



EWZSA Slush Cup



Feb 28th, Mar 1st, 2nd, and 3rd, 2013

*A completed and signed application must be received by
Jan 31, 2013*

TEAM NAME: _____

AGE GROUP: _____ TEAM COLORS: _____ ALTERNATE: _____

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

CURRENTLY PLAYING IN TIER: _____

U10 CALIBER ONLY: _____ U10 CATAGORY ONLY: _____

COACH: NAME _____

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

HOME PHONE # _____ WORK PHONE # _____

E-MAIL: _____ CELL # _____

MANAGER: NAME _____

HOME PHONE # _____ WORK PHONE # _____

E-MAIL: _____ CELL # _____

DATE: 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, 2013 for a team to be registered.
- The tournament entry fee for U10 teams is \$490.00, and U12 to U18 teams is \$ 530.00.
- Tournament Organizers reserve the right to move teams within pools.
- Cheques will be cashed and credit cards charged only when your team is accepted in the tournament.
- Please make cheque payable to "EWZSA". Receipts issued only upon request.
- PAYMENT METHOD:

Name on Credit Card: _____ Card Type: _____

Credit Card #: _____ Expiration Date: _____

Mail to: Edmonton West Zone Soccer Assn
Attn: EWZSA Slush Cup
15430-93 Avenue NW
Edmonton AB. T5R 5H3

For more information e-mail slushcup@telus.net or call the office from 10:00am to 3:00pm at 780-451-6453 Ext #2.
Fax (780) 451-9271. Or Phone: (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 2013

1. **All U10 and U12 community teams are to consist of a maximum of sixteen (16) players** . U10 & U12 Club teams and 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 2003 or 2004
U12 Born in 2001 or 2002
U14 Born in 1999 or 2000

U16 Born in 1997 or 1998
U18 Born in 1995 or 1996

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 four guest players. of an equal or lower division or age group
- Guest players from a lower age may be from an equal or lower division.
- Tournament roster not to exceed the number of players registered to a that team.
- 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 2012/2013 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 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.

2 Way Tie Breaking Procedures:

1. Head to Head.
2. Fewest goals against.
3. Most Goals for .
4. Most shutouts.
5. Penalty shot shoot-out.

3 Way Tie Breaking Procedures:

1. Fewest goals against.
2. Most Goals for.
3. Most shutouts.
4. 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 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.slush-cup.ca 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.