

# CALGARY WOMEN'S SOCCER ASSOCIATION

GENERATIONS UNITING TOGETHER

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# RULES AND REGULATIONS

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# CALGARY WOMEN'S SOCCER ASSOCIATION

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### 1. GENERAL

- 1.1. These Rules and Regulations apply to all teams registered with the CWSA when playing in any competition organized or sanctioned by the CWSA.
- 1.2. Where matters of the game are not specified herein the Rules and Regulations of the ASA, the CSA and FIFA shall apply in the order listed.
- 1.3. Where fees or monetary penalties are referenced in these Rules and Regulations, the applicable amounts may be specified within this document, in the CWSA Discipline Code, and/or in the CWSA Policies.
- 1.4. Notice shall be by email to the Team Official(s) as designated on the most current Team roster. It is the responsibility of the team to inform the CWSA in writing of any changes to the designated Team Official(s) and contact information.
- 1.5. Each team must have a representative in attendance at the Annual General Meeting and at any Special General Meeting. Any team that fails to attend will be fined for each eligible vote, as specified in the Discipline Code.

### 2. REGISTRATION

#### 2.1. Team

- 2.1.1. Only teams which are members of the CWSA shall be eligible to enter the CWSA League and Provincial competitions.
- 2.1.2. Registration procedures for each League, Provincial and Tournament competition may vary and shall therefore be established by the CWSA for each competition. All Teams shall be given one month's notice of such procedures, requirements, registration deadlines, and fee structure.
- 2.1.3. Each team shall register a unique name with the CWSA. Name changes must be approved by the CWSA and must be submitted at the time of registration. Any prefixes or suffixes are at the team's discretion and may be changed only at the time of the team's registration.
- 2.1.4. New teams joining the CWSA will be placed at a division level deemed most appropriate by the CWSA, in consultation with the team and subject to space availability. Where possible, teams will be placed at a competitive level that aligns with their skill and experience. (subject to rule 4.4.5.).
- 2.1.5. In the event of the expulsion or withdrawal of a registered team, all outstanding fees, administration fees or penalties shall be the responsibility of the registered players of that team, on a pro rata basis. That team forfeits their position in the league and will be considered a new team unless the team has played 2/3 of the season. Refer to rule 4.11.1. and 4.11.3.
- 2.1.6. No team shall be accepted for registration in a CWSA competition until all administration fees, bonds, penalties or unpaid fees previously assessed by CWSA or other recognized associations have been paid in full.
- 2.1.7. Should a cap be imposed on new teams joining the CWSA as a result of field availability, new teams will be accepted in order of registration to the level of the cap.
- 2.1.8. All teams must register a minimum number of players equal to the number required to field a full team in their program before the start of their first league game.



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Program	Minimum Number of Players Required to Register
11v11	11 players
8v8	8 players
7v7	7 players
Boarded	6 players

- 2.1.9. Teams with fewer than the minimum players registered on their most current roster (as described in 2.1.9.) up to and including the final league game date, shall be considered as a team withdrawal from the league. The team will forfeit their points from the date where the roster dropped below the minimum number of players and will lose their position in the league. Refer to rule 2.1.6. and 4.11. Should the team elect to register again with the CWSA, it will be considered a new team registration and rule 2.1.4. shall apply.
- 2.1.10. Each team may register a maximum of twenty-five (25) players at any given time.
- 2.1.11. The CWSA specified deposit fee for the season must accompany team registration. A team's registration is not complete until the deposit is received. If the registration is rejected or the team withdraws, deposit refunds are subject to the CWSA Refund Policy.
- 2.1.12. Teams must register a minimum of one (1) team official twenty-four (24) hours prior to the start of the team's first league game. Teams who fail to do so will be assessed the appropriate penalty as defined in the Discipline Code.

