

# EWZSA Spring Challenge Tournament Rules 2008

1. Teams are to consist of a maximum of twenty (20) players. **Except U10 and U11 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.

<b>U10 Born in 1998 or 1999 (7v7)</b>	<b>U14 Born in 1994 or 1995</b>
<b>U11 Born in 1997 or 1998 (8v8)</b>	<b>U16 Born in 1992 or 1993</b>
<b>U12 Born in 1996 or 1997</b>	<b>U18 Born in 1990 or 1991</b>

2. Teams are classified as "I", "II", "III", "IV" and "V and lower combined" 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 Outdoor 2008 with the same 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 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 equal halves (Min thirty minute).** In the event of the fields being closed due to the weather the games will be decided by a shoot out or penalty shots.

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 shutouts.
5. Most Goals for.
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 by 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](http://www.edmontonwestsoccer.com) a week prior to the tournament and are subject to changes and revisions.
7. 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
8. 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. Red Card to a player or expulsion of coach - Suspension for balance of game and one additional game. Three 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.
9. All teams must be at the field 20 minutes before game time. There will be only a five-minute grace period from the scheduled start time. The late team shall forfeit the game. Games shall end no later than 10 minutes before the next scheduled game on that field i.e. 20 after the hour or 10 to the hour.
10. If a team is protesting a player's eligibility, the game must be played in its entirety first. The team then has thirty minutes 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.
11. **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. End of game ceremonies (handshake, awards etc.) shall take place off the field or at tournament headquarters.
12. Each team is responsible for three corner flags and 1 game ball (home team).