

CALGARY WOMEN'S SOCCER ASSOCIATION
GENERATIONS UNITING TOGETHER

RULES AND REGULATIONS

UPDATED: November 1, 2017





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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. **April 2017**
- 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 and monetary penalties are called for in these Rules and Regulations, the sum involved shall be stated in the current Schedule of Fees and Penalties.
- 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. **April 2017**

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. **April 2017**
- 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. **April 2017**
- 2.1.3. Each team shall register a unique name with the CWSA Name changes must be approved by the CWSA Board 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 may begin in one of the lower three (3) divisions (subject to rule 4.4.5, 4.4.6, and 4.4.7). **April 2017**
- 2.1.5. Any team, club, or owner withdrawing from the CWSA, after team registration closes and the final alignment has been posted for that season, must pay double the deposit required to register for subsequent seasons for a duration of two calendar years. The team, club, or owner will not be refunded the deposit fee required upon team registration as per rule 2.1.10. **April 2017**
- 2.1.6. 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 5.6.1 and 5.6.3. **April 2017**
- 2.1.7. 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. **November 2009**
- 2.1.8. 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.



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2.1.9. Team's in all divisions must register a minimum of eleven (11) players twenty-four (24) hours prior to the start of the team's first outdoor season league game. Teams in all divisions must register a minimum of six (6) players twenty-four (24) hours prior to the team's first indoor season league game. For the outdoor season, any team with fewer than eleven (11) players registered on their most current roster, 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 eleven (11) players and will lose their position in the league. Refer to rule 2.1.6 and 5.6. Should the team elect to register again at a later date with CWSA, it will be considered a new team registration and rule 2.1.4 shall apply. For indoor, the above shall apply for fewer than six (6) players. Each team may register a maximum of twenty-five (25) players at any given time. **April 2017**

2.1.10. The CWSA specified non-refundable deposit fee required for that season must accompany the team registration. If the CWSA Board of Directors rejects the registration, the deposit will be refunded in full. **September 2013**

2.2. Players

2.2.1. To be eligible to play in any League games of the CWSA, a player must be registered with the CWSA prior to their participation in any such game. **April 2017**

2.2.2. For a player to be eligible and be registered in the CWSA Open divisions, a player must be 16 years of age or older. **April 2017**

2.2.3. 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). **April 2017**

2.2.4. For a player to be eligible and registered in the O30 divisions, a player must be thirty (30) years of age or older. Players who have not reached thirty (30) years of age prior to January first (1) of the current year are not eligible for Provincial competitions in the O30 divisions as per ASA competition rules. Refer to rule 3.3.2 (c). **April 2017**

2.2.5. Notwithstanding Rule 2.2.4, a player who is 27, 28 or 29 years old as of January 1, 2015, and was registered with a team in the 2014 outdoor season or the 2014-2015 indoor season, may register on the same team in the O30 division provided that such team may only register a maximum of four (4) such underage players. For clarity, if an underage player leaves (is removed from the roster for any reason), her O30 team she is not eligible to register with any other O30 team or to re-register with her prior O30 team until she reaches the age described in Rule 2.2.4.

2.2.7. For a player to be eligible and registered in the O40 divisions, a player must be forty (40) years of age or older. **April 2017**

2.2.8. Notwithstanding Rule 2.2.7, a player who is 35 years old prior to January 1, 2015 but was registered with a team in the 2014 outdoor season or the 2014-2015 indoor season, may register on the same team in the O40 division provided that such team may only register a maximum of six (6) such underage players. For clarity, if an underage player leaves (is removed from the roster for any reason) her O40 team, she is not



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eligible to register with any other O40 team or to re-register with her prior O40 team until she reaches the age described in Rule 2.2.7.

- 2.2.9. Every player is responsible for being properly registered with CWSA and must have a current Player Identification card. **April 2017**
- 2.2.11. A player shall be registered before participating in her first game. Provincial competitions shall be governed by ASA Rules and National competitions shall be governed by CSA Rules. **September 2013**
- 2.2.12. The CWSA may make any Registration conditional upon proof of age and identity prior to a player's participation in her first CWSA game. Proof of age can be provided by birth certificate, driver's license, or other documents deemed acceptable by the CWSA. Proof of identity shall be a picture, name, and signature. In addition, the CWSA may request at any time throughout the year proof of age of a registered player if doubt is expressed by any league or team official as to the player's eligibility.
- 2.2.13. 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. **November 2005**
- 2.2.14. 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 prior to the eleven (11) player deadline for the next season. A player having been refused registration will have the right to appeal to the CWSA. **April 2017**

