goalkeeper) on the field.
 - ii. Games will be played on a quarter of a regulation size field with the following minimum dimensions:
 - a. Length – Minimum 60 yards
 - b. Width – Minimum 40 yards
 - iii. Games will be played using full size goals (no bigger than - 8 yards wide by 8 feet high).
 - iv. Alternate sized goals may be utilized for the Soccer for Life 9-aside Indoor Youth Championships with advance permission of the SSA. If alternative sized goals will be utilized, participating teams will be notified in advance of the competition.

- v. The penalty area will be two lines drawn at right angles to the goal line, 12 yards from the inside of each goalpost. These lines extend into the field of play for the distance of 12 yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area, a penalty mark is made 12 yards from the midpoint between the goalposts and equidistant to them. The penalty arc will be drawn 8 yards from the centre of each penalty mark drawn outside the penalty area.
- vi. The goal area will be two lines drawn at right angles to the goal line, 4 yards from the inside of each goalpost. These lines extend into the field of play for the distance of 4 yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.
- vii. The centre circle will have a 8-yard radius.

viii. Re-starts:

- a. Minimum required distance on restarts is 8 meters (except for throw-ins, to which FIFA Rules apply).
- b. If the ball strikes any part of the roof structure, play shall be halted and re-started with an indirect free-kick to the opponent of the team that touched the ball last prior to its striking the roof structure and from a place immediately below where the ball struck the roof structure, except in the instance described in 8 a)vii.c.
- c. If the ball strikes any part of the roof structure directly above the goal area, the ball is placed outside the goal area adjacent to where the ball struck the roof structure.
- b) The Host Member Organization and the match officials will be responsible for ensuring the fields of play and the ancillary equipment complies with the provisions stipulated in the Laws of the Game.
- c) The matches of the Championships may be played on natural or artificial surfaces.
- d) Every team is guaranteed a minimum of three (3) matches unless the number of entries prevents it. If the number of entries is 2 or 3, the teams are guaranteed a minimum of two (2) matches.
- e) Teams will be placed by random draw and scheduled in a round robin format. In the event that the number of entrants permits, teams will be drawn into pools. After the round robin, a knockout format may be played to determine the champion.
- f) Only SSA Provincial Championships game sheets will be accepted for all matches.
- g) Team staff must complete and sign the game sheet and present it to the referee before the start of the game.

- h) Once submitted, the game sheet becomes the official record of the game. Appearance of a player's name on a signed game sheet constitutes their participation in the game regardless of whether they actually enter the game.
- i) By 10 minutes before kick-off time, the home team shall provide the referee with 3 suitable (as outlined in the Laws of the Game), size #5 game balls.
- j) By 5 minutes before kick-off time, teams must have completed their warmups and be available to the officials for equipment check.
- k) Unlimited substitutions shall be allowed "on the fly" within 5 yards of the half-way line on the bench side of the field. Players must be fully off the field before a substitute is allowed to enter the field of play. Maximum of 2 players per substitutions procedure.
- l) Matches will consist of 2 halves of 25 minutes. Half time shall not exceed 5 minutes.

Team Composition & Requirements:

- a) Each team may dress a maximum of 16 players per game.
- b) A maximum of 7 non-starting uniformed players and a maximum of 5 registered Coaching staff/ Team Personnel may sit on the team bench during the game.
- c) All individuals on the team bench during the game must appear on the game sheet.
- d) A team will be considered in default if they have less than 6 (six) eligible players by 10 minutes after the scheduled kick off time.
- e) Coaching Staff are defined as those individuals in the positions of Head Coach, Assistant Coach or Apprentice/Developmental Coach and will typically include all individuals providing technical and tactical guidance to players during game situations.
- f) Team Personnel includes any individual eligible to appear on a game sheet and be on the bench including the coaching staff, manager, assistant manager, trainer, therapist, gender representative, etc.
- g) All teams participating in the Championships must declare at least one coach.
- h) A minimum of one coach with the required certification must be on the bench for all games.
- i) A minimum of one coach of the same gender as the players must be on the bench for all games.
- j) Two members of the Coaching Staff or Team Personnel on the bench must be of the same gender as the players. Teams participating in the Championships may declare a maximum of two non-coach Team Personnel.
- k) Coaches & Team Personnel Minimum Requirements:
 - i. All members of the Coaching Staff must be in compliance with the Saskatchewan Soccer Coaching Standards as well as NCCP Making Ethical Decisions (MED) Module including the Making Ethical Decisions Online

Evaluation – Competition Introduction and the NCCP eLearning module Making Headway – Soccer.

- ii. All Coaching Staff and Team Personnel must have completed Respect in Sport training in accordance with the Policies of the SSA.
- l) Club Licensing Minimum Requirements:
 - i. In order to be eligible to enter teams in 9v9 Youth Competitive Stream, the Member Organization must have obtained MA1, MA2 or NYCL Recognition.

Awards

- a) A Fair Play Award may be presented for each category of competition. The award will be selected by Provincial Representatives and Officials throughout the competition and awarded at the end of the competition.
- b) A tournament Most Valuable Player (MVP) award may be presented in each category of competition recognizing outstanding achievements throughout the Provincial Championships. The MVP will be voted on by the coaches throughout the competition using the following procedure:
 - i. Upon completion of each match each coach must rank the top two players from the opposing team and indicate to the referee which players to be written onto the game sheet.
 - ii. A point system will be used to assign points to players based on performance after each match if they were selected (5 points for the top player, 3 points for the second-best player).
 - iii. The player with the most points at the end of the tournament including playoff games will be the tournament MVP. In the event of a tie between two players the player's team who scores the highest fair play rating will win the award.

Standings

- a) A team's standing within the competition shall be determined by a point system; three (3) points for a win; one (1) point for a draw; zero (0) points for a loss.
- b) Round Robin matches can end in a tie.
- c) Semi Final and Final matches ending in a tie will proceed directly to Kicks from the Penalty Mark as per IFAB FIFA Laws of the Game.
- d) For any tie in standings, the following will be used as a tiebreaker:
 - i. **Previous Match Results:** The team with the greater number of points in matches between the two (2) teams tied in points shall be

- awarded the higher position. (Not used if 3 or more teams are tied in points)
- ii. **Overall Goal Difference** round robin
 The team with the greatest goal difference in all matches shall be awarded the higher position. Goal difference shall be calculated by subtracting goals conceded from goals scored.
- iii. **Overall Goal Average** round robin
 The team with the highest goal average in all matches shall be awarded the higher position. Goal average shall be calculated as goals scored divided by goals conceded. If a team did not concede any goals, this shall be considered as a higher goal average as compared to a team that has conceded a goal.
- iv. **Most Goals Scored**
 The team scoring the highest number of goals shall be awarded the higher position.
- v. **Fewest Goals allowed**
 The team allowing the least number of goals shall be awarded the higher position.
- e) **A maximum goal difference of 5 will be considered in any single match.**
- i. If the goal difference in a match exceeds 5, the final score will be recorded as the number of goals scored by the losing team +5 (e.g. A match with a goal difference of greater than 5, with the losing team scoring 2 goals will be recorded as 7-2), with this result considered as the final score for any tie-breaker.
- f) Should teams remain tied after exhausting above tiebreakers, a winner will be determined by kicks from the penalty mark.

APPENDIX 2.3 – Sask Cup Futsal

RULES AND REGULATIONS

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General:

- a) The information contained herein is for the sole purpose of ensuring the fair and purposeful delivery and direction of the Sask Cup Futsal (hereinafter referred to as the Championships).
- b) The Championships operates according to the SSA Policies and Procedures governing Provincial Championships (Section Nine, Article 1).
 - i. In the event of disagreement between the SSA Policies and Procedures and the Rulebook, the Rulebook will be taken as the authority.
 - ii. Where any omission in the Rulebook should arise, the Policies and Procedures of the SSA shall prevail. If omissions should still exist, then the CSA's Policies, Procedures, Rules, and Regulations shall apply.
- c) Amendments to the Rulebook may be made from time to time at the discretion of the SSA.
- d) Should amendments to the Rulebook be required during the competition, they will be circulated in memorandum format to all affected teams. This memorandum shall serve as an appendix to the Rulebook for the duration of that competition with the Rulebook being updated following its conclusion.