### 2.2. Players

- 2.2.1. Players are responsible for properly registering themselves with the CWSA before taking part in any league games.
- 2.2.2. For a player to be eligible to play in the CWSA, they must meet the minimum age for their division:
- Open divisions:** 16 years of age at the time of play.
  - O30 divisions:** 30 years of age at the time of play. Players who have not reached 30 years of age by January 1 of the current year are not eligible for O30 Provincial competitions (see rule 3.3.2.c).
  - O40 divisions:** 40 years of age at the time of play.
- 2.2.3. Players may register for only one team per program each season. Outdoor programs: 11v11 and 8v8; Indoor programs: Boarded and 7v7.
- 2.2.4. A player under 18 years of age is eligible to play in both CWSA and youth programs provided (a) she shall have submitted a CWSA membership and registration form signed by the player's parent or guardian and (b) such player conforms to current ASA rules regarding the timeliness of youth and senior registrations. If the player is playing in a youth league and is 18 years of age, the player still requires a registration form signed by the player's parent or guardian. Refer to rule 3.3.2.d.
- 2.2.5. Every player must have a current CWSA identification card that matches their registered name.
- 2.2.6. All players must provide proof of age and identity prior to participating in their first CWSA game. Proof must be provided by government-issued identification (e.g., birth certificate, driver's license, passport) or other documents deemed acceptable by the CWSA.
- 2.2.7. The CWSA reserves the right to request proof of age from any registered player at any time to verify eligibility.



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- 2.2.8. No player shall be accepted for registration in a CWSA competition until all administration fees, bonds, penalties or unpaid fees previously assessed have been paid in full.
- 2.2.9. No player shall be accepted for registration within the CWSA if she owes team equipment, team uniform(s) or team fees to her previous CWSA team. A detailed letter and supporting documentation must be sent to the CWSA from the player's former team outlining equipment or uniform(s) or fees owed to the team. This must be submitted within 2 weeks of the last game of the season. A player having been refused registration will have the right to appeal to the CWSA.
- 2.2.10. A player who was not registered with the CWSA during their last season of play and played elsewhere must be released from their previous district association, provincial association and/or their federation. Player release requests must be submitted first to CWSA. CWSA will submit the request to Alberta Soccer or the appropriate district association.

### 2.3. Team Official

- 2.3.1. Team Officials are responsible for properly registering themselves with the CWSA before taking part in any league games.
- 2.3.2. Team Officials must be at least eighteen (18) years of age.
- 2.3.3. Team Officials registered with CWSA Open Teams or Classics Provincial contending teams are required to provide the CWSA with a current Canadian Police Information Check (CPIC), regardless of their occupation. A CPIC is considered current if it has been completed within the past three (3) years.
- 2.3.4. Every team official must have a current CWSA identification card that matches their registered name.
- 2.3.5. No team official shall be accepted for registration in a CWSA competition until all administration fees, bonds, penalties or unpaid fees previously assessed have been paid in full.

### 2.4. Fees

- 2.4.1. A team registration may be cancelled by the CWSA and all funds forfeited if full payment of the team fees has not been received prior to the payment deadlines established by the CWSA.
- 2.4.2. The CWSA may assess penalties for late payments or for registered teams withdrawing as stated in the Financial Policy.

### 2.5. Transfer

- 2.5.1. No player may transfer to another team after the end of the business day on July 31 for the outdoor season and January 31 for the indoor season. If either date falls on a weekend, the deadline shall be the last business day prior to that date.
  - a. Players in divisions leading to national competitions (League 1, AMSL, Classics Major) may have earlier transfer deadlines per CSA regulations.
- 2.5.2. A player must be transferred before participating in her first game for her new team.
- 2.5.3. A transfer is not complete until all of the following conditions have been met:
  - a. The \$50 transfer fee has been paid.
  - b. The completed transfer form has been submitted.
  - c. The CWSA has confirmed the transfer is completed



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- 2.5.4. A player may transfer a maximum of two (2) times per season, must wait at least thirty (30) days between transfers, and may not return to a team they were previously registered with during the same season.
- 2.5.5. A team shall not refuse the right of a player to transfer unless that player owes monies to her current team or club or unless the player possesses equipment which is the property of that Team or Club (proof of either claim is required). A player having been refused permission to transfer may appeal in writing to the CWSA. Refer to rule 2.2.9.
- 2.5.6. No more than ten (10) players in total may transfer from a team or to another team in a single season. All other transfer rules apply. Example – three (3) players transfer to your team from another team and seven (7) players transfer from your team to another team, this equals ten (10) players transferred and the maximum number allotted per season.

