

Sherwood Park CLASSIC Tournament

General Rules – SPDSA Classic Tournament

1. Official Tournament Registration:

- 1.1 Participating Teams shall register and provide an ASA/Provincial roster with guest player forms at Tournament Headquarters (SAP) prior to their first game and no further changes will be allowed on the team roster. ASA/Provincial Roster must be signed by their zone and/or their District, which would show proof of insurance. (This ASA Roster Form is available from your membership association)
- 1.2 A maximum of twenty (20) players per team will be allowed to register. Special exceptions may be provided in older age groups where more than 20 players have been registered to a team. This will generally happen in older age groups where more than 20 players have registered but there was not enough players to form two teams.
- 1.3 A maximum of 20 players per team will be allowed to dress for any one game.
- 1.4 Player Eligibility - Player proof of age must be provided if requested by the Tournament Officials. Players must be registered to participate in this tournament. Each team is permitted to add a maximum of three (3) guest players to their existing roster. These players must be registered on a Provincial Registration form and must be of the same or lower tier/division/age category that you are entered in for the tournament. Teams using guest players must have a letter of permission from the player's current coach as well as access to proof of registration if requested.
- 1.5 Teams that withdraw their team from the Classic tournament after registering are subject to the following withdrawal penalties:
 - a) Before Registration Deadline: Full Refund, less a \$50.00 Administrative Fee
 - b) After Registration Deadline: No guaranteed refund.
- 1.6 **Tournament Rosters** – Signed ASA Rosters must be submitted by the posted deadline. As well, a guest player form must accompany your Signed ASA Roster for each guest player. ASA Rosters and Guest Player forms will serve as your tournament roster. If these two equal to more than 20 players, players on your ASA Roster must be removed in order to allow Guest Players to participate. Where applicable, teams should also provide a provincial association travel permit (Out of Alberta Teams Only). Minor changes to the rosters that have been submitted may be made up until the first scheduled team game. No player shall be added to the roster after the start of the Team's first Game.
- 1.7 A game sheet is required for each game. SPDSA will provide Tournament game sheets online and will have spare copies at HQ. Tournament game sheets must be filled out by a team official and signed by the coach. The participating players' names must be printed and legible. The game sheet must be completed and handed to the referee before the kickoff time. At the end of the game, the referee will enter the relevant information on the game sheets and Field Marshalls will collect game sheets and submit to tournament headquarters. If a field Marshall is not available the referee will be required to bring the game sheets to tournament headquarters after they have completed their games.

1.8 All mixed teams will be placed in the corresponding boys division

2. Schedules & Game Formats:

2.1 The following game formats and game times will be as follows:

| | | | |
|-----------|---------|---|----------------------|
| U11 | 8 V 8 | & | 2 X 30 minute halves |
| U13 – U19 | 11 V 11 | & | 2 x 35 minute halves |

2.2 U11 Division will be Jamboree format where teams will receive participation medals. Games scores will be kept for the purpose of figuring out scheduling and placing teams against equal caliber teams but standings will not be kept. Gold, Silver and Bronze medals will not be awarded. All teams will be awarded participation medals.

2.3 The schedules prepared for the tournament will not be changed for any reason other than weather. Weather delays may result in either abandoned games being declared as complete games, immediate or deferred shootouts, or in reschedules, at the discretion of the Tournament Director. SPDSA reserves the right to assign any team, to any pool, based on the registrations received for the Tournament.

2.4 If a team is unable to field a minimum of seven (7) (for 11 v 11) and 5 (for 8v8) players by ten (10) minutes after the scheduled kickoff time then that team will forfeit the game. The official result of a forfeit is a 3-0 win for the non-offending team, and zero points for the offending team.

2.5 If both teams are unable to field a minimum required number of players (as stated above) then both teams will be assigned zero points for the game.

2.6 If a team fails to show for a tournament then the games scheduled for that team will be awarded as 3-0 wins to their opponents. A tournament no-show will result in the forfeit of all registration fees and may affect future participation in SPDSA tournaments.

2.7 Any team playing ineligible players will forfeit the game.

3. Games:

3.1 The referees, all of whom will be registered with the Alberta Soccer Association, shall be the sole judge as to whether or not a game can be played as per the scheduled time and venue.
DECISIONS MADE BY THE REFEREE DURING THE COURSE OF THE GAME, AND THE RESULTS OF THE GAME, SHALL BE FINAL.

3.2 In the event that a referee fails to show for a game, every attempt will be made to provide a neutral and qualified replacement. If such an individual is not available then the officials from both teams and tournament organizers will have to agree upon an alternative person to referee the game.

3.3 Points shall be awarded as followed:
Loss 0 Win 3 Tie 1

3.4 A 5 goal mercy rule will be in effect when recording results for standings. Tie breaking procedures will use stats AFTER the mercy rule is applied. A game ending 6-0 will be recorded as such on the game sheet, but the team will only be credited with a 5-0 score regardless of actual score.

3.5 Substitutions can be made at any stoppage of play, but this will be at the discretion of the referee. Teams will be allowed an unlimited number of substitutions during the game.