Team Eligibility:

Entry to the Sask Cup Futsal is limited to registered teams from Saskatchewan affiliated with a Member Organization providing futsal programming and will be determined by the SSA on a yearly basis. Member Organizations may be granted team allocations at the sole discretion of the SSA. It is the expectation that all Member Organizations teams registered meet the eligibility criteria for all requirements as outlined in the Competition Rulebook and SSA Competitions Policy.

- a) The winning team in each of the Men/Women categories of the Saskatchewan Futsal will be declared as the Saskatchewan representative at that year's CSA National Futsal Championships unless otherwise communicated. Please refer to SSA Policy Section Nine, Article 2 for additional information on CSA National and Regional Club Championships.

Entry Deadline: The entry deadline for the Championships is January 15th annually.

- a) All entries must be made using the appropriate Entry Form, which is available on the SSA website.
- b) Any team withdrawing from the Championships after submitting an Entry Form will be fined \$500.00.
- c) Any team withdrawing from the Championships after completion of the schedule will be fined an additional \$500.00.
- d) Any team withdrawing from the Championships after the start of the competition will be considered to be in default of each scheduled game in which they do not participate and will be fined according to Rule 10 governing Defaults and Forfeits in addition to the fines indicated above in b and c.

Player Eligibility:

- a) Player eligibility is governed by the SSA Policies and Procedures for Provincial Championships (Section Nine, Article 1.10).
- b) Players participating in the Sask Cup Futsal are ineligible to participate in any other Provincial Championship taking place during the same weekend.
- c) All participants must meet the eligibility requirements of the CSA to participate in competitions leading to CSA National Championships. For additional information on these requirements, please refer to the CSA website at www.canadasoccer.com
- d) All players participating in the Championships must be registered with or transferred to the team with which they will compete.

Roster Size:

- a) Each team may have a roster of up to 14 registered players who shall be eligible for participation in the Championships.
- b) Rosters must be submitted online using the appropriate forms from the RAMP platform.

Roster Deadline: The Roster Deadline for the Championships is **seven (7) days prior to the competition**

- a) Any team failing to submit their team roster by the roster deadline will be **fined \$250.00.**
- b) Player additions to the roster up to 48 hours prior to the competition may be approved at the SSA's sole discretion and will incur a \$25 late addition fee invoiced to the Member Organization.
- c) Coach/Team Personnel additions up to 24 hours prior to the competition may be approved at the SSA's sole discretion and will incur a \$50 late addition fee to the Member Organization.
- d) No roster changes will be allowed within 24 hours of the competition.
- e) It is the responsibility of the Member Organizations to ensure all teams meet all Competitions Rulebook and SSA Competitions Policy prior to registering for the competition.
- f) Failure to meet all Player Roster and Coach/Team Personnel Requirements after the deadline shall be subject to a fine of \$250 per instance.

Player Transfer Deadline: The Transfer Deadline for the Championships is **fourteen (14) days prior to the competition.**

Championship Games:

- a) All matches will be played under the FIFA Futsal Laws of the Game as approved by the International Football Association Board and published by FIFA, except as outlined in this section.
- b) The match officials will be responsible for ensuring the fields of play and the ancillary equipment complies with the provisions stipulated in the Laws of the Game.

- c) The matches of the Sask Cup Futsal will be played at SSA-approved facilities meeting the standards outlined in the FIFA Futsal Laws of the Game.
- i. As per the FIFA Laws of the Game, artificial turf surfaces will only be used under exceptional circumstances.
- d) Teams will play no more than two (2) matches per day.
- e) Every team is guaranteed a minimum of two (2) matches (unless only one team enters the competition as outlined in f.)
- f) Should only one (1) team enter the championships in any category, they will be declared the winning team.
- g) Should two (2) teams enter the championships in any category:
- i. The competition will be played as a two-game home and away with the order of the matches determined by coin toss.
- ii. The match schedule and playing venues will be determined by the SSA, at its sole discretion.
- iii. The winning team will be determined as the team with the most goals from the two matches.
- a. In the event that the teams score the same number of goals in the two matches, the team scoring the most goals as the away team will be declared the winning team.
- b. If the teams remain tied, the outcome will be determined by Kicks from the Penalty Mark as per FIFA Futsal Laws of the Game.
- h) Should three (3) teams enter the Sask Cup Futsal in any category:
- i. The Sask Cup Futsal Finals Weekend shall be played as a single pool round robin with the top team receiving a bye into the final and 2nd and 3rd place playing to determine who will play the top team in the final.
- j) Should four (4) or five (5) teams declare for Sask Cup Futsal the top the competition will be played as a single round robin with the top 2 teams advancing to the final.
- k) Should more than five (5) teams declare for the Sask Cup Futsal in any category, the competition will be played tournament-style with a round robin and knockout phase.
- l) Only SSA Provincial Championship game sheets will be accepted for Sask Cup Futsal matches.
- m) Coaches must complete and sign the game sheet and present it to the referee before the start of the game.
- n) Once submitted, the game sheet becomes the official record of the game. Appearance of a player's name on a signed game sheet constitutes their participation in the game regardless of whether they actually enter the game.
- o) By 10 minutes before kick-off time, the home team shall provide the referee with 3 suitable (as outlined in the FIFA Futsal Laws of the Game), game balls.

- p) By 5 minutes before kick-off time, teams must have completed their warmups and be available to the officials for equipment check.
- q) Sask Cup Futsal matches shall consist of 2 halves of 20 minutes. Last 2 minutes of each half will be stop clock.
- r) Half time shall not exceed 5 minutes.
- s) Substitutions are governed by the FIFA Futsal Laws of the Game.

Team Composition & Requirements:

- a) Each team may dress a maximum of 14 players per game.
- b) A maximum of 9 non-starting uniformed players and a maximum of 5 registered team officials may sit on the team bench during the game.
- c) All individuals on the team bench during the game must appear on the game sheet.
- d) A team will be considered in default if they have less than 3(three) eligible players by 10 minutes after the scheduled kick off time.
- e) Coaching Staff are defined as those individuals in the positions of Head Coach, Assistant Coach or Apprentice/Developmental Coach and will typically include all individuals providing technical and tactical guidance to players during game situations.
- f) Team Personnel includes coaches any individual eligible to appear on a game sheet and be on the bench including the coaching staff, manager, assistant manager, trainer, therapist, gender representative, etc.
- r) Participating teams may declare up to five Coaching Staff and/or Team Personnel for participation in the Championships.
- g) A minimum of one coach with the required certification must be on the bench for all games
- h) One member of the Coaching Staff or Team Personnel on the bench must be of the same gender as the players. Teams participating in the Championships may declare a maximum of two non-coach

Team Personnel.

- a) Coaches & Team Personnel Minimum Requirements:
 - i. All members of the Coaching Staff must have completed at minimum the CSA Soccer for Life Coaching Course and NCCP Making Ethical Decisions (MED) Module including the Making Ethical Decisions Online Evaluation – Competition Introduction and the NCCP eLearning module Making Headway – Soccer.
 - ii. All Coaching Staff and Team Personnel must have completed Respect in Sport training in accordance with the Policies of the SSA.
 - iii. As required by the Canadian Soccer Association, any team winning the Sask Cup Futsal will be required to have one member of either the Coaching Staff or Team Personnel and the team captain complete the Canadian Centre for Ethics in Sport (CCES) e-learning

course, True Sport Clean 101. Instructions on the process for completing this training will be forwarded to team contacts upon receipt from the Canadian Soccer Association

Standings

a) A team's standing within the competition shall be determined by a point system; three (3) points for a win; one (1) point for a draw; zero (0) points for a loss.

b) Round Robin matches can end in a tie.

c) Semi Final and Final matches ending in a tie will proceed directly to Kicks from the Penalty Mark as per IFAB FIFA Laws of the Game.

d) For any tie in standings, the following will be used as a tiebreaker:

i. Previous Match Results - The team with the greater number of points in matches between the two (2) teams tied in points shall be awarded the higher position. (Not used if 3 or more teams are tied in points).

ii. Overall Goal Difference - The team with the greatest goal difference in all league matches shall be awarded the higher position. Goal difference shall be calculated by subtracting goals conceded from goals scored.

iii. Overall Goal Average - The team with the highest goal average in all league matches shall be awarded the higher position. Goal average shall be calculated as goals scored divided by goals conceded. If a team did not concede any goals, this shall be considered as a higher goal average as compared to a team that has conceded a goal.

iv. Most Goals Scored - The team scoring the highest number of goals shall be awarded the higher position.

v. Fewest Goals allowed -The team allowing the least number of goals shall be awarded the higher position.

e) A maximum goal difference of 5 will be considered in any single match.

i. If the goal difference in a match exceeds 5, the final score will be recorded as the number of goals scored by the losing team +5 (e.g. A match with a goal difference of greater than 5, with the losing team scoring 2 goals will be recorded as 7-2), with this result considered as the final score for any tie-breaker.

f) Should teams remain tied after exhausting above tie-breakers, a winner will be determined by Kicks from the Penalty Mark.