### 2.6. Removal

- 2.6.1. A player who has been removed from a roster may not rejoin the same team during the same season. The player may join another team prior to the transfer deadline by submitting a transfer request to the CWSA, paying the applicable transfer fee, and identifying the team they wish to join.
- 2.6.2. A player removal is not complete until all of the following conditions have been met:
  - a. The completed removal form has been submitted.
  - b. The CWSA has confirmed the removal as complete.

### 2.7. Alberta Major Soccer League (AMSL)

- 2.7.1. For outdoor season play, AMSL teams will be guided by the Alberta Major Soccer League Rules and Regulations.

### 2.8. Alberta Premier League (APL)

- 2.8.1. APL teams will be guided by the APL Operating Manual.

### 2.9. 7v7 & 8v8 Programs

- 2.9.1. The 7v7 and 8v8 leagues follow the current IFAB Laws of the Game, except as modified by the CWSA. These modified rules will be posted on the CWSA website prior to the start of each season.

## 3. PARTICIPATION

### 3.1. General

- 3.1.1. Two acceptable game balls are to be supplied by the home team and shall meet FIFA size five specifications. If in the opinion of the Referee the visiting team has a more satisfactory ball, the Referee may direct that an alternate ball be used instead.
- 3.1.2. For the 11v11 Season, if no Assistant Referee is assigned or is present, each team shall supply one individual at least sixteen (16) years of age to act as an Assistant Referee for the game.
- 3.1.3. In all CWSA competitions, a maximum of twenty (20) players may be dressed by each team.
- 3.1.4. Each team is required to have a minimum of seven (7) players on the field for 11v11, four (4) players for Boarded, and five (5) players for 7v7 and 8v8 at all times. If a team has the minimum number of players required to begin the game but falls below the minimum, the game shall be abandoned. This team shall forfeit the game without the normal forfeiture administration fee.



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- 3.1.5. Each player whose name is on the game sheet for that game shall wear a team jersey, shorts and socks of the same colour as the other players on their team (except for the goalkeeper). The goalkeeper is required to be distinguished from the other players on their team by having a unique number, name or both that is visibly placed on the goalkeeper's jersey. This implies that jersey changes are not permitted when a substitution is made (except for the goalkeeper substitutions).
- 3.1.6. In the event that two teams appear on the field of play wearing similarly coloured jerseys, it shall be the responsibility of the home team to change to a non-conflicting colour:
- Alternate (numbered) jerseys
  - Numbered bibs or T-shirts
- If the bibs or T-shirts do not have numbers, the original team jerseys shall be worn under the bibs or T-shirts.
- 3.1.7. The goalkeeper of both teams shall wear jersey colours which distinguish that player from both team jersey colours and from the jersey colours of the Referee.
- 3.1.8. If the referee does not show up within ten (10) minutes of the game time for 11v11 and five (5) minutes for Boarded, 7v7 and 8v8, a team official or designate must referee the game. The game time shall be adjusted to reflect the delay in the start of the game.
- 3.1.9. The start of a game may not be delayed by more than ten (10) minutes for 11v11 and five (5) minutes for Boarded, 7v7 and 8v8 due to failure of one or both teams to meet the requirements in this section. A violation of the rule is deemed to have occurred after that elapsed time has passed regardless of whether the game was played. The game will be considered a forfeit for the offending team or teams and fines stipulated in the Discipline Code will apply.
- 3.1.10. A team that perceives that a referee's calling of the game was persistently biased or irresponsible may request, in writing to the CWSA Discipline Officer that the same official not be assigned another game involving their team(s). Each team will be permitted only one such request per season and this request will be honoured for the remainder of the current season. Each season a new request must be made in writing to the Discipline Officer for further exemption of the said official.
- 3.1.11. Should a team develop a trend of abusing or overusing their right to an exclusion of game official(s), the CWSA may take, but is not limited to take the following actions:
- Monitor the team in game situations to determine the potential reasons for the high number of requests.
  - If required, hold a meeting between the team and the Discipline Officer to discuss the situation.
  - The team may be prohibited from requesting exclusion for a period of one (1) year.
- 3.1.12. For a player to be considered eligible to play in a game, the player must:
- Be a registered member of the team they are playing with, or
  - Be registered with another CWSA team in a lower division as an eligible play up, or be registered with CMSA.
  - Not be under suspension