2.3. Coach

- 2.3.1. Eligibility as a Team Official(s) in the CWSA requires that person be eighteen (18) years of age or older, and be officially registered with the league prior to participation in their first CWSA game. A Team Official(s) listed on any CWSA Open Team, and all Classics Provincial contending teams must have a current Canadian Police Information Check (CPIC), regardless of their occupation. **April 2017**
- 2.3.2. Each coach and team official registered with the CWSA is responsible for being properly registered with the CWSA and must also have a current CWSA ID card. **November 2012**
- 2.3.3. No coach 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. **November 2005**

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 board. **April 2017**
- 2.4.2. The CWSA may assess penalties for late payments or for registered teams withdrawing as stated in the current Discipline Code. **April 2017**



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2.5. Transfer

- 2.5.1. No player may transfer to another team after the thirty-first (31st) day of July for the outdoor season, and the thirty-first (31st) day of January for the indoor season. **November 2003**
- 2.5.2. A player must be transferred before participating in her first game for her new team.
- 2.5.4. A transfer is not valid until all of the following conditions have been met. **April 2017**
 - a) The CWSA transfer fee has been paid in accordance with the Schedule of Fees and Penalties.
 - b) The signed transfer form supplied by the CWSA has been processed.
- 2.5.5. A player shall not be permitted to transfer more than twice in any one season and shall not be permitted to transfer within thirty (30) days of a previous transfer. A player is not permitted to transfer back to a team on which they were previously registered on that same season. **April 2017**
- 2.5.6. 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 2.2.14. **April 2017**
- 2.5.7. 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. **April 2017**

2.6. Major League

- 2.6.1. For outdoor season play, Major League teams will be guided by the Alberta Major Soccer League Rules and Regulations. These rules may be changed in consultation between the CWSA and AMSL boards provided notification is provided to teams thirty (30) days prior to the start of each season.

2.7. United Women's Soccer (UWS)

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- 2.7.1. Player(s) and Team Official(s) must be registered through CWSA. This includes the completion of a waiver and payment of the per player ASA and CSA fees as well as the CWSA administration fee.
- 2.7.2. A player(s) who was not registered with the CWSA during the prior season and played elsewhere must be released from their Provincial Association and/or their Federation. Player releases are to be submitted first to CWSA, and CWSA will pass the document onto Alberta Soccer.
- 2.7.3. A registered CWSA player may be called up to UWS as a trialist for a maximum of 6 games in the season;
 - A trialist may still play with their current CWSA team, but after their sixth (6th) game, the player must transfer to the UWS team if they want to continue to play. The player cannot transfer back to their CWSA team as per CWSA rule 2.5.5.
 - A properly completed CWSA Trialist Form must be submitted to the CWSA Administrator 48 hours prior to the UWS game the trialist participates in. This form required a signature by the trialist's CWSA Team Official and CWSA League Representative.



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- 2.7.4. Any registered youth player is able to play in the UWS provided proper documentation is submitted prior to CWSA deadlines.
- 2.7.5. The Youth Trialist Form must be signed by the player's parent or guardian and also by a coach, manager, or club representative of their current youth team.
- 2.7.6. In matches where an incomplete Trialist Form or late submission of Trialist Form have occurred, the trialist will be considered an illegal player.
- 2.7.7. There is no limit to the number of players a UWS team can bring up for any game.
- 2.7.8. If a trialist receives a red card in a UWS game, they will serve the suspension in the UWS and will be permitted to play in the CWSA and AMSL while under suspension in the UWS. If the red card is for an offence against an official, the alleged infraction will be forwarded to the ASA Discipline Committee and the player will be suspended until a hearing is heard.
- 2.7.9. Any UWS player may transfer to any CWSA team prior to the ASA Transfer Deadline of July 31 of each year, but cannot transfer back to the UWS team as per CWSA rule 2.5.5.
- 2.7.10. Any UWS team is required to fill out an Alberta Soccer Travel Permit for each game outside of the Province of Alberta and Canada. The Travel Permit must be submitted in advance to the CWSA Administrator, as the CWSA is required to sign off on the roster prior to being sent to ASA. All ASA travel insurance fees are the responsibility of the UWS team.