APPENDIX 2.4 – Sask Cup 11-A-Side

RULES AND REGULATIONS

General:

- a) The information contained herein is for the sole purpose of ensuring the fair and purposeful delivery and direction of the Sask Cup 11-A-Side (hereinafter referred to as the Championships).

- b) The Championship operates according to the SSA Policies and Procedures governing Provincial Championships (Section Nine, Article 2).
 - i. In the event of disagreement between the SSA Policies and Procedures and the Rulebook, the Rulebook will be taken as the authority.
 - ii. Where any omission in the Rulebook should arise, the Policies and Procedures of the SSA shall prevail. If omissions should still exist, then the CSA's Policies, Procedures, Rules, and Regulations shall apply.
- c) Amendments to the Rulebook may be made from time to time at the discretion of the SSA.
- d) Should amendments to the Rulebook be required during the competition, they will be circulated in memorandum format to all affected teams. This memorandum shall serve as an appendix to the Rulebook for the duration of that competition with the Rulebook being updated following its conclusion.

Team Eligibility: Member Organizations may be granted team allocations at the sole discretion of the SSA. It is the expectation that all Member Organizations teams registered meet the eligibility criteria for all requirements as outlined in the Competition Rulebook and SSA Competitions Policy.

- a) Any registered youth team, except for those that enter the Soccer for SK Four Corners Championships or the Premier Soccer League, may apply for entry.

Entry Deadline: The entry deadline for the Championships is May 15th

- a) All entries must be made using the Outdoor Provincial Championship Youth Entry Form, which is available on the SSA website.
- b) Any team withdrawing from the Championships after submitting an Entry Form will be **fin ed \$500.00**.
- c) Any team withdrawing from the Championships after completion of the schedule will be **fin ed an additional \$500.00**.
- d) Any team withdrawing from the Championships after the start of the competition will be in default of each scheduled game in which they do not participate and will be fined according to Rule 13 governing Defaults and Forfeits in addition to the fines indicated above in b and c.

Player Eligibility:

- a) Player eligibility is governed by the SSA Policies and Procedures for Provincial Championships (Section Nine, Article 2.9).
- b) Age eligibility for Championships is outlined in the SSA Policy Section Two
- c) All players participating in the Championships, except for Guest Players and Call-up Players, must be registered with or transferred to the team with which they will compete.
- d) As indicated in SSA Policy Section Nine, Article 2.10), teams competing in the Championships may include up to three (3) guest players on their roster. These players must be designated as a "Guest Player" on the roster.

- e) As indicated in SSA Policy Section Nine, Article 2.10), teams competing in the Championships may include up to two (2) call-up players on their roster. These players must be designated as a “Call-up Player” on the roster.
- f) For the sake of roster composition at the Championships, a Call-up Player may be designated as a Guest Player; however, a Guest Player cannot be designated as a Call-up Player.

Roster Size:

- a) Each team may have a roster of up to 20 registered players who shall be eligible for participation in the Championships.
- b) Rosters must be submitted online using the appropriate forms from the RAMP platform.

Roster Deadline: The Roster Deadline for the Championships is **seven (7) days prior to the competition**

- a) Any team failing to submit their team roster by the roster deadline will be **fined \$250.00**.
- b) Player additions to the roster up to 48 hours prior to the competition may be approved at the SSA's sole discretion and will incur a \$25 late addition fee invoiced to the Member Organization.
- c) Coach/Team Personnel additions up to 24 hours prior to the competition may be approved at the SSA's sole discretion and will incur a \$50 late addition fee to the Member Organization.
- d) No roster changes will be allowed within 24 hours of the competition.
- e) It is the responsibility of the Member Organizations to ensure all teams meet all Competitions Rulebook and SSA Competitions Policy prior to registering for the competition.
- f) Failure to meet all Player Roster and Coach/Team Personnel Requirements after the deadline shall be subject to a fine of \$250 per instance.

Player Transfer Deadline: The Transfer Deadline for the Championships is **fourteen (14) days prior to the competition**.**Championship Games:**

- a) All matches will be played under the Laws of the Game as approved by the International Football Association Board and published by FIFA, except as outlined in this section.
- b) The Host Member Organization and the match officials will be responsible for ensuring the fields of play and the ancillary equipment complies with the provisions stipulated in the Laws of the Game.
- c) The matches of the Championships may be played on natural or artificial surfaces.

- d) Every team is guaranteed a minimum of three (3) matches unless the number of entries prevents it. If the number of entries is 2 or 3, the teams are guaranteed a minimum of two (2) matches.
- e) Teams will be placed by random draw and scheduled in a round robin format. If the number of entrants permits, teams will be drawn into pools. After the round robin, a knockout format may be played to determine the champion.
- f) Only SSA Provincial Championship game sheets will be accepted for all matches.
- g) Team staff must complete and sign the game sheet and present it to the referee before the start of the game.
- h) Once submitted, the game sheet becomes the official record of the game. Appearance of a player's name on a signed game sheet constitutes their participation in the game regardless of whether they enter the game.
- i) By 10 minutes before kick-off time, the home team shall provide the referee with 3 suitable (as outlined in the Laws of the Game), size #5 game balls.
- j) By 5 minutes before kick-off time, teams must have completed their warm up and be available to the officials for equipment check.
- k) Substitutions will take place as per IFAB Laws of the Game procedures at the referee's discretion.
- l) Matches will consist of 2 halves of 25 minutes. Half time shall not exceed 5 minutes.

Team Composition & Requirements:

- a) Each team may dress a maximum of 20 players per game.
- b) A maximum of 9 non-starting uniformed players and a maximum of 4 registered Coaching staff/ Team Personnel may sit on the team bench during the game.
- c) All individuals on the team bench during the game must appear on the game sheet.
- d) A team will be considered in default if they have less than seven eligible players by 10 minutes after the scheduled kick off time.
- e) Coaching Staff are defined as those individuals in the positions of Head Coach, Assistant Coach or Apprentice/Developmental Coach and will typically include all individuals providing technical and tactical guidance to players during game situations.
- f) Team Personnel includes any individual eligible to appear on a game sheet and be on the bench including the coaching staff, manager, assistant manager, trainer, therapist, gender representative, etc.
- g) All teams participating in the Championships must declare at least one coach.
- h) A minimum of one coach with the required certification must be on the bench for all games.
- i) A minimum of one coach of the same gender as the players must be on the bench for all games.

- j) Two members of the Coaching Staff or Team Personnel on the bench must be of the same gender as the players. Teams participating in the Championships may declare a maximum of two non-coach Team Personnel.
- k) **Coaches & Team Personnel Minimum Requirements:**
 - i. All members of the Coaching Staff must have completed at minimum the CSA Soccer for Life Coaching Course and NCCP Making Ethical Decisions (MED) Module including the Making Ethical Decisions Online Evaluation and the NCCP eLearning module Making Headway – Soccer.
 - ii. All Coaching Staff and Team Personnel must have completed Respect in Sport training in accordance with the Policies of the SSA.