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- d. Present a CWSA player card to game official(s)
- e. Only be registered in one district as per Alberta Soccer Association (ASA) Rules and Regulations section 3 (d).

### 3.2. Game Sheets and ID Cards

- 3.2.1. Game sheets are to be printed off by using the online team management system. Teams must provide one copy of their game sheet to the referee.
- 3.2.2. Each player and team official must present their ID card to the referee prior to participating in the game. The name on the ID card must match the name recorded in the league registration.
  - a. If a physical ID card is not available, a player may present a photo of the ID card together with valid government-issued photo ID (e.g., driver's license).
- 3.2.3. A completed game sheet must be submitted to the referee prior to the start of each game. A completed game sheet requires:
  - a. Names of participating teams, division, time and location of game.
  - b. First and last name and registration number of all team officials in attendance.
  - c. First and last name, jersey and registration number of each player participating in that game.
- 3.2.4. A player or team official whose name appears on the game sheet prior to the start of the game may participate at any time during the game, regardless of when they arrive.
  - a. Players or Team Officials may not be added to the game sheet after the game has started.
- 3.2.5. Players names may be crossed off the game sheet at half time if they have not participated in the game to that point. No names may be removed after half-time.
- 3.2.6. Team officials are to ensure all players and team officials listed on the game sheet are eligible to participate in that game as set out in rules 2.2.1., 2.2.2., 2.3 and 3.3. Once a player or team official is listed on a game sheet, it is deemed that they physically participated in that game.
- 3.2.7. Once the completed game sheet has been handed to the Referee, both team officials will then have the opportunity, if they so desire, to check names against the respective CWSA ID Card before the game begins or at the end of the game. In addition, any player arriving after the second half has commenced shall be subject to such inspection before entering the field of play.
- 3.2.8. A team official doubting the identity of a player may ask the Referee to have that player sign the game sheet as a further check as to the identity of the player. The game sheet will be forwarded to the CWSA office for verification.
- 3.2.9. After the game, the Referee shall:
  - a. Record the goal scorers, the score, fair play scores and any cautions or ejections.
  - b. Print their name and sign both game sheets and any play-up forms.
  - c. Allow both teams to take a photo of both completed game sheets and play-up forms.
  - d. Drop the game sheets and any play-up forms off at a game sheet drop box.
- 3.2.10. The winning team shall update the score online through the CWSA website. In the case of a tie, the home team shall update the score.



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### 3.3. Restricted Movement