2.8. 7v7 League

- 2.8.1. These Rules and Regulations apply to all teams registered with the CWSA when playing in any competition organized or sanctioned by the CWSA. Refer to rule 1.1.
- 2.8.2. Teams in all 7v7 divisions must register a minimum of seven (7) players twenty-four (24) hours prior to the start of the team's first 7v7 season league game. Any team with fewer than seven (7) players registered on their most current roster, 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 seven (7) players and will lose their position in the league. Refer to rule 2.1.6. and 5.6. Each team may register a maximum of twenty-five (25) players at any given time. (Rule 2.1.9.)
- 2.8.3. In all CWSA competitions, a maximum of twenty (20) players may be dressed by each team. Each team is required to have a minimum of five (5) players on the field 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. (Rule 3.1.3.)
- 2.8.4. The duration of all games shall be two equal halves of twenty-five (25) minutes. The fifty (50) minutes of regular time shall be extended to permit a penalty kick being taken at the expiration of the play in either half. (Rule 4.2.1.)
- 2.8.5. At half-time for 7v7 games, the interval shall be three (3) minutes unless otherwise shortened by the referee with consent of the coaches. (Rule 4.2.2.)
- 2.8.6. For 7v7, a game must have been played for thirty-five (35) minutes or longer for the result to stand. (Rule 4.2.3.)



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- 2.8.7. 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. The player entering the field of play must enter the field at the halfway line on the same side of the field as their bench. (Rule 4.3.1.)
- 2.8.8. Substitutions on any stoppage of play are at the referee's discretion. (Rule 4.3.2.)
- 2.8.9. No more than two (2) players may be substituted at any single stoppage in play. Total substitutions during the game are unlimited and need not be noted on game sheets. (Rule 4.3.3.)
- 2.8.10. Normal ball in and out of play principles apply from the Laws of the Game, relating to boundary lines (Example – throw-ins and corner kicks)
- 2.8.11. The ball is out of play when it touches the ceiling or building structure overhanging the field of play. Restart: Throw-in to the opponents of the player last touched the ball, at the touchline closest to where the ball touched the ceiling or structure.
- 2.8.12. Offside will be in effect in the attacking 1/3 of the field and will be marked with cones. The 1/3 of the field that contains the oppositions goal.
- 2.8.13. Goalkeepers are not permitted to punt or drop kick the ball. Restart: Indirect free kick to opposing team, at the point of the infraction.
- 2.8.14. Goal Kicks: Ball may not land inside the one-third 1/3 offside line of the opposing team. Restart: throw-in to the opposing team at the halfway line.
- 2.8.15. Free Kicks: Opposing players must be five (5 yards) from the ball, prior to kick being taken.
- 2.8.16. New teams into the 7v7 league may be registered in the lowest division in that league. The Board of Directors at its discretion may place new teams, upon that team's request, in a higher division. (Rule 4.4.6.)
- a) The Board of Directors will consider the teams roster to help facilitate the movement of a team.
- 2.8.17. A registered CWSA player may be used as a guest player under the following guidelines:
- 2.8.17.1. A 7v7 CWSA team may play up players from a lower 7v7 division or a Calgary Minor Soccer Association team provided that:
- The 7v7 team may not play the same guest player more than six (6) league games in a season.
 - The 7v7 team may play a maximum of four (4) guest players per game.
 - At the time of play, the player must meet the minimum age requirement (16 years of age or older) for the division in which the team plays; and
 - 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.



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- 2.8.17.2. A registered 7v7 CWSA player who is not registered in another CWSA sanctioned program may play up for a team in another CWSA sanctioned program for six (6) league games that follows the call up rules chart set for that season.
- 2.8.17.3. A registered CWSA player who is playing in another CWSA sanctioned program may play up for a 7v7 team for six (6) league games that follows the call up rules chart set for that season.
- 2.8.17.4. Call up rules between leagues will be determined season by season and will be set once the final alignment has been posted for the 7v7 league.
- 2.8.18. 7v7 Laws of the game shall be guided by the Alberta Soccer Association.
- 2.8.19. The Discipline Officer shall be informed when a suspected infraction of the rules is noted. The Discipline Officer, as a sole judge, shall rule on all offences, and be governed by the Rules and Regulations, Bylaws, Policies, and Discipline Code of the CWSA.
 - 2.8.19.1. Yellow cards accumulated for 7v7 league play will only count towards the 7v7 league.
 - 2.8.19.2. Any suspension received in any sanctioned CWSA League will be in effect for all CWSA Leagues. The suspension will be served with the registered team that player is registered on.
 - a) If a player is registered on a boarded and 7v7 team, the player must serve their suspension in the league where the suspension took place.
 - b) If a player is registered on a boarded team and picks up a suspension while playing up as a guest player in 7v7, the player must serve their suspension with their boarded team.
 - c) If a player is registered on a 7v7 team and picks up a suspension while playing up as a guest player in boarded, the player must serve their suspension with their 7v7 team.