Awards

- a) A Fair Play Award may be presented for each category of competition. The award will be selected by Provincial Representatives and Officials throughout the competition and awarded at the end of the competition.
- b) A tournament Most Valuable Player (MVP) award may be presented in each category of competition recognizing outstanding achievements throughout the Provincial Championships. The MVP will be voted on by the coaches throughout the competition using the following procedure:
 - i. Upon completion of each match each coach must rank the top two players from the opposing team and indicate to the referee which players to be written onto the game sheet.
 - ii. A point system will be used to assign points to players based on performance after each match if they were selected (5 points for the top player, 3 points for the second-best player).
 - iii. The player with the most points at the end of the tournament including playoff games will be the tournament MVP. In the event of a tie between two players the player's team who scores the highest fair play rating will win the award.

Standings

- a) A team's standing within the competition shall be determined by a point system; three (3) points for a win; one (1) point for a draw; zero (0) points for a loss.
- b) Round Robin matches can end in a tie.
- c) Semi Final and Final matches ending in a tie will proceed directly to Kicks from the Penalty Mark as per IFAB FIFA Laws of the Game.
- d) For any tie in standings, the following will be used as a tiebreaker:
 - i. **Previous Match Results:** The team with the greater number of points in matches between the two (2) teams tied in points shall be awarded the higher position. (Not used if 3 or more

- teams are tied in points).
- ii. **Overall Goal Difference** The team with the greatest goal difference in all matches shall be awarded the higher position. Goal difference shall be calculated by subtracting goals conceded from goals scored.
 - iii. **Overall Goal Average** The team with the highest goal average in all matches shall be awarded the higher position. Goal average shall be calculated as goals scored divided by goals conceded. If a team did not concede any goals, this shall be considered as a higher goal average as compared to a team that has conceded a goal.
 - iv. **Most Goals Scored** The team scoring the highest number of goals shall be awarded the higher position.
 - v. **Fewest Goals allowed** The team allowing the least number of goals shall be awarded the higher position.
 - vi. **Skills Competition** The team ranked higher in the Skills Competition shall be awarded the higher position.
- e) **A maximum goal difference of 5 will be considered in any single match.**
- i. If the goal difference in a match exceeds 5, the final score will be recorded as the number of goals scored by the losing team +5 (e.g. A match with a goal difference of greater than 5, with the losing team scoring 2 goals will be recorded as 7-2), with this result considered as the final score for any tie-breaker.
 - f) Should teams remain tied after exhausting above tiebreakers, a winner will be determined by kicks from the penalty mark. If logistics do not permit for kicks from the penalty mark – a coin flip shall be initiated by SSA.

APPENDIX 2.5 – Sask Cup Rural

RULES AND REGULATIONS

General:



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- a) The information contained herein is for the sole purpose of ensuring the Sask Cup Rural Four Corners 7-side Championships (hereinafter referred to as the Championships).
- b) The Championships operates according to the SSA Policies and Procedures governing Provincial Championships (Section Nine, Article 2).
 - i. In the event of disagreement between the SSA Policies and Procedures and the Rulebook, the Rulebook will be taken as the authority.
 - ii. Where any omission in the Rulebook should arise, the Policies and Procedures of the SSA shall prevail. If omissions should still exist, then the CSA's Policies, Procedures, Rules, and Regulations shall apply.
- c) Amendments to the Rulebook may be made from time to time at the discretion of the SSA.
- d) Should amendments to the Rulebook be required during the competition, they will be circulated in memorandum format to all affected teams. This memorandum shall serve as an appendix to the Rulebook for the duration of that competition with the Rulebook being updated following its conclusion.

Team Eligibility: Member Organizations may be granted team allocations at the sole discretion of the SSA. It is the expectation that all Member Organizations teams registered meet the eligibility criteria for all requirements as outlined in the Competition Rulebook and SSA Competitions Policy.

Entry Deadline: The entry deadline for the Championships is May 15th annually.

- a) All entries must be made using the appropriate Entry Form, which is available on the SSA website.
- b) Any team withdrawing from the Championships after submitting an Entry Form will be **fined \$500.00**.
- c) Any team withdrawing from the Championships after completion of the schedule will be **fined an additional \$500.00**.
- d) Any team withdrawing from the Championships after the start of the competition will be in default of each scheduled game in which they do not participate and will be fined according to Rule 10 governing Defaults and Forfeits in addition to the fines indicated above in b and c.

Player Eligibility:

- a) Player eligibility is governed by the SSA Policies and Procedures for Provincial Championships ([Section Nine](#), Article 2.9).
- b) Age eligibility for Championships is outlined in the SSA Policy [Section Two](#)
- c) All players participating in the Championships, with the exception of Guest Players and Call-up Players, must be registered with or transferred to the team with which they will compete.
- d) As indicated in SSA Policy [Section Nine](#), Article 2.10), teams competing in the Championships may include up to three (3) guest players on their roster. These players must be designated as a "Guest Player" on the roster.

- e) As indicated in SSA Policy [Section Nine](#), Article 2.10), teams competing in the Championships may include up to two (2) call-up players on their roster. These players must be designated as a “Call-up Player” on the roster.
- f) For the sake of roster composition at the Championships, a Call-up Player may be designated as a Guest Player; however, a Guest Player cannot be designated as a Call-up Player.

Roster Size:

- a) Each team may have a roster of up to 16 registered players who shall be eligible for participation in the Championships.
- b) Rosters must be submitted online using the appropriate forms from the RAMP platform.

Roster Deadline: The Roster Deadline for the Championships is **seven (7) days prior to the competition**

- a) Any team failing to submit their team roster by the roster deadline will be **fined \$250.00**.
- b) Player additions to the roster up to 48 hours prior to the competition may be approved at the SSA's sole discretion and will incur a \$25 late addition fee invoiced to the Member Organization.
- c) Coach/Team Personnel additions up to 24 hours prior to the competition may be approved at the SSA's sole discretion and will incur a \$50 late addition fee to the Member Organization.
- d) No roster changes will be allowed within 24 hours of the competition.
- e) It is the responsibility of the Member Organizations to ensure all teams meet all Competitions Rulebook and SSA Competitions Policy prior to registering for the competition.
- f) Failure to meet all Player Roster and Coach/Team Personnel Requirements after the deadline shall be subject to a fine of \$250 per instance.

Player Transfer Deadline: The Transfer Deadline for the Championships is **fourteen (14) days prior to the competition**.

Championship Games:

- a) All matches will be played under the Laws of the Game as approved by the International Football Association Board and published by FIFA, except as outlined in this section and as follows:
 - i. Each team will have 7 players (including 1 goalkeeper) on the field.
 - ii. Games will be played on a rectangular small-sided field with the following dimensions:
 - 1. Length – Minimum 60 yards, Maximum 80 yards
 - 2. Width – Minimum 40 yards, Maximum 60 yards
 - iii. Games will be played using goals with the following dimensions:

1. Width – Minimum 12 feet, Maximum 24 feet
 2. Height – Minimum 6 feet, Maximum 8 feet
- iv. The penalty area will be two lines drawn at right angles to the goal line, 12-15 yards from the inside of each goalpost. These lines extend into the field of play for the same distance as the distance from the inside of each goalpost (12-15 yards) and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area, a penalty mark is made 12 yards from the midpoint between the goalposts and equidistant to them. The penalty arc will be drawn 8 yards from the centre of each penalty mark drawn outside the penalty area.
 - v. The goal area will be two lines drawn at right angles to the goal line, 4 yards from the inside of each goalpost. These lines extend into the field of play for the distance of 4 yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.
 - vi. The centre circle will have an 8-yard radius.
- b) The hosting organization as well as match officials will be responsible for ensuring the field of play and the ancillary equipment complies with the provisions stipulated in the Laws of the Game.
 - c) The matches of the Championships may be played on natural or artificial surfaces.
 - a) Every team is guaranteed a minimum of three (3) matches unless the number of entries prevents it. If the number of entries is 2 or 3, the teams are guaranteed a minimum of two (2) matches.
 - b) Teams will be placed by random draw and scheduled in a round robin format. If the number of entrants permits, teams will be drawn into pools. After the round robin, a knockout format may be played to determine the champion.
 - c) Only SSA Provincial Championship game sheets will be accepted for all matches.
 - d) Team staff must complete and sign the game sheet and present it to the referee before the start of the game.
 - e) Once submitted, the game sheet becomes the official record of the game. Appearance of a player's name on a signed game sheet constitutes their participation in the game regardless of whether they enter the game.
 - f) By 10 minutes before kick-off time, the home team shall provide the referee with 3 suitable (as outlined in the Laws of the Game), size #5 game balls.
 - g) By 5 minutes before kick-off time, teams must have completed their warm up and be available to the officials for equipment check.
 - h) Substitutions will be unlimited, on the fly at the halfway line. Player must be off the field before the substitute can enter the field of play.
 - i) Matches will consist of 2 halves of 25 minutes. Half time shall not exceed 5 minutes.