- 3.3.1. The Restricted Movement Charts indicate which players are eligible to play up for which teams and will be posted to the CWSA website prior to the start of each season.
- 3.3.2. Subject to other subsections in Section 3.3, a CWSA team may play up players from a lower division or a Calgary Minor Soccer Association team provided that:
  - a. The team may not play the same player more than six (6) league games in a season;
  - b. The team may play a maximum of four (4) players per game.
  - c. At the time of play, the player must meet the minimum age requirement for the division in which the team plays (e.g. upon turning 30 years old, a player may play up for an O30 team); and
  - d. When playing a youth player, the team must submit an original CWSA Restricted Movement Form (photo copies are not acceptable) signed by the referee of the game in which the player plays. The player's parent, legal guardian or duly appointed signatory of the team or club to which the player is registered with must also sign the Restricted Movement Form. The appointed signatory must have reached 18 years of age.
- 3.3.3. A player who is registered in the CWSA may play up for an unlimited number of higher division teams.
- 3.3.4. Calgary Minor Soccer Association (CMSA) players may play up according to their level: APDL players only in Division 1 or higher, Tier 1 only in Open Division 2 or higher, and Tier 2 and below in any Open Division.
- 3.3.5. All teams in O30 may pull down a maximum of four (4) players who are 30 years of age and older from the Open divisions as follows (see Restricted Movement Schedule):
  - a. The highest O30 division may pull from any division
  - b. The second highest O30 division may only pull from Division 2 and lower
  - c. The third highest O30 division and lower may only pull from Division 4 and lower
- 3.3.6. All teams in O40 can pull down a maximum of four (4) players who are 40 years of age and older from the Open divisions and O30 as follows (see Restricted Movement Schedule):
  - a. The highest O40 division may pull from any division
  - b. The second highest O40 division may pull from Division 3 and lower of the Open divisions or from Tier II or III of the O30 divisions
  - c. (The third highest O40 division and lower may pull from Division 4 and lower of the Open divisions or from Tier III of the O30 division
- 3.3.7. Provided the leagues' lowest Open, lowest O30 or lowest O40 division is not in contention for Provincial Competition, that division's teams are allowed to pull across a maximum of four (4) players from another Open, O30 or O40 team in the same division for any game. Players will be allowed to play across a maximum of six (6) games per team in a season and such participation is considered a player call up. In the event of a split division, teams may only pull players from the opposite side.
- 3.3.8. A player who has completed a transfer to another team may not play up to any team they were previously registered to in the same season.



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### 4. GAMES & COMPETITION

#### 4.1. Schedule

- 4.1.1. Cancelled or postponed games shall be rescheduled by the Scheduler or designate. A cancelled or postponed game shall be rescheduled as soon as possible provided three (3) days notice has been given to the teams. For the rescheduling of cup games it may be necessary to provide twenty-four (24) hours notice instead of the customary three (3) days notice.
- 4.1.2. All teams scheduled to play in a CWSA game shall adhere to the date and location of the game. A request to exclude particular dates from your schedule can be made at registration. The decision to exclude any game date requests rests solely with the League Scheduler. During the season, teams may request to have a game rescheduled by following the CWSA Rescheduling Policy.

#### 4.2. Duration

- 4.2.1. The duration of all games shall be:
  - a. **11v11:** Two equal halves of forty-five (45) minutes, for a total of ninety (90) minutes.
  - b. **Boarded:** Two equal halves of twenty-five (25) minutes, for a total of fifty (50) minutes, with the last minute of each half stop time.
  - c. **7v7 and 8v8:** Two equal halves of thirty (30) minutes, for a total of (60) minutes.
  - d. In all leagues, regular time shall be extended to permit a penalty kick being taken at the expiration of the play in either half.
- 4.2.2. The half-time interval for 11v11 games shall be five (5) minutes unless otherwise shortened by the Referee with consent of the team officials. Every player and team official has the right to demand that half-time be not less than five (5) minutes. This interval shall be no more than three (3) minutes for boarded, 7v7 and 8v8 games.
- 4.2.3. At the discretion of the Referee, games may be shortened due to inclement weather, early night fall, etc.
  - a. **11v11:** A game must have been played for sixty (60) minutes or longer for the result to stand.
  - b. **Boarded:** A game must have been played for thirty-five (35) minutes or longer for the result to stand.
  - c. **7v7 and 8v8:** A game must have been played for forty (40) minutes or longer for the result to stand.
- 4.2.4. At the discretion of the Referee, games may be interrupted or delayed due to inclement weather or other factors outside the responsibility or control of the teams that prevent the game from being played safely. The maximum allowable delay is:
  - a. **11v11:** thirty (30) minutes.
  - b. **7v7 and 8v8:** twenty (20) minutes.
  - c. **Boarded:** fifteen (15) minutes.If play cannot be resumed within these time limits, the match shall be abandoned.



