

Slush Cup Indoor Soccer Tournament

February 29th, March 01st, and 02nd, 2008

A completed and signed application must be received by Jan 31, 2008

TEAM NAME: _____

AGE GROUP: _____ TEAM COLORS: _____ ALTERNATE: _____

CALIBER: "(Tier I, II, III, IV, V (house))" GENDER: "(BOYS / GIRLS)"

CURRENTLY PLAYING IN TIER: _____

COACH: NAME _____

ADDRESS _____
(Street Address) (City) (Postal Code)

HOME PHONE # _____ WORK PHONE # _____

E-MAIL: _____ CELL # _____

MANAGER: NAME _____

ADDRESS _____
(Street Address) (City) (Postal Code)

HOME PHONE # _____ WORK PHONE # _____

E-MAIL: _____ CELL # _____

DATE _____ SIGNATURE: _____
(Signature of Coach or Manager)

- Each team guaranteed a minimum of three games.
- This form and the tournament entry fee must be received no later than Jan 31, 2008 for a team to be registered.
- The tournament entry fee is \$445.00. If received before Dec 28, 2007. the entry fee will be \$400.00.
- Please make cheque payable to "SGSA / EWZSA Slush Cup".
- Mail to:

Edmonton West Zone Soccer Association
Slush Cup
15430-93 Avenue NW
Edmonton AB. T5R 5H3

For more information call (780) 451-6435 Ext# 2, fax (780) 451-9271 / 489-0364 or Ph: (780) 717-9210 (evenings only please).

Note: Out of town teams may not be covered by EMSA insurance (through ASA) if not registered with EMSA or ASA.

SANCTIONED BY: E.M.S.A., A.S.A.

Slush Cup Tournament Rules 2008

1. Teams are to consist of a maximum of twenty (20) players. **Except U10 community teams that are to consist of a maximum of sixteen (16) players** . Should you play an ineligible or unlisted player, your team will automatically default.

U10 Born in 1998 or 1999	U16 Born in 1992 or 1993
U12 Born in 1996 or 1997	U18 Born in 1990 or 1991
U14 Born in 1994 or 1995	
2. Teams are classified as "I", "II", "III", "IV" and "V" level Teams. **Please ensure that your team is entered in the correct category.**

"I" Tier One or Select	<i>(Teams that challenge Tier 1 Provincials)</i>
"II" Tier Two	<i>(Teams that challenge Tier 2 Provincials)</i>
"III" Tier Three	<i>(Teams that challenge Tier 3 Provincials)</i>
"IV" Tier Four Community	<i>(Teams that challenge Tier 4 Provincials)</i>
"V" Tier Five and lower Community/House league	Recreational Teams.
3. **Your team list/roster and ASA Registration form or travel permit from your soccer association must to be submitted to the tournament headquarters prior to your first game.**
 - Teams will be allowed to play a maximum of three guest players. of an equal or lower division or age group
 - A copy of your **player registration (Proof of age)** must be handed with your team list.
 - Guest players must have a signed letter of consent from their team coach.
 - No player will be allowed to play on more than one team.
 - All players and guest players must be registered for Indoor 2007/2008 with their local organization.
 - Proper identification and proof of age must be provided if requested.
4. **Tournament games will be played on a round robin format in each group if possible.** Points awarded as follows: 3 for a win, 1 for a draw, and 0 for a loss and **1 point for a win by a shutout.** The winner of each group will be the team with the most points. **Each team is guaranteed a minimum of three games. Each game has two twenty five minute halves.**
5. In the event that two or more teams have the same number of points, the following procedure is used until a tie is broken. The procedure is then repeated again until a winner is declared.
 1. Greatest number of wins.
 2. Head to Head - the outcome of the games between the tied teams (if that game a tie), then:
 3. Fewest goals against.
 4. Most Goals for.
 5. Most shutouts.
 6. Penalty shot shoot-out. Five shooters first, then sudden death.

Shoot-out to determine placing only, no points awarded in shoot-out.
6. **Teams will be notified be e-mail the week after deadline confirming their status in the tournament.** No refunds will be given to teams that drop out after the deadline date or do not show up. All schedules will be posted on www.edmontonwestsoccer.com a week prior to the tournament and are subject to changes and revisions.
7. All referees are A.S.A. certified or equivalent and are assigned by the tournament. Their decisions on their interpretations of the Laws Of The Game are final.
8. Red Card to a player or expulsion of coach - Suspension for balance of game and one additional game.
Two yellows to a player in the tournament - Player is suspended for following game. Any team receiving three red cards may be suspended from the tournament at the discretion of the Discipline committee. All cautions and ejections will be reported to the team's home association and A.S.A.
9. If a team is protesting a player's eligibility, the game must be played in its entirety first. The team then has two hours after the game to lodge its protest in writing at the tournament headquarters. No other protests will be accepted. Field Marshals **DO NOT HAVE THE RESPONSIBILITY TO ENTERTAIN PROTESTS.** If the protest is upheld, the team will be awarded the game by a 3 to 0 margin.
10. **PLEASE NOTE: FOUL OR ABUSIVE LANGUAGE WILL NOT BE TOLERATED.** This will be a bookable offence. The team is responsible for the behavior of its players, coaches and spectators.
11. Coaches/managers suspended by ASA/EMSA and/or any other cooperating associations are not allowed in the tournament as a team official. The team is welcome