Team Composition & Requirements:

- a) Each team may dress a maximum of 16 players per game.
- b) A maximum of 9 non-starting uniformed players and a maximum of 4 registered Coaching Staff/ Team Personnel may sit on the team bench during the game.
- c) All individuals on the team bench during the game must appear on the game sheet.
- d) A team will be considered in default if they have less than five eligible players by 10 minutes after the scheduled kick off time.
- e) Coaching Staff are defined as those individuals in the positions of Head Coach, Assistant Coach or Apprentice/Developmental Coach and will typically include all individuals providing technical and tactical guidance to players during game situations.
- f) Team Personnel includes coaches any individual eligible to appear on a game sheet and be on the bench including the coaching staff, manager, assistant manager, trainer, therapist, gender representative, etc.
- g) All teams participating in the Championships must declare at least one coach.
- h) A minimum of one coach with the required certification must be on the bench for all games.
- i) A minimum of one member of the Coaching Staff or Team Personnel must be of the same gender as the players. A member of the Coaching Staff or Team Personnel of the same gender as the players must be on the bench for all games.
- j) **Coaches & Team Personnel Minimum Requirements:**
 - i. All members of the Coaching Staff must have completed at minimum the CSA Soccer for Life Coaching Course and NCCP Making Ethical Decisions (MED) Module including the Making Ethical Decisions Online Evaluation and the NCCP eLearning module Making Headway – Soccer.
 - ii. All Coaching Staff and Team Personnel must have completed Respect in Sport training in accordance with the Policies of the SSA.

Awards

- a) A Fair Play Award may be presented for each category of competition. The award will be selected by Provincial Representatives and Officials throughout the competition and awarded at the end of the competition.
- b) A tournament Most Valuable Player (MVP) award may be presented in each category of competition recognizing outstanding achievements throughout the Provincial Championships. The MVP will be voted on by the coaches throughout the competition using the following procedure:
 - i. Upon completion of each match each coach must rank the top two players from the opposing team and indicate to the referee which players to be written onto the game sheet.

- ii. A point system will be used to assign points to players based on performance after each match if they were selected (5 points for the top player, 3 points for the second-best player).
- iii. The player with the most points at the end of the tournament including playoff games will be the tournament MVP. In the event of a tie between two players the player's team who scores the highest fair play rating will win the award.

Standings

- a) A team's standing within the competition shall be determined by a point system; three (3) points for a win; one (1) point for a draw; zero (0) points for a loss.
- b) Round Robin matches can end in a tie.
- c) Semi Final and Final matches ending in a tie will proceed directly to Kicks from the Penalty Mark as per IFAB FIFA Laws of the Game.
- d) For any tie in standings, the following will be used as a tiebreaker:
 - i. **Previous Match Results:** The team with the greater number of points in matches between the two (2) teams tied in points shall be awarded the higher position. (Not used if 3 or more teams are tied in points).
 - ii. **Overall Goal Difference** round robin The team with the greatest goal difference in all matches shall be awarded the higher position. Goal difference shall be calculated by subtracting goals conceded from goals scored.
 - iii. **Overall Goal Average** round robin The team with the highest goal average in all matches shall be awarded the higher position. Goal average shall be calculated as goals scored divided by goals conceded. If a team did not concede any goals, this shall be considered as a higher goal average as compared to a team that has conceded a goal.
 - iv. **Most Goals Scored** goals shall be The team scoring the highest number of awarded the higher position.
 - v. **Fewest Goals allowed** shall be The team allowing the least number of goals

awarded the higher position.

- e) A maximum goal difference of 5 will be considered in any single match.
 - i. If the goal difference in a match exceeds 5, the final score will be recorded as the number of goals scored by the losing team +5 (e.g. A match with a goal difference of greater than 5, with the losing team scoring 2 goals will be recorded as 7-2), with this result considered as the final score for any tie-breaker.
- f) Should teams remain tied after exhausting above tiebreakers, a winner will be determined by kicks from the penalty mark.

APPENDIX 2.6 – Sask Cup Masters

RULES AND REGULATIONS

General:



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- a) The information contained herein is for the sole purpose of ensuring the fair and purposeful delivery and direction of the Sask Cup Masters (hereinafter referred to as the Championships).
- b) The Championships operates according to the SSA Policies and Procedures governing Provincial Championships (Section Nine, Article 1).
 - i. In the event of disagreement between the SSA Policies and Procedures and the Rulebook, the Rulebook will be taken as the authority.
 - ii. Where any omission in the Rulebook should arise, the Policies and Procedures of the SSA shall prevail. If omissions should still exist, then the CSA's Policies, Procedures, Rules, and Regulations shall apply.
- c) Amendments to the Rulebook may be made from time to time at the discretion of the SSA.
- d) Should amendments to the Rulebook be required during the competition, they will be circulated in memorandum format to all affected teams. This memorandum shall serve as an appendix to the Rulebook for the duration of that competition with the Rulebook being updated following its conclusion.

Team Eligibility: Member Organizations may be granted team allocations at the sole discretion of the SSA. It is the expectation that all Member Organizations teams registered meet the eligibility criteria for all requirements as outlined in the Competition Rulebook and SSA Competitions Policy.

- a) Entry into the Soccer for Life Masters Championships is open to any registered masters (Men's over 35 years of age as of January 1st of the year in which the competition will be played / Women's over 30 years of age as of January 1st of the year in which the competition will be played) team in Saskatchewan with the exception of those that enter the Saskatchewan Open Cup and Soccer for Life Adult Championship.
- b) The winning team in each of the Men/Women Masters categories of the Soccer for Life Masters Championships will be declared as the Saskatchewan representative at that year's CSA Western Masters Regional Championship unless otherwise communicated. Please refer to SSA Policy Section Nine, Article 3 for additional information on CSA National and Regional Club Championships.

Entry Deadline: The entry deadline for the Championships is May 15th annually

- a) All entries must be made using the appropriate Entry Form, which is available on the SSA website.
- b) Any team withdrawing from the Championships after submitting an Entry Form will be **fined \$500.00**.
- c) Any team withdrawing from the Championships after completion of the schedule will be **fined an additional \$500.00**.
- d) Any team withdrawing from the Championships after the start of the competition will be in default of each scheduled game in which they do not participate and will be fined according to Rule 10 governing Defaults and Forfeits in addition to the fines indicated above in b and c.

Player Eligibility:

- a) Player eligibility is governed by the SSA Policies and Procedures for Provincial Championships (Section Nine, Article 2.9).
- b) Age eligibility Men's - thirty-five (35) years of age or older as of January 1st of the year of competition; Women's - thirty (30) years of age or older as of January 1st of the year of the competition.
- c) All players participating in the Championships, with the exception of Guest Players must be registered with or transferred to the team with which they will compete.
- d) As indicated in SSA Policy Section Nine, Article 2.10), teams competing in the Championships may include up to five (5) guest players on their roster. These players must be designated as a "Guest Player" on the roster. Should the team advance to the CSA Western Masters Regional Championships, guest players are not eligible to participate as per CSA Regulations.
- e) Due to the change in age classification for the CSA Masters Women Regional Championship to women's over 30 years of age from women's over 35 years of age, teams participating in the Soccer for Life Masters Women Championship will be permitted unlimited transfers of players between the ages of 30 to 34 (as of January 1st of the year in which the Soccer for Life Classics Championship is being played) in advance of the Transfer Deadline. As these players would be ineligible to participate in Member Organization Masters over 35 competitions following their transfer, their registrations would return to their original team following the Soccer for Life Classics Championship; however, for the team that qualifies for the CSA Masters Regional Championship, these players would remain on the roster for this event and eligible to participate.