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. **April 2017**
- 3.1.2. For the Outdoor Season, each team shall also supply one individual at least sixteen (16) years of age to act as an Assistant Referee for the game, with the exception of Cup finals and challenge games, when the league shall supply the Assistant Referee. **November 2005**
- 3.1.3. In all CWSA competitions, a maximum of twenty (20) players may be dressed by each team. Each team is required to have a minimum of seven (7) players on the field for outdoor and four (4) for indoor 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. **September 2013**
- 3.1.4. 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



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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). **April 2017**

3.1.5. 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 (**April 2017**):

- a) Alternate (numbered) jerseys
- b) 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.

3.1.6. 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.

3.1.7. If the referee does not show up within ten (10) minutes of the game time for outdoor and five (5) minutes for indoor, a coach or designate must referee the game. The game time shall be adjusted to reflect the delay in the start of the game.

3.1.8. The start of a game may not be delayed by more than ten (10) minutes for outdoor and five (5) minutes for indoor 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 section 3 of the Schedule of Fees will apply. **April 2017**

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. **April 2017**

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 (**April 2017**):

- a) Monitor the team in game situations to determine the potential reasons for the high number of requests.
- b) If required, hold a meeting between the team and the Discipline Officer to discuss the situation.
- c) 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 (**April 2017**):

- a) Be a registered member of the team they are playing with, or
- b) Be registered with another CWSA team in a lower division as an eligible play up, or be registered with CMSA.
- c) Not be under suspension
- d) Present a CWSA player card to game official(s)



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- 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 will be made available to each team prior to the season to cover their anticipated number of games. Teams will also be able to print off game sheets by using the online team management system (i.e. Bonzi). **April 2017**
- 3.2.2. An ID card for each player, coach and manager participating in the game, must be submitted to the referee prior to that individual participating in the game. The ID card shall contain the player's name as per the player's registration form and a league registration number. An individual without an ID card may not participate in a game, unless in an extreme circumstance, the CWSA has provided written permission for the individual. In this case that person must sign the game sheet.
- 3.2.3. A completed game sheet must be submitted to the referee prior to the start of each game. Any players whose name is not given to the referee at this time may not take part in the game. Players names may be removed (crossed off) the game sheet at half time as long as they have not participated in the game to that point.

A completed game sheet requires:

- a) Names of participating teams, division, time and location of game
 - b) Names and registration number of all team officials in attendance
 - c) Name, jersey and registration number of each player participating in that game (maximum of 20 total players for Outdoor and 20 for Indoor including restricted movement players) November 2009
- 3.2.4. Team officials are to ensure all players listed on the game sheet are deemed eligible to participate in that game as set out in rules 2.2.1, 2.2.2, and 3.3. Once a player is listed on a game sheet, it is deemed she has physically participated in that game. **April 2007**
 - 3.2.6. Once the completed game sheet has been handed to the Referee, both coaches 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.
 - 3.2.7. A coach 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.
 - 3.2.8. The Referee shall record the goal scorers and the score on the game sheet as well as any cautions or ejections after the game,

Outdoor: The Referee will give the top copy of each game sheet to the CWSA. The second copy shall be given to the home team, the third copy to the visiting team, the fourth copy shall be kept by the Referee.

Indoor: The Referee will leave the top copy in the Referee room for pick up by CWSA. The second copy shall be given to the home team, the third copy to the visiting team, the fourth copy shall be kept by the Referee.



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3.2.9. 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. **April 2017**

3.3. Restricted Movement

3.3.1. The Restricted Movement Schedules attached to these Rules and Regulations indicate which players are eligible to play for which teams.

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 (**April 2017**):

- 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. For Open divisions, of the four (4) play ups, a team may only play a maximum of two (2) players in each game from a youth team in CMSA who has achieved the age of 16 at the time of play. **April 2017**
- 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. **April 2017**

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 U18 highest tier's players can only play up in Open Divisions 3 or higher. Players from the second highest U18 tier and below may play up for any Open division team. **April 2017**

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) (**April 2017**):

- 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) (**April 2017**):

- 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



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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. **November 2012**

RESTRICTED MOVEMENT SCHEDULES:

Open Divisions

- Each team may call up a maximum of four (4) players for each game.
- Each player may play up a maximum of six (6) times per team per season.
- Players and team officials are responsible for keeping track of their call ups.

