Slush Cup Tournament Rules 2010

1. **All U10 and U12 teams are to consist of a maximum of sixteen (16) players** . U14 through U18 Teams can consist of a maximum of twenty (20) players**.** Should you play an ineligible or unlisted player, your team will automatically default.

U10 Born in 2000 or 2001	**U16 Born in 1994 or 1995**
U12 Born in 1998 or 1999	**U18 Born in 1992 or 1993**
U14 Born in 1996 or 1997	

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 (*Teams that challenge Tier 1 Provincials*)
"II" Tier Two (*Teams that challenge Tier 2 Provincials*)
"III" Tier Three (*Teams that challenge Tier 3 Provincials*)
"IV" Tier Four Community (*Teams that challenge Tier 4 Provincials*)
"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 their guest players must be registered for Indoor 2009/2010 with the same 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 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 normally 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 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

12. Tournament Organizers reserve the right to move teams within pools.