Roster Size:

- a) Each team may have a roster of up to 25 registered players who shall be eligible for participation in the Championships.
- b) Rosters must be submitted online using the appropriate forms from the RAMP platform.

Roster Deadline: The Roster Deadline for the Championships is **seven (7) days prior to the competition**

- a) Any team failing to submit their team roster by the roster deadline will be **fined \$250.00.**
- b) Player additions to the roster up to 48 hours prior to the competition may be approved at the SSA's sole discretion and will incur a \$25 late addition fee invoiced to the Member Organization.
- c) Coach/Team Personnel additions up to 24 hours prior to the competition may be approved at the SSA's sole discretion and will incur a \$50 late addition fee to the Member Organization.
- d) No roster changes will be allowed within 24 hours of the competition.

- e) It is the responsibility of the Member Organizations to ensure all teams meet all Competitions Rulebook and SSA Competitions Policy prior to registering for the competition.
- f) Failure to meet all Player Roster and Coach/Team Personnel Requirements after the deadline shall be subject to a fine of \$250 per instance.

Player Transfer Deadline: The Transfer Deadline for the Championships is **fourteen (14) days prior to the competition.**

Championship Games:

- a) All matches will be played under the Laws of the Game as approved by the International Football Association Board and published by FIFA, except as outlined in this section.
- b) The Host Member Organization and the match officials will be responsible for ensuring the fields of play and the ancillary equipment complies with the provisions stipulated in the Laws of the Game.
- c) The matches of the Championships may be played on natural or artificial surfaces.
- d) Every team is guaranteed a minimum of three (3) matches unless the number of entries prevents it. If the number of entries is 2 or 3, the teams are guaranteed a minimum of two (2) matches.
- e) Teams may be placed by random draw and scheduled in a round robin format. If the number of entrants permits, teams will be drawn into pools. After the round robin, a knockout format may be played to determine the champion unless determined otherwise by the SSA.
- f) Only SSA Provincial Championship game sheets will be accepted for all matches.
- g) Team staff must complete and sign the game sheet and present it to the referee before the start of the game.
- h) Once submitted, the game sheet becomes the official record of the game. Appearance of a player's name on a signed game sheet constitutes their participation in the game regardless of whether they enter the game.
- i) By 10 minutes before kick-off time, the home team shall provide the referee with 3 suitable (as outlined in the Laws of the Game), size #5 game balls.
- j) By 5 minutes before kick-off time, teams must have completed their warm up and be available to the officials for equipment check.
- k) Substitutions will take place as per IFAB Laws of the Game procedures.
- l) Matches will consist of 2 halves of 30 minutes. Half time shall not exceed 5 minutes.

Team Composition & Requirements:

- a) Each team may dress a maximum of 20 players per game.
- b) A maximum of 9 non-starting uniformed players and a maximum of 5 registered Coaching Staff/ Team personnel may sit on the team bench during the game.

Players on the roster but not participating in this game must be identified through the game sheet, may sit on the team bench but cannot be in uniform.

- c) All individuals on the team bench during the game must appear on the game sheet.
- d) A team will be considered in default if they have less than seven eligible players by 10 minutes after the scheduled kick off time.
- e) Coaching Staff are defined as those individuals in the positions of Head Coach, Assistant Coach or Apprentice/Developmental Coach and will typically include all individuals providing technical and tactical guidance to players during game situations.
- f) Team Personnel includes coaches any individual eligible to appear on a game sheet and be on the bench including the coaching staff, manager, assistant manager, trainer, therapist, gender representative, etc.
- g) All teams participating in the Championships must declare at least one coach. Player/Coaches are permitted at the Soccer for Life Masters Championships.
- h) A minimum of one coach of the same gender as the players must be on the bench for all games.
- i) One member of the Coaching Staff or Team Personnel on the bench must be of the same gender as the players. Teams participating in the Championships may declare a maximum of two non-coach Team Personnel.
- j) **Coaches & Team Personnel Minimum Requirements:**
 - i. All members of the Coaching Staff must have completed at minimum the CSA Soccer for Life Coaching Course and NCCP Making Ethical Decisions (MED) Module including the Making Ethical Decisions Online Evaluation – Competition Introduction and the NCCP eLearning module Making Headway – Soccer.
 - ii. All Coaching Staff and Team Personnel must have completed Respect in Sport training in accordance with the Policies of the SSA.
 - iii. As required by the Canadian Soccer Association, the winning team will be required to have one member of either the Coaching Staff or Team Personnel and the team captain complete the Canadian Centre for Ethics in Sport (CCES) e-learning course, True Sport Clean 101. Instructions on the process for completing this training will be forwarded to team contacts upon receipt from the Canadian Soccer Association

Awards

- a) A Fair Play Award may be presented for each category of competition. The award will be selected by Provincial Representatives and Officials throughout the competition and awarded at the end of the competition.

- b) A tournament Most Valuable Player (MVP) award may be presented in each category of competition recognizing outstanding achievements throughout the Provincial Championships. The MVP will be voted on by the coaches throughout the competition using the following procedure:
- i. Upon completion of each match each coach must rank the top two players from the opposing team and indicate to the referee which players to be written onto the game sheet.
 - ii. A point system will be used to assign points to players based on performance after each match if they were selected (5 points for the top player, 3 points for the second-best player).
 - iii. The player with the most points at the end of the tournament including playoff games will be the tournament MVP. In the event of a tie between two players the player's team who scores the highest fair play rating will win the award.

Standings

- a) A team's standing within the competition shall be determined by a point system; three (3) points for a win; one (1) point for a draw; zero (0) points for a loss.
- b) Round Robin matches can end in a tie.
- c) Semi Final and Final matches ending in a tie will proceed directly to Kicks from the Penalty Mark as per IFAB FIFA Laws of the Game.
- d) For any tie in standings, the following will be used as a tiebreaker:
 - i. **Previous Match Results:** The team with the greater number of points in matches between the two (2) teams tied in points shall be awarded the higher position. (Not used if 3 or more teams are tied in points).
 - ii. **Overall Goal Difference** round robin The team with the greatest goal difference in all matches shall be awarded the higher position. Goal difference shall be calculated by subtracting goals conceded from goals scored.
 - iii. **Overall Goal Average** round robin The team with the highest goal average in all matches shall be awarded the higher position. Goal average shall be calculated as goals scored divided by goals conceded. If a team did not concede any goals, this shall be

General:

- a) The information contained herein is for the sole purpose of ensuring the fair and purposeful delivery and direction of the Sask Cup Open (hereinafter referred to as the Championships).
- b) The Championships operates according to the SSA Policies and Procedures governing Provincial Championships (Section Nine, Article 2).
 - i. In the event of disagreement between the SSA Policies and Procedures and the Rulebook, the Rulebook will be taken as the authority.
 - ii. Where any omission in the Rulebook should arise, the Policies and Procedures of the SSA shall prevail. If omissions should still exist, then the CSA's Policies, Procedures, Rules, and Regulations shall apply.
- c) Amendments to the Rulebook may be made from time to time at the discretion of the SSA.
- d) Should amendments to the Rulebook be required during the competition, they will be circulated in memorandum format to all affected teams. This memorandum shall serve as an appendix to the Rulebook for the duration of that competition with the Rulebook being updated following its conclusion.

Team Eligibility: Member Organizations may be granted team allocations at the sole discretion of the SSA. It is the expectation that all Member Organizations teams registered meet the eligibility criteria for all requirements as outlined in the Competition Rulebook and SSA Competitions Policy.