		WHERE TEAMS ARE REGISTERED							
		MAJOR	PREMIER	DIVISION 1	DIVISION 2	DIVISION 3	DIVISION 4	DIVISION 5	DIVISION 6
WHERE TEAMS MAY CALL UP	PREMIER	YES	NO	NO	NO	NO	NO	NO	NO
	DIVISION 1	YES	YES	NO	NO	NO	NO	NO	NO
	DIVISION 2	YES	YES	YES	NO	NO	NO	NO	NO
	DIVISION 3	YES	YES	YES	YES	NO	NO	NO	NO
	DIVISION 4	YES	YES	YES	YES	YES	NO	NO	NO
	DIVISION 5	YES	YES	YES	YES	YES	YES	NO	NO
	DIVISION 6	YES	YES	YES	YES	YES	YES	YES	YES
	O30 TIER 1	YES	YES	YES	YES	YES	NO	NO	NO
	O30 TIER 2	YES	YES	YES	YES	YES	YES	YES	YES
	O30 TIER 3	YES	YES	YES	YES	YES	YES	YES	YES
	O40 TIER 1	YES	YES	YES	YES	YES	YES	YES	YES
	O40 TIER 2	YES	YES	YES	YES	YES	YES	YES	YES
	O40 TIER 3	YES	YES	YES	YES	YES	YES	YES	YES



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O30 Divisions

- Each team may call up a maximum of four (4) players for each game.
- Each player may play up a maximum of six (6) times per team per season.
- Call up players must be 30 years of age, or older, at the time of play
- Players and team officials are responsible for keeping track of their call ups.

		WHERE TEAMS ARE REGISTERED		
		O30 TIER 1	O30 TIER 2	O30 TIER 3
WHERE TEAMS MAY CALL UP	PREMIER	YES	NO	NO
	DIVISION 1	YES	NO	NO
	DIVISION 2	YES	YES	NO
	DIVISION 3	YES	YES	NO
	DIVISION 4	YES	YES	YES
	DIVISION 5	YES	YES	YES
	DIVISION 6	YES	YES	YES
	O30 TIER 1	NO	NO	NO
	O30 TIER 2	YES	NO	NO
	O30 TIER 3	YES	YES	YES
	O40 TIER 1	YES	YES	YES
	O40 TIER 2	YES	YES	YES
	O40 TIER 3	YES	YES	YES

O40 Divisions

- Each team may call up a maximum of four (4) players for each game.
- Each player may play up a maximum of six (6) times per team per season.
- Call up players must be 40 years of age, or older, at the time of play
- Players and team officials are responsible for keeping track of their call ups.

		WHERE TEAMS ARE REGISTERED		
		O40 TIER 1	O40 TIER 2	O40 TIER 3
WHERE TEAMS MAY CALL UP	PREMIER	YES	NO	NO
	DIVISION 1	YES	NO	NO
	DIVISION 2	YES	NO	NO
	DIVISION 3	YES	YES	NO
	DIVISION 4	YES	YES	YES
	DIVISION 5	YES	YES	YES
	DIVISION 6	YES	YES	YES
	O30 TIER 1	YES	NO	NO
	O30 TIER 2	YES	YES	NO
	O30 TIER 3	YES	YES	YES
	O40 TIER 1	NO	NO	NO
	O40 TIER 2	YES	NO	NO
	O40 TIER 3	YES	YES	YES



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4. GAMES & COMPETITION

4.1. Schedule

- 4.1.2. 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. **November 2003**
- 4.1.3. 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. **April 2017**
- 4.1.4. All scheduling procedures and actions may be witnessed by any member of the Association, with any disagreements sent in writing to the Board. **April 2017**

4.2. Duration

- 4.2.1. The duration of all games shall be (**April 2017**):
 - Outdoor:** Two equal halves of forty-five (45) minutes totalling a ninety (90) minute game shall be played. Allowances shall be made in either half for time lost through injury or delay of game. The amount of time lost during the game shall be at the discretion of the Referee. The ninety (90) minutes of regular time shall be extended to permit a penalty Kick being taken at the expiration of the play in either half.
 - Indoor:** games shall be two equal halves of twenty-five (25) minutes, with the last minute of each half stop time.
- 4.2.2. At half-time for outdoor games, the interval shall be five (5) minutes unless otherwise shortened by the Referee with consent of the coaches. Every player and coach 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 indoor games. **September 2008**
- 4.2.3. At the discretion of the Referee, games may be shortened due to inclement weather, early night fall, etc,
 - Outdoor:** a game must have been played for sixty (60) minutes or longer for the result to stand.
 - Indoor:** a game must have been played for thirty-five (35) minutes or longer for the result to stand.
- 4.2.4. At the discretion of the Referee, an outdoor game may be interrupted or delayed for a maximum of thirty (30) minutes due to inclement weather or other factors outside the responsibility or control of the teams which make the game playable. **April 2017**

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. The player entering the field of play must enter the field at the halfway line on the same side of the field as her bench. Indoor season excepted.
- 4.3.2. Substitutions on any stoppage of play are at the referee's discretion. Indoor season excepted