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### 4.3. Substitution

- 4.3.1. A player to be substituted must wait for acknowledgement from the referee before proceeding on to the field and may not proceed until the retiring player has left the field of play. Indoor Boarded season excepted.
- 4.3.2. Substitutions on any stoppage of play are at the referee's discretion. Indoor Boarded season excepted.
- 4.3.3. Total substitutions during the game are unlimited and need not be noted on game sheets. Indoor Boarded season excepted.
- 4.3.4. Substitution is not permitted for any player who has been ordered off the field of play by the referee. When a goalkeeper has been ordered off the field an additional player may leave the field and be replaced by a substitute goalkeeper, or a player on the field may herself become the substitute goalkeeper after changing to a distinguishing jersey.

### 4.4. Standings/Alignment

- 4.4.1. Three (3) points shall be awarded to the winner of a regular league game, and none to the losing team. In the event of a tie, one (1) point shall be awarded to each team.
- 4.4.2. Where two or more teams have an equal number of points on completion of league play, the following formula shall be used to determine the final standings:
  - a. Results against each other (points first then goal difference),
  - b. Goal difference over all,
  - c. Most goals for,
  - d. If the aforementioned formulas do not break the tie between the two (2) teams in question, then the results against the next highest placed team will be used. **Example:** if the two (2) tied teams finish fourth (4<sup>th</sup>) and fifth (5<sup>th</sup>) the results of the games played against the third (3<sup>rd</sup>) place team will be used as the deciding factor.
- 4.4.3. Prior to the start of each season:
  - a. If there is a single division with a single division below, two (2) teams are relegated and two (2) teams are promoted.
  - b. If there is a single division with a division with two (2) groups below, the bottom three (3) teams are relegated. The top team in each group below are promoted. The winner of a single playoff game to be played at the end of the season between the second place teams from each group will also be promoted to the higher division.
  - c. If there is a division with two (2) groups with a division of two (2) groups below, the bottom two (2) teams of each group will be relegated and the top two (2) teams from each group in the division below will be promoted.
  - d. If there is a division with two (2) groups with a division with three (3) groups below, the bottom three (3) teams of each group will be relegated and the top two (2) teams of each group in the division below will be promoted.



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- e. If there is a division with three (3) groups with a division with three (3) groups below, the bottom three (3) teams of each group will be relegated and the top three (3) teams of each group in the division below will be promoted.
  - f. The CWSA may change for any year the number of teams moving up or down between divisions.
- 4.4.4. Promotion/relegation will follow from outdoor season to outdoor season and indoor season to indoor season.
- 4.4.5. In the event of a vacancy due to the withdrawal of an established team, the CWSA will first offer the vacancy to the next placed team from the previous season in the next lowest division. If the next placed team declines to move up, the CWSA may fill the vacancy with:
- a. Another team from the same or lower division, or
  - b. A new team requesting higher placement at the time of registration (reference 2.1.4.).
- 4.4.6. Any CWSA team who was promoted from their division the season prior (outdoor to outdoor and indoor to indoor) and remains in the same division or any CWSA team that moves to a lower division the following season (outdoor to outdoor and indoor to indoor) will not be allowed to participate in any Provincial Competition for two (2) years. Relegated teams excepted.
- a. A team who switches ownership with another team to remain in their current division will fall under rule 4.4.6. Team is defined as fifty (50) percent plus one (1) of current season roster.

### 4.5. Promotional Challenge

- 4.5.1. The top placed team from each division can challenge two (2) divisions higher, to the lowest placed team in the higher division that is not eligible for relegation.
- 4.5.2. All Promotional Challenge matches will be played, following the completion of league play of the two teams involved in the challenge.
- a. Games that cannot be completed due to weather constraints may be rescheduled at a time determined by the CWSA.
  - b. These games may be subject to additional conditions applied by the CWSA.
- 4.5.3. A Promotional Challenge must be issued in writing to the CWSA on or before the transfer deadline as established by Alberta Soccer.
- a. Challenging team's eligibility is subject to them coming first in their division.
  - b. All teams in the division which is being challenged must be notified immediately upon receipt of the challenge by the CWSA.
  - c. Any team requesting to Challenge an AMSL team are subject to rule 2.7.1.
- 4.5.4. Costs of the challenge games are charged directly to the challenging team(s). This fee will be set each season by the CWSA.
- a. For a Promotional Challenge to be accepted, the challenge fee must be paid in full on the date of the challenge.