- a) Any registered adult team, with the exception of those that enter the Adult and Masters Championships, may apply for entry.
- b) The winning team in each of the Men/Women categories of the Saskatchewan Open Cup will be declared as the Saskatchewan representative at that year's CSA National Championship unless otherwise communicated. Please refer to SSA Policy [Section Nine](#), Article 3 for additional information on CSA National and Regional Club Championships.

Entry Deadline: The entry deadline for the Championships is May 15th annually.

- a) All entries must be made using the appropriate Entry Form, which is available on the SSA website.
- b) Any team withdrawing from the Championships after submitting an Entry Form will be **fined \$500.00**.
- c) Any team withdrawing from the Championships after completion of the schedule will be **fined an additional \$500.00**.
- d) Any team withdrawing from the Championships after the start of the competition will be in default of each scheduled game in which they do not participate and will be fined according to Rule 10 governing Defaults and Forfeits in addition to the fines indicated above in b and c.

Player Eligibility:

- a) Player eligibility is governed by the SSA Policies and Procedures for Provincial Championships ([Section Nine](#), Article 2.9).
- b) Players participating in the SK Open Cup are ineligible to participate in any other Provincial Championship during that playing season
- c) All participants must meet the eligibility requirements of the CSA to participate in competitions leading to CSA National Championships. For additional information on these requirements, please refer to the CSA website at www.canadasoccer.com
- d) All players participating in the Championships, except for Guest Players, must be registered with or transferred to the team with which they will compete.
- e) As indicated in SSA Policy [Section Nine](#), Article 2.10), teams competing in the Championships may include up to five (5) guest players on their roster for the Play-down Weekend. These players must be designated accordingly on the roster.
- f) All players participating in the Finals Weekend must be registered to the team with which they will compete in advance of the Registration/Transfer Deadline

Roster Size:

- a) Each team may have a roster of up to 20 registered players who shall be eligible for participation in the Championships.
- b) Rosters must be submitted online using the appropriate forms from the RAMP platform.

Roster Deadline: The Roster Deadline for the Championships is **seven (7) days prior to the competition**

- a) Any team failing to submit their team roster by the roster deadline will be **fined \$250.00.**
- b) Player additions to the roster up to 48 hours prior to the competition may be approved at the SSA's sole discretion and will incur a \$25 late addition fee invoiced to the Member Organization.
- c) Coach/Team Personnel additions up to 24 hours prior to the competition may be approved at the SSA's sole discretion and will incur a \$50 late addition fee to the Member Organization.
- d) No roster changes will be allowed within 24 hours of the competition.
- e) It is the responsibility of the Member Organizations to ensure all teams meet all Competitions Rulebook and SSA Competitions Policy prior to registering for the competition.
- f) Failure to meet all Player Roster and Coach/Team Personnel Requirements after the deadline shall be subject to a fine of \$250 per instance.

Player Transfer Deadline: The Transfer Deadline for the Championships is **fourteen (14) days prior to the competition.****Transfer Deadline:** The Transfer Deadline for the Championships is **July 1st annually.**

Championship Games:

- a) All matches will be played under the Laws of the Game as approved by the International Football Association Board and published by FIFA, except as outlined in this section.
- b) The match officials will be responsible for ensuring the fields of play and the ancillary equipment complies with the provisions stipulated in the Laws of the Game.
- c) The matches of the Saskatchewan Open Cup may be played on natural or artificial surfaces.
- d) Teams will play no more than one (1) match per day.
- e) Every team is guaranteed a minimum of two (2) matches (unless only one team enters the competition as outlined in f.)
- f) Should only one (1) team enter the Saskatchewan Open Cup in any category, they will be declared the winning team.
- g) Should two (2) teams enter the Saskatchewan Open Cup in any category:
 - i. The competition will be played as a two-game home and away tie with the order of the matches determined by coin toss.
 - ii. The match schedule and playing venues will be determined by the SSA, at its sole discretion.
 - iii. The winning team will be determined as the team with the most goals from the two matches.
 - a. If the teams score the same number of goals in the two matches, the match will proceed to 2x15 minutes of Extra Time.
 - b. If the teams remain tied, the winning team will be determined by Kicks from the Penalty Mark.
- h) Should three (3) or four (4) teams enter the Saskatchewan Open Cup in any category:
 - i. The competition will be played on a single Saskatchewan Open Cup Finals Weekend taking place in a single host venue.
 - ii. The Saskatchewan Open Cup Finals Weekend shall be played as a single pool round robin.
 - iii. The winning team shall be determined as the team with the most points from all round robin matches. In the event of a tie, the tie-breaker rules as outlined in Rule 11d shall be used to declare the winning team.
- i) Should more than four (4) teams declare for the Saskatchewan Open Cup in any category:
 - i. The competition shall be played as a Play-Down Weekend/Match and a Finals Weekend.
 - ii. The format and schedule for the Play-Down Weekend/Match will be developed by the SSA based on the number of teams entering the

competition and communicated to all participating teams no later than July 2nd.

- iii. The Play-Down Weekend/Match will declare four (4) teams to advance to the Finals Weekend.
- iv. The Finals Weekend shall be played as a semi-final and final, with teams paired as outlined in the schedule and qualification process.
- j) Only SSA Provincial Championship game sheets will be accepted for all matches.
- k) Team staff must complete and sign the game sheet and present it to the referee before the start of the game.
- l) Once submitted, the game sheet becomes the official record of the game. Appearance of a player's name on a signed game sheet constitutes their participation in the game regardless of whether they actually enter the game.
- m) By 10 minutes before kick-off time, the home team shall provide the referee with 3 suitable (as outlined in the Laws of the Game), size #5 game balls.
- n) By 5 minutes before kick-off time, teams must have completed their warm up and be available to the officials for equipment check.
- o) Substitutions in the Saskatchewan Open Cup may be made pursuant to the following conditions:
 - i. There will be five substitutions allowed during the game, including extra time.
 - ii. Unlimited substitutions are allowed at regulation half time and the beginning of extra time, but not at half time of extra time.
 - iii. At the discretion of the referee, substitutions may be made at any stoppage in play.
 - iv. Substitutes shall report to one of the game officials, present a substitution card, and give their number and the number of the player for whom they are substituting, before they shall participate in the game.
- p) Matches will consist of 2 halves of 45 minutes. Half time shall not exceed 15 minutes.

Team Composition & Requirements:

Each team may dress a maximum of 20 players per game.

- i. A maximum of 9 non-starting uniformed players and a maximum of 4 registered team officials may sit on the team bench during the game.
- ii. All individuals on the team bench during the game must appear on the game sheet.
- iii. A team will be considered in default if they have less than seven eligible players by 10 minutes after the scheduled kick off time.
- iv. Coaching Staff are defined as those individuals in the positions of Head Coach, Assistant Coach or Apprentice/Developmental Coach and will

typically include all individuals providing technical and tactical guidance to players during game situations.

- v. Team Personnel includes coaches any individual eligible to appear on a game sheet and be on the bench including the coaching staff, manager, assistant manager, trainer, therapist, gender representative, etc.
- a) Participating teams may declare up to five Coaching Staff and/or Team Personnel for participation in the Saskatchewan Open Cup.
- b) All teams participating in the Saskatchewan Open Cup must declare at least one designated coach, who cannot also be a player in the Saskatchewan Open Cup.
 - a) A minimum of one coach with the required certification must be on the bench for all games
 - b) One member of the Coaching Staff or Team Personnel on the bench must be of the same gender as the players. Teams participating in the Championships may declare a maximum of two non-coach Team Personnel.
 - c) Coaches & Team Personnel Minimum Requirements:
 - a. In accordance with [Saskatchewan Soccer Coaching Standards](#), the head coach must hold a C Licence certified, MED, MHW-S. All other members of the Coaching Staff must have completed at minimum the CSA Soccer for Life Coaching Course and NCCP Making Ethical Decisions (MED) Module including the Making Ethical Decisions Online Evaluation – Competition Introduction and the NCCP eLearning module Making Headway – Soccer.
 - b. All Coaching Staff and Team Personnel must have completed Respect in Sport training in accordance with the Policies of the SSA.
 - c. As required by the Canadian Soccer Association, any team winning the Saskatchewan Open Cup will be required to have one member of either the Coaching Staff or Team Personnel and the team captain complete the Canadian Centre for Ethics in Sport (CCES) e-learning course, True Sport Clean 101 as well as other courses. Instructions on the process for completing this training will be forwarded to team contacts upon receipt from the Canadian Soccer Association
 - d) Club Licensing Minimum Requirements:
 - a. In order to be eligible to enter teams, the Member Organization must have obtained MA1, MA2 or NYCL Recognition.