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- 4.3.3. No more than two (2) players may be substituted at any single stoppage in play. Total substitutions during the game are unlimited and need not be noted on game sheets. Indoor 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:
 - i. Results against each other (points first then goal difference),
 - ii. Goal difference over all,
 - iii. Most goals for,
 - iv. 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 (4th) and fifth (5th) the results of the games played against the third (3rd) place team will be used as the deciding factor. **April 2017**
- 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. **April 2017**
 - 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. **April 2017**
 - 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. **April 2017**
 - 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. **April 2017**
 - 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. **April 2017**
 - f) The CWSA may change for any year the number of teams moving up or down between divisions. **April 2017**



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- 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 Board may assign the next placed team from the previous season in the next lowest division to fill such vacancy. The CWSA may put a new CWSA team into the vacant spot if the next place team declines to move up (reference 2.1.4). **April 2017**
- 4.4.6. New teams to O30 and O40 may be registered in the lowest division in that league. The Board at its discretion may start new teams, upon that team's request, in a higher division. All divisions within that league will be considered for promotion and relegation. **November 2005**
- 4.4.7. For indoor only, any new team can apply to the CWSA to register a team directly into the Major Division provided that there are no more than 10 teams currently registered into the Major Division. Any team that no longer wishes to be a part of the Major Division may re-enter CWSA as a new team as per rule 2.14 and 4.4.5. **April 2017**
- 4.4.7.1. Existing teams in Major during the Indoor 2015/2016 Season may choose to be relegated to Premier if that team no longer wishes to be a part of the Major Division. Should they wish to rejoin the Major Division in the future, they will fall under the new Major Division team rule. **April 2017**
- 4.4.8. Any CWSA team who was promoted from their division the season prior (outdoor to outdoor and indoor to indoor) and requests to play in the same division the following season will not be allowed to participate in any Provincial Competition for one year. **April 2017**
- 4.4.8.1. A team who switches ownership with another team to remain in their current division will fall under rule 4.4.8. Team is defined as fifty (50) percent plus one (1) of current season roster. **April 2017**

4.5. Promotional Challenge

November 2003

- 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. **November 2003**
- 4.5.2. All Promotional Challenge matches will be played, following the completion of league play of the two teams involved in the challenge. **November 2005**
- 4.5.2.1. Games that cannot be completed due to weather constraints may be rescheduled at a time determined by the Board. **November 2003**
- 4.5.2.2. These games may be subject to additional conditions applied by the Board. **November 2003**
- 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. **April 2017**
- 4.5.3.1. Challenging team's eligibility is subject to them coming first in their division. **April 2017**
- 4.5.3.2. All teams in the division which is being challenged must be notified immediately upon receipt of the challenge by the CWSA. **April 2017**
- 4.5.3.3. Any team requesting to Challenge an AMSL team are subject to rule 2.6.1. **April 2017**



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- 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. **November 2003**
 - 4.5.4.1. For a Promotional Challenge to be accepted, the challenge fee must be paid in full on the date of the challenge. **November 2003**
 - 4.5.4.2. 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. **April 2017**
 - 4.5.4.3. Should multiple challenges be received from the same division, additional charges for the challenging teams may be required to be paid for the challenge. **November 2003**
 - 4.5.4.4. There are no refunds for challenge monies with the exception of Rule 4.5.4.2 or if a team does not finish first in their division. **April 2008**
- 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. **November 2003**
- 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. **November 2003**
- 4.5.7. In divisions with more than one group (split divisions) then:
 - 4.5.7.1. 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. **April 2004**
 - 4.5.7.2. 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 6B. **April 2004**
 - 4.5.7.3. In all other challenges the layout outlined in Rule 4.5.8. will be utilized. **April 2004**
- 4.5.8. The challenge games formats are: **November 2003**
 - 4.5.8.1. At least one director or office staff member from the CWSA shall attend each challenge game. **April 2017**
 - 4.5.8.2. The director or staff member in attendance shall ensure that each participating team has a game sheet. **April 2017**
 - 4.5.8.3. 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. **April 2007**
 - 4.5.8.4. 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. **April 2017**
 - 4.5.8.5. 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. **November 2005**



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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. **April 2017**

