

2026 ROCKY MOUNTAIN RUMBLE TOURNAMENT RULES

Location: Shouldice Athletic Park

Dates: June 12-14, 2026

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

8v8 SPECIFIC RULES

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

11v11 SPECIFIC RULES

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

GENERAL

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

ROSTERS

- Rosters are not to exceed 25 players, A maximum of 20 players may be dressed by each team per game.
- All teams must register at least 1 Team Official, who will be the main contact person for the team for the duration of the tournament.
- Players and Coaches must register individually to their tournament team via the CWSA online registration system by **Monday, June 1, 2026**, to allow time for eligibility verification. Late additions or changes are permitted up until the team's first tournament game, provided eligibility can be verified.

- Rosters are frozen once the team's first tournament game begins.

ELIGIBILITY

- Players may only play for **ONE** team in the tournament.
- Participants must be in good standing with their local district at the time of play.
- Any player or team official currently serving a suspension is ineligible to participate in the tournament.
- All players must be at least 16 years old at the time of the first game of the tournament.
 - For the Over 35 divisions, all players must be born in 1991 or later.
 - For the Over 40 divisions, all players must be born in 1986 or later.
 - For the Over 50 divisions, all players must be born in 1976 or later.
 - For the Over 60 divisions, all players must be born in 1966 or later.
 - For the Over 70 divisions, all players must be born in 1956 or later.
- Coaches/Team Managers must be a minimum of 18 years old.

The CWSA reserves the right to require proof of age from any participant.

GAMESHEETS

- Teams will print their own game sheets online from the CWSA's game sheet website.
 - Game sheet login details and instructions will be sent to team officials by **June 10, 2026**.
- Teams are to bring **ONE** game sheet for each game.

GAME RESULTS/POINT SYSTEM

- For Finals (where prize money is to be awarded) - If the game is tied at the end of regulation time the determination of the final score will be conducted through penalty kicks as per FIFA Rules. Consolation games (where no prize money is awarded) tied at the end of regulation time will remain a draw.
- Points will be awarded as follows: Win = 3 points; Tie = 1 point; Shutout = 1 point; Default/Forfeiture = 4 points (5-0 win).
- Standings will be determined by total points at the completion of the round robin.
- The following criteria will be used to determine the final standings if two (2) or more teams have an equal number of points at the end of the round robin.
 - Results against each other (points first then goal difference),
 - Greater goal difference overall,
 - Most goals for,
 - Results against the other teams in the division, starting with the highest-placed team not involved in the tiebreaker (points first, then goal difference, then most goals for),
 - Best discipline record – (least amount of discipline points (Yellow Card = 1 point, Red Card = 3 points)).
 - Coin toss or Penalty kicks as per FIFA Rules (choice to be determined by tournament coordinators).

DISCIPLINE

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

PROTESTS

- No protest shall be allowed concerning the referee and their decision.
- Protests must be made in writing by the registered coach/manager accompanied by a \$150 fee and delivered to a Tournament Coordinator within one hour of completion of the game in question. A decision will be delivered within one hour of receipt of the protest.

OTHER

- Prize money will be awarded in each division.
- Teams that are not prepared to play a Finals game will not be paid a prize payout.
- For any errors or omissions, please refer to the current CWSA Rules/Regulations or contact the CWSA Office.
- There will be **NO** refund for teams that pull out after the registration deadline.



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