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- b. For teams within the split Divisions (A/B), once the timeline for the submission of challenges has passed each candidate from the respective division where multiple challenges have been received has three (3) business days to withdraw their challenge, less an administrative fee.
  - c. Should multiple challenges be received from the same division, additional charges for the challenging teams may be required to be paid for the challenge.
  - d. There are no refunds for challenge monies with the exception of Rule 4.5.4.b. or if a team does not finish first in their division.
- 4.5.5. Should the Challenger be successful, then they will advance to the higher divisional position and the team being challenged will be relegated to the lower divisional position.
- 4.5.6. Should the Challenger be unsuccessful then they will retain their position in the lower division and the team being challenged will remain in the higher division.
- 4.5.7. In divisions with more than one group (split divisions) then:
- a. If the two top placed teams in a split division, challenge a higher division that is a single non-split division, they will play one game as outlined in Rule 4.5.8. to decide the divisional challenger.
  - b. When the top placed teams in a split division challenge a higher division that is also split, both challenges will be accepted. The teams will challenge the higher division in the same stream (i.e. if Division 6 and Division 4 are both split, the winner of Division 6A would challenge Division 4A and the winner of Division 6B would challenge Division 4B).
  - c. In all other challenges the layout outlined in Rule 4.5.8. will be utilized.
- 4.5.8. The challenge games formats are:
- a. At least one director or office staff member from the CWSA shall attend each challenge game.
  - b. The director or staff member in attendance shall ensure that each participating team has a game sheet.
  - c. Only players on the team's rosters at the completion of the team's league play will be eligible for the challenge games. NO GUEST PLAYERS.
  - d. Prior to the start of the game, the director or office staff member in attendance shall have a copy of each participating teams' roster and will ensure only eligible players are participating in the challenge game.
  - e. The challenging team must win the game outright within regulation time. If the teams are tied at the end of regulation time, the challenging team is deemed to have lost the challenge.

### 4.7. Outside of Calgary

- 4.7.1. No registered CWSA team may participate in any invitational tournament inside Alberta unless the tournament is sanctioned.
- 4.7.2. No registered CWSA team may participate in any invitational tournament outside of Alberta, unless the tournament is sanctioned and ASA has granted approval prior to participation in the tournament through the CWSA. Failure to obtain a travel permit from ASA will result in not having insurance coverage.



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### 4.8. Provincial Competitions

- 4.8.1. Provincial competitions shall be governed by ASA Rules and National competitions shall be governed by CSA Rules.
- 4.8.2. CWSA will declare the maximum allowable number of entries and forward this along with the necessary fees and list of participants to the Alberta Soccer Association by the appropriate deadline for the season.
- 4.8.3. Any team that qualifies for a Provincial Competition must submit a roster to the CWSA for approval that must include no fewer than eleven (11) registered players from the final team roster for 11v11 Provincials and six (6) registered players for indoor Boarded Provincials. Refer to rule 2.1.9.
- 4.8.4. All team officials participating in Provincial Competitions must be listed on the team roster and adhere to all of Alberta Soccer Association (ASA) competition rules.
- 4.8.5. Teams who have qualified for Provincials are required to be in good standing and have adhered to all CWSA Bylaws, Policies, and Rules and Regulations with the CWSA. Teams must also have no outstanding fees, fines, or penalties in order to receive CWSA approval to compete in Provincial Competitions.
- 4.8.6. All team officials on the roster must have a valid CPIC to participate in Provincial Competitions.
- 4.8.7. Teams may opt out of contention for a Provincial Championships by submitting a provincial opt-out form to the CWSA. AMSL teams excluded.
  - a. Opting out before the opt-out deadline carries no penalty.
  - b. Teams that opt out after the opt-out deadline will incur administrative fines as per the CWSA Provincial Declaration Policy, and will be responsible for any additional fines levied by ASA. Such teams may also be ineligible to compete in Provincial Competitions for one (1) year (one indoor and one outdoor season).
- 4.8.8. Any qualifying team who declares and qualifies for a Provincial Competition, then drops out of the competition fourteen (14) days or less will be subject to a minimum five hundred dollars (\$500) fine imposed by the CWSA and will be responsible for any additional fines levied by ASA.
- 4.8.9. All incurred fines from Provincial Competitions must be paid in full before the said team can register for CWSA sanctioned competition (including CWSA league and tournament play).
- 4.8.10. Should ASA at any time request an additional Calgary representative in any tier for provincial competition, CWSA shall accept, subject to the following formula;
  - a. In a straight division, the next highest placed team who did not opt out of Provincials shall qualify.
  - b. In a split division, this will result in a play-off game for the representative between the second placed team in A versus the second placed team in B, effective the cut off date of the end of the season. Should one team be unable or choose not to participate in the play-off, the other team shall be the representative. Only these two teams will be considered for competition. No other team may challenge. The two qualifying teams will be notified by the Scheduler or designate of the date, time and place of the play-off.