Standings

- a) A team's standing within the competition shall be determined by a point system; three (3) points for a win; one (1) point for a draw; zero (0) points for a loss.

- b) Round Robin matches can end in a tie.
- c) Semi Final and Final matches ending in a tie will proceed directly to Kicks from the Penalty Mark as per IFAB FIFA Laws of the Game.
- d) For any tie in standings, the following will be used as a tiebreaker:
 - i. **Previous Match Results** - The team with the greater number of points in matches between the two (2) teams tied in points shall be awarded the higher position. (Not used if 3 or more teams are tied in points)
 - ii. **Overall Goal Difference** - The team with the greatest goal difference in all round robin matches shall be awarded the higher position. Goal difference shall be calculated by subtracting goals conceded from goals scored.
 - iii. **Overall Goal Average**- The team with the highest goal average in all round robin matches shall be awarded the higher position. Goal average shall be calculated as goals scored divided by goals conceded. In the event that a team did not concede any goals, this shall be considered as a higher goal average as compared to a team that has conceded a goal.
 - iv. **Most Goals Scored** - The team scoring the highest number of goals shall be awarded the higher position.
 - v. **Fewest Goals allowed** - The team allowing the least number of goals shall be awarded the higher position
- e) **A maximum goal difference of 5 will be considered in any single match.**
 - i. If the goal difference in a match exceeds 5, the final score will be recorded as the number of goals scored by the losing team +5 (e.g. A match with a goal difference of greater than 5, with the losing team scoring 2 goals will be recorded as 7-2), with this result considered as the final score for any tie-breaker.
- f) Should teams remain tied after exhausting above tiebreakers, a winner will be determined by Kicks from the Penalty Mark.

APPENDIX 3 – SaskTel “Be Kind Online” Skill Centre Festivals

SaskTel Be Kind Online Skill Centre Festival



SASK LOTTERIES

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“No Scores, No Standings, No Trophies”



At this stage, individual player development is the focus. Coaches should create an engaging learning environment that encourages freedom and fun without expectation of winning and prioritizing results of games over individual development. The philosophy underling the Jamboree/Festival Format is to focus on FUNdamentals and emphasize skill development through games that teach the basic principles of play within a fun but structured environment.

Playing Format - Futsal

U10 - 5v5

U12 - 5v5

Playing Format - Soccer

U9 – 5v5

U11 – 7v7

U13 – 9v9 (7v7 during Rural Events)

Field and Net Size will meet Canada Soccer Grassroots Standards

Game Duration - Futsal

U10 – 15min halves (30min games)

U12 - 18min halves (34min games)

Game Duration - Soccer

U9 – 15min halves (30min games)

U11 - 17min halves (34min games)

U13 – 20min halves (40min games)

Divisions

- No tiered divisions will exist.

- Member organizations are responsible for balancing teams as best as possible.

Rosters

- Open rosters are permitted and encouraged for this event.
- All players must appear on the submitted roster through RAMP.
- The deadline to submit your roster, including team personnel shall be seven (7) days prior to competition. Failure to adhere shall be subject to the sanctions listed under Sask Cup
- Member organizations with multiple teams can list all players from their player pool on all rosters and cross players off game sheets as necessary.
- Players can participate in games with any of their member organizations registered same gender teams provided the minimum rest time of duration of one match is met. It is up to the member organization/coach to monitor this rest time if players are involved with multiple teams.

Kick Ins/Dribble Ins (U9 & U11 Only)

- Restarts from the sideline will happen with either a pass-in or dribble-in.

Corner Kicks

- Corner kicks are in effect and will be treated similarly to when the ball goes out the sideline.
- Kick ins or dribble ins are permitted. (U9 & U11 Only)

Retreat Line

- The retreat line shall be set at the 1/3 mark. If the line is not visible on the field, it will be designated with a cone on the sideline.
- The retreat line comes into effect during goal kicks or after the goalkeeper makes a save.
- The opposing team must immediately retreat to behind the designated line. The opposing team can pressure to win the ball:
 - When the player receiving the ball from the goalkeeper contacts the ball
 - The ball leaves the field of play
 - The ball crosses the retreat line

- The ball is released by the goalkeeper to allow distribution with their feet (drops the ball to pass/dribble with their feet)
- If the goalkeeper chooses to not wait for the opposing team to retreat and plays before the opposing team is behind the line, the play will be considered live from the time the ball is released from their hands.

Substitutions

- Substitutions can take place on the fly (during the game) or during any stoppage through the designated substitution area.
- All players should get fair playing time and goalkeepers should not play in goal for an entire game.

4 Up 1 Up Rule

To help aid in the management of unbalanced games at the grassroots level, the 4 Up 1 Up rule has been created.

What it is:

- When a team is down by 4 goals, a player can be added to the field.
- When the goal difference becomes 1, the player can be removed.

Why:

- Creates better competition for all children.
- Provides an opportunity for the team down goals to be successful and the team that is up to be challenged.
- Keeps players encouraged, motivated, and engaged in the game.

Coach Responsibility:

- Advise the game leader of the addition of a player and their removal (if applicable)
- Communicate to the opposing coach that your team will be adding a player.

Coach Requirements and Certifications

- Coaches are required to have the requirements of the Full Canada Soccer Safe Sport Roster. This includes:
 - Coach registered to RAMP
 - Current Criminal Record Check and Vulnerable Sector Search (2 year expiry) uploaded into coaches RAMP account
 - Respect in Sport (5-year expiry)
 - NCCP Making Ethical Decisions
 - NCCP Making Headway in Soccer
 - NCCP Understanding the Rule of Two
 - NCCP Emergency Action Planning
 - Minimum Soccer for Life certification (as per Canada Soccer Skill Centre Manual)

Certifications will be checked seventy-two hours prior to the event . Any coach not meeting these standards at this time will not be permitted to coach in the event. If the member organization is not able to provide a suitable coach, the team will be removed from the event. Sask Cup Rules shall apply for forfeited matches, due to Team Personnel breaches.

Team Personnel

- Any team personnel must meet the following requirements:
 - Registered to RAMP
 - Current Criminal Record Check and Vulnerable Sector Search (2-year expiry) uploaded into coaches RAMP account.
 - Respect in Sport (5-year expiry)

Certifications will be checked seventy-two hours prior to the event. Any team personnel not meeting these standards at this time will not be permitted to be on the bench during the event. If the member organization is not able to provide a suitable team personnel to meet the Rule of Two requirements, the

team will be removed from the event. Sask Cup Rules apply for forfeited matches due to Team Personnel Breach.

Rule of Two

- Two screened (Criminal Record Check and Vulnerable Sector Search cleared and Respect in Sport certified) adults must be present with the teams during all matches.
- One must be the same gender as the athletes.

Uniforms

- The team listed as “home” on the schedule will wear their lightest colour.
- The team listed as “away” on the schedule will wear their darkest colour.
- If teams are in their appropriate colours and a conflict exists, the visiting team shall change.
- Numbered pinnies are an acceptable alternative to changing jerseys in the event of conflict.

Formal Complaints, Discipline & Appeals

- Shall be governed by *Section Four – Formal Complaints, Discipline & Appeals* of the Saskatchewan Soccer Association By-Laws

Cautions & Dismissals

- There shall be no accumulation of cautions during the event, however, any player or team personnel who receives two (2) cautions within the same match, shall be dismissed from the match. On-site TAB shall review the circumstances of all dismissals and rule on additional match discipline, if applicable.