4.8. Provincial Competitions

April 2017

- 4.8.1. 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.
- 4.8.2. Any team that declared for Provincials at the start of the season and qualifies for a Provincial Competition, as per the CWSA rules, 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 outdoor Provincials and six (6) registered players for indoor Provincials. Refer to rule 2.1.9. 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. **April 2017**
- 4.8.3. Teams who have declared for Provincials at the time of registration and have qualified 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. **April 2017**
- 4.8.4. All coaches and Team Officials on the roster must have a valid CPIC to participate in Provincial Competitions. **April 2017**
- 4.8.5. Any qualifying team that withdrawals from the Provincial Competition will automatically incur the following administrative fines and will be responsible for any additional fines levied by ASA. In addition, that team may not receive approval to compete in a Provincial Competition for a period of one (1) year (includes one (1) Indoor season and one (1) Outdoor season. **April 2017**
 - Team withdrawals 31-45 days prior to the Provincial Competition date - \$250.00
 - Team withdrawals 15-30 days prior to the Provincial Competition date - \$500.00
 - Team withdrawals 14 days or less of the Provincial Competition date - \$2,500.00
- 4.8.6. 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. **April 2017**
- 4.8.7. 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). **April 2017**
- 4.8.8. Should ASA at any time request an additional Calgary representative in any tier for provincial competition, CWSA shall accept, subject to the following formula;



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- a) In a straight division, the third placed team who declared for Provincials at the start of the season (team registration) shall qualify. If the team is unable to participate, the fourth (4th) placed team will be asked, and only these two teams will be considered for competition. **April 2017**
- 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. **November 2003**

5. DISCIPLINE

5.1. General

- 5.1.1. The Discipline Officer shall be informed when a suspected infraction of the rules noted on the game sheet is discovered. **November 2004**
- 5.1.2. The Discipline officer, as a sole judge, shall rule on all offences, and be governed by the Rules and Regulations, Bylaws, Policies, and Discipline Code of the CWSA. **April 2017**
- 5.1.3. Team Official(s) and/or player(s) via their listed contact(s), will be advised by email of any disciplinary actions. If time is of the essence, it may be necessary for prior advisement to be made by telephone. **April 2017**
- 5.1.4. Within seventy-two (72) hours of receiving notification of a ruling by the Discipline Officer, the team or player affected by that ruling, may request, (in writing to the CWSA office, outlining the reasons for the request) a hearing before a Discipline Hearing Committee. **Disputing a Referee decision is not an appealable reason.** Please refer to the Discipline Appeal Checklist under the Discipline Code. The CWSA shall provide reasonable notice of the time and place of the hearing to all relevant parties involved in the disputed ruling. These parties may include (**April 2017**):

- Players, team officials, club representatives, from each team participating in the game in question
- Game officials (referees, assistant referees, club linemen)

There is no cost associated with requesting this hearing. **September 2013**

- 5.1.6. Should the team and/or player choose not to attend a Disciplinary Committee Hearing, that team/player shall forfeit the right to appeal the ruling of the Committee, as provided for in Section 5.4. **November 2004**
- 5.1.7. On misconduct being proved to its satisfaction, a Discipline Hearing Committee shall have the power to order the offender
 - i. To be suspended from all or any specific soccer activity either permanently, indefinitely or for a stated period of time;
 - ii. To be suspended for a specific number of scheduled games in a designated competition(s)
 - iii. To receive an administration fee and/or bonded (with or without suspension), where the player is not a registered youth player; **November 2005**
 - iv. To be censured;



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v. To pay all expenses of the Discipline Hearing Committee which may be incidental to consideration of the matter (with or without any other punishment).

- 5.1.8. The Discipline Hearing Committee may overturn, or amend part or all of the original ruling of the Discipline Officer. **November 2004**
- 5.1.9. It will be the responsibility of the players involved to make arrangements to retrieve player ID cards from the CWSA office after suspensions have been served.
- 5.1.10. A Discipline Committee shall set time lines for the payment of any costs, administration fees or bonds, and may set further terms of punishment for non-compliance. **November 2005**
- 5.1.11. CWSA may insist upon a team, coach, or player posting a performance bond at the commencement of each season as a condition of acceptance for membership.

5.2. Other

- 5.2.1. A team using a player, having already played up their maximum number of games for that team, will result in the forfeiture of that game and the assessment of the appropriate penalty as defined in the Schedule of Fees and Penalties and the Discipline Code. **April 2017**
- 5.2.2. Repeated infractions of rules in Section 3 (Participation) shall result in an appearance before a Disciplinary Hearing Committee. **November 2004**
- 5.2.3. For a player to have qualified for a game suspension, their team must “physically” play in a league game without their services. The player’s name must appear on the game sheet indicating that they are serving a game suspension. Suspensions carry over to Regional, Provincial and National competitions. **April 2017**

5.3. Penalty

- 5.3.1. A team found guilty of an infraction under Section three (3) (Participation) which is deemed by the Discipline Officer or the Discipline Hearing Committee, to have not influenced the outcome of the game, shall be assessed an administration fee as outlined within the schedule of fees and penalties. **September 2008**
- 5.3.2. A team playing a suspended, unregistered or otherwise ineligible player shall forfeit the game.
- 5.3.3. A team violating the rules in Section three (3) (Participation) resulting in the game not being played shall default the game. **April 2017**
- 5.3.4. In the event of a forfeiture (game played); **April 2017**
 - i. A non-offending team’s goals shall stand or be awarded five (5) goals, whichever is greater. A non-offending team(s) shall be awarded a win and points as stated in 4.4.1. **November 2005**
 - ii. Goals scored by the forfeiting team shall be struck.
 - iii. The non-offending team will receive ten (10) Fair Play points and the offending team will receive zero (0) Fair Play points. **April 2017**
- 5.3.5. In all cases of alleged physical assault of; attempted physical assault of; or threatening behaviour towards a game official, the accused shall be suspended from all soccer activity until the case has been decided by the Alberta Soccer Association.