3.6 If the referee needs to end to game early, then it is considered valid if a minimum of 60% of the game has been played.

3.7 It may be necessary due to scheduling issues for the referee to shorten the game, prior to the commencement of the game. The referee can use his discretion ensuring that the game time is a minimum as stated in 3.6. He will communicate this decision to both coaches prior to the commencement of the game.

3.8 During Round Robin play tied games will stand. During U13-U19 Cross-Over and Medal games, a tied game at the end of regulation will be broken by going directly to penalty kicks. All U9-U11 games, including cross-overs ending in a tie will stand as the tournament does not record stats or standings.

3.9 Penalty Kick Procedure (Applies to Playoff games). All playoffs go immediately to shootout.

- Only the players on the field at the conclusion of regulation play may participate. Only the coaches and or the managers may enter the field of play.
- No other players from either team may enter the field of play. The referee will determine which goal is to be used.
- The coin toss winners will choose to kick first or second
- Both teams select five (5) players for the first round.
- Kicks are to be taken alternately; the team that scores the most goals shall be declared the winner.
- If after both teams have taken five kicks, both have scored the same number of goals, the 6th and subsequent shooters will be a sudden death format. Shots will be taken only until one team has received one more goal than the opposing team with both teams having received the same number of shots.
- If game is still tied after 11 shooters, then all players on the field at the end of play will be eligible to shoot again.

4. Tournament Tie Breaking Procedure:

(For Teams tied in Points after the Round Robin):

2 Way Tie Breaking Procedures:

1. Head to head results
2. Goal Differential
3. Least Goals Against
4. Most Goals For
5. Lower Discipline score – 1 point per yellow card, 3 points per red card
6. Shoot out or coin flip

3 or More Tie Breaking Procedures

Once the top team of the three has been determined, and if the next two teams are still tied, they will continue down until placement has been determined.

1. Head to Head results in games between tied teams only
2. Goal Differential for Games between tied teams only
3. Goal Differential for entire round robin
4. Least Goals Against entire round robin
5. Most Goals for, for entire round robin
6. Lower Discipline score – 1 point per yellow card, 3 points per red card
7. Shoot out or coin flip

5. Equipment:

- 5.1 The home team, as identified in the schedule, shall be required to provide a suitable game ball. Each teams' uniform shall be clearly distinguishable from the opposing team. If the referee decides there is a color clash then the home team (as listed in the schedule) will be required to change. All players' jersey numbers must correspond to the numbers on the game sheet. For sportsmanship purposes if the home team does not have a second set of uniforms the visiting team will be asked. If both teams do not have a second set of uniforms the Tournament headquarters or Field Marshalls at the field will have pinnies available to use.

6. Protests:

- 6.1 Protests must be clearly written and indicate the nature of the protest, all relevant information, and all the parties involved. If a team is protesting a player's eligibility, the game must be played in its entirety first. The team then has 30 minutes after completion of the game to lodge its' protest to headquarters. No other protests will be accepted. Field marshals do NOT have the responsibility to entertain any protests. If the protest is upheld, the team will be awarded the game by a 3 to 0 margin. The coach of the protesting team must sign the protest. A \$50 cheque must accompany all protests. Cheque is payable to SPDSA. The Cheque will be returned if the protest is upheld.

- 6.2 No protest shall be heard which is based on a game official's interpretation of the "laws" of the game.

6.3 The tournament staff at HQ will deal with all valid protests immediately. A decision of the tournament staff shall be final and binding on all parties concerned.

7. Policy on dealing with a bloody wound:

7.1 If bleeding occurs where other participants may be exposed to blood, the individual's participation must be interrupted until the bleeding has stopped. The wound must be cleansed and securely covered before the player may resume playing. The player may only resume playing with the permission of the Referee.

8. Discipline:

8.1 Each game sheet will be inspected for the "referee's report" and the following minimum discipline shall automatically apply to the people involved:

- Any player who receives two cautions (i.e. two yellow cards) during the course of a single game shall be suspended for the remainder of that game and the next game.
- Any player who is sent off (i.e. shown a red card) shall be suspended for a minimum of one additional game, which shall be served during the following game.

8.2 After considering the circumstances of a player's dismissal, the disciplinary chairperson will set the length of any additional suspension. Any additional red cards received by the player shall result in their immediate disqualification from further participation in the tournament. **An email will be sent to the provided team contacts with all suspension details.**

8.3 If a coach, team official, or team supporter is ordered away from the sideline and/or field, then the coach of the offending team must meet with the tournament disciplinary committee.

8.4 Threats and assaults on officials during this tournament will generate an immediate suspension pending the ASA's Discipline Committee action in accordance with Rule 9 of the ASA Rules and Regulations.

9. U11 Jamboree

Game sheets are still required and are to be handed into the tournament headquarters. Participant medals will be handed out to every player. Gold, Silver and Bronze Medals will **not** be given to participants in this age category.

10. Other Circumstances:

These rules are intended to be all-inclusive, but on occasion, a situation may arise not covered by these rules. If this should occur, all participants agree to be bound on any decision made by the Tournament Committee.

11. FIFA Laws of the Game apply.