

CWSA 2026 CALGARY CLASH TOURNAMENT RULES



IF NOT SPECIFICALLY NOTED TO THE CONTRARY,
CWSA/ASA/FIFA RULES SHALL APPLY

8v8 SPECIFIC RULES

- **All matches will be played in accordance with FIFA Laws of the Game, except where noted below:**
 - Games will be played 8v8 (8 players on the field for each team, including the goalkeeper).
 - Each team is required to have a minimum of five (5) players on the field at all times. If a team falls below the minimum, the game shall be abandoned, and this team shall forfeit the game.
 - Each 8v8 game will be **60 minutes in length** (2 x 30-minute halves). Halftime will be a maximum of 3 minutes.
 - **A game must have been played for 40 minutes or longer for the result to stand**
 - There is no stop-time.
 - There are **NO OFFSIDES**.
 - No restrictions on goalkeeper distribution.
 - Throw-ins to be taken when the ball goes out of play on the sidelines.
 - Corner kicks/goal kicks to be taken when the ball goes out of play on the end line.
 - Free Kicks: Opposing players must be 5 yards from the ball, prior to the kick being taken.
 - There are no assistant referees

11v11 SPECIFIC RULES

- **All matches will be played in accordance with FIFA Laws of the Game.**
- Games will be played 11v11 (11 players on the field for each team, including the goalkeeper).
- Each team is required to have a minimum of seven (7) players on the field at all times. If a team falls below the minimum, the game shall be abandoned, and this team shall forfeit the game.
- Each 11v11 game will **70 minutes in length**, (2 x 35-minute halves). Halftime will be a maximum of 5 minutes.
- **A game must have been played for 45 minutes or longer for the result to stand**
- Each team will provide one Assistant Referee for the duration of the game.

GENERAL

- The Home team will supply two (2) game balls.
- If team colours clash, the Home team will change to alternate jerseys/pinneys. Referee shall determine colour clash.
- A District ID Card or a Government issued photo ID is required for all players and Team Officials and must be presented to the referee prior to each game.
- Game clocks will start at the scheduled time. If play does not commence within 5 minutes of the designated game start time due to one or both teams not being prepared to play (insufficient players, incomplete game sheet, lack of player cards, & being prepared to present players cards to official) the game shall be cancelled and the team(s) responsible noted on the game sheet.
- Substitutions are unlimited. Substitutes should be ready at the halfway line and are only permitted to enter the game during a stoppage in play with the permission of the referee.
- Red carded players should be instructed to leave the playing area immediately and are NOT to be replaced by another player – the offending team will play a player short for the remainder of the game.
- The CWSA reserves the right to change the game schedules. Changes will be posted to the CWSA website and will be emailed to the main team contact for affected teams.
- Teams will be placed together with other teams who have indicated the same or similar level of play. CWSA reserves the right to move teams to a different tier subject to the team's roster and division availability.

ROSTERS

- Rosters are not to exceed 25 players, A maximum of 20 players may be dressed by each team per game.

- All teams must register at least 1 Team Official, who will be the main contact person for the team for the duration of the tournament.
- Players & Coaches are required to register themselves individually to their tournament team & sign the CWSA's waivers using the CWSA's online registration system prior to participating.
- There is no deadline to register players to team rosters, however teams cannot exceed 25 players for the duration of the tournament and players cannot be released during the tournament.
- Teams may only use players on their tournament roster. All other players are ineligible.

ELIGIBILITY

- Players may only play for one team in each program of the tournament. Eg. A player may play for one 11v11 team and one 8v8 team.
- Any player or coach deemed to be "not in good standing" or who is currently serving a suspension with their local District/Association will not be eligible to participate in the tournament. Exceptions at the discretion of the CWSA Discipline Officer.
- All players must meet the minimum age requirements for their division at the time of play (16+ for open divisions, 30+ for over 30 divisions; 40+ for Over 40 divisions; etc.).
- Coaches/Team Managers must be a minimum of 18 years old.
- **The CWSA reserves the right to require proof of age from any participant.**

GAME SHEETS

- Teams will print their own game sheets online from the CWSA's game sheet website.
- Game sheet login details and instructions will be sent to team officials.
- Teams are to bring ONE game sheet for each game.

GAME RESULTS/POINT SYSTEM

- Points will be awarded as follows: Win = 3 points; Tie = 1 point; Shutout = 1 point; Forfeiture = 5-0 win = 4 points
- Standings will be determined by total points at the completion of the tournament.
- The following criteria will be used to determine the final standings if two (2) or more teams have an equal number of points at the end of the round robin.
 - Results against each other (points first then goal difference),
 - Greater goal difference overall,
 - Most goals for,
 - Results against the other teams in the division, starting with the highest-placed team not involved in the tiebreaker (points first, then goal difference, then most goals for),
 - Best discipline record – (least amount of discipline points (Yellow Card = 1 point, Red Card = 3 points),
 - Coin toss.
- **There will be NO penalty kicks taken to break a tie.**

DISCIPLINE

- A player receiving their 3rd yellow card of the tournament will be required to miss their next scheduled game.
- A player who receives 2 yellow cards in the same game will be required to miss their next scheduled game.
- Any red card offence will result in a minimum 1 game suspension. **IT IS THE PLAYER'S RESPONSIBILITY TO CHECK WITH THE CWSA OFFICE TO CONFIRM THE NUMBER OF GAMES THEY ARE SUSPENDED FOR.** Should a player play a game where they were suspended, the opposition will receive an automatic 5-0 win.
- All discipline matters for the tournament will be administered by the tournament organizers, whose decisions are final.
- Suspensions received during tournament play will carry over into CWSA regular league games.

OTHER

- For any errors or omissions, please refer to the current CWSA Rules/Regulations or contact the CWSA Office/Tournament Coordinators.
- There will be **NO** refund for teams that withdraw after the registration deadline.