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5.4. Protests & Appeals

- 5.4.1. 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. **April 2017**
- 5.4.2. Any player acting on behalf of the team or team representative shall have the right to appeal to the CWSA Board a ruling by the Discipline Committee. The appeal must be filed within seventy-two (72) hours after the ruling is made known and must be submitted in writing, and accompanied by the fee as established in the Schedule of Fees and Penalties. This appeal, if granted by the CWSA Board, will be heard at the next regularly scheduled CWSA Board Meeting. The Board may, at its sole discretion, call an extraordinary board meeting to address this appeal. **April 2017**
- 5.4.3. The CWSA Board shall not hear or rule on any appeal pursuant to Section 5.4.2 without providing reasonable notice to both affected teams as to when the appeal will be dealt with. **April 2017**

5.5. Failure to Pay Administration Fees

November 2005

- 5.5.1. Failure to pay a CWSA administration fee within seven (7) business days of receipt of a discipline decision will result in immediate suspension from CWSA competition and will result in the assessment of the administration fee as stated in the Schedule of Fees and Penalties. If the decision is appealed the stipulated administration fee must be paid within seven (7) business days of receipt of the Decision. **November 2005**

5.6. Disposition of Points

November 2005

In considering the disposition of points and goals when a team fails to complete its league schedule, the following shall apply (**November 2005**):

- 5.6.1. 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. **April 2017**
- 5.6.2. 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 defined in the Schedule of Fees and Penalties. **April 2017**
- 5.6.3. 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. **November 2005**



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SCHEDULE OF FEES AND PENALTIES

Revised April 2017

1. Player transfer fee shall be twenty (\$20) dollars
2. Any game defaulted (game not played), by a team, will result in a fee of fifty (\$50) dollars. This fine-monies shall go directly to the winning team to reimburse them for the "lost" game on their schedule.
3. Any game forfeited (game played), by a team, will result in a fee of fifty (\$50) dollars. With the exception of suspended players or playing under an assumed name in any division. These offences will result in a fine of one hundred (\$100) dollars and individual player(s) involved may receive further disciplinary actions as outlined in Section F of the Discipline Code.
4. Individual fees for suspensions are as stated in the Discipline Code. Additional games carry a fee of ten (\$10) dollars per game.
5. The failure of a team to provide any one of the following will result in a fee of up to fifty (\$50) dollars:
 - a) CWSA game sheet (3.2.3 of the Rules and Regulations)
 - b) Game ball (3.1.1 of the Rules and Regulations)
 - c) Alternate jersey - home team (3.1.5 of the Rules and Regulations)
 - d) A qualified (over the age of 16) assistant referee (3.1.2 of the Rules and Regulations)
6. Any game protest shall be received in writing to the CWSA and include a one hundred and fifty dollar (\$150) fee which shall be refunded if the protest is successful. (refer to rule 5.4.1)
7. Appeals concerning the decision of the League Discipline Committee must be made in writing and include a fifty (\$50) dollar fee. (refer to rule 5.4.2)
8. Any team that does not have a team representative in attendance at the Annual General Meeting (AGM) or at the Spring and Fall Special General Meetings (SGM) will be assessed a fee of one hundred dollars (\$100).
9. CWSA-issued ID cards:
 - a) New and replacement cards are ten dollars (\$10.00).
 - b) Entire team replacement cards (for players/coaches registered at the same time) \$100.00
10. A team not registering 11 players by the Registration Deadline (before a team's first league game) for the Outdoor season or 6 players for the Indoor season will result in a fifty dollar (\$50) fee.
11. The penalty for late payments shall be ten dollars (\$10) per day.
12. The suspension of any team from the CWSA and/or ASA competition will result in a three hundred (\$300) dollar fee.
13. Failure to pay a CWSA fee within seven (7) business days of receipt of the discipline decision will result in immediate suspension from CWSA competition and an additional fee of fifty dollars (\$50) for every game defaulted due to suspension.

Note: Where applicable, GST included in above stated amount