### 4.9. Game Defaults & Forfeitures

- 4.9.1. A team violating the rules in Section 3 (Participation) resulting in the game not being played shall default the game. In the event of a game default (game not played);



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- a. The non-offending team shall be awarded five (5) goals, a win and points as stated in 4.4.1. and ten (10) fair play points.
- b. The offending team will be awarded zero (0) goals and zero (0) fair play points.
- c. The offending team shall be fined in accordance with the Discipline Code
- d. The non-offending team will receive a credit of \$150 on their team account for the lost game.

### 4.9.2. In the event of a forfeiture (game played);

- a. The non-offending team shall be awarded a win and points as per rule 4.4.1. and their goals will stand or be set to a minimum of five (5), whichever is greater.
- b. All goals scored and fair play points earned by the forfeiting team shall be struck.
- c. The offending team shall be fined in accordance with the Discipline Code.

### 4.10. Protests

- 4.10.1. All game protests must be addressed to the Discipline Officer and submitted in writing to the CWSA within seventy-two (72) hours following the game. Each protest will only be considered on the grounds of misinterpretation of FIFA Laws of the Game, on the eligibility of players, or on breaches of the CWSA Rules and Regulations. The protest must be signed by the Team Official and include a one hundred and fifty dollar (\$150) protest fee when filed with the association. A ruling in writing shall be issued to the teams involved by the CWSA within fourteen (14) days of the protest. If the protest is successful, the protest fee will be returned.

### 4.11. Disposition of Points

In considering the disposition of points and goals when a team fails to complete its league schedule, the following shall apply:

- 4.11.1. For a team withdrawing, or removed, before it has completed two-thirds of the league schedule, all games in which they have participated, shall be declared null and void and respective goals and points shall be struck from the records and will be considered a new team. Refer to rule 2.1.6.
- 4.11.2. For a team withdrawing, or removed, after it has completed two-thirds or more of the league schedule, the remaining opponents shall be awarded a 5-0 win plus three (3) points for each game not played. The opponents will receive ten (10) Fair Play points and the appropriate reimbursement from the offending team as described in Rule 4.9.1.
- 4.11.3. The team withdrawing, or removed, shall, for the purposes of relegation and promotional challenge seeding, be deemed to occupy the bottom position of their division or group.

## 5. DISCIPLINE

### 5.1. General

- 5.1.1. Discipline for players, team officials, and teams will be administered according to the CWSA Discipline Code.

## 6. SCHEDULE OF FEES AND PENALTIES

### 6.1.1. CWSA-issued ID cards:

- a. New and replacement cards are fifteen dollars (\$15).



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- b. Entire team replacement cards are one hundred and fifty (\$150) for players and team officials registered at the same time.

*Note: Where applicable, GST included in above stated amount*