



2009/2010 CMSA Indoor League Regulations

Game Duration and Times

- All games are 2 x 25 minute halves
- The clock shall start at the scheduled kick-off time
- The maximum waiting time to begin a game is five (5) minutes
- Half time will be three (3) minutes
- Last 2 minutes of the 2nd half will be stop time (except for U10's)

Players Dressed and Benched Officials

- All teams may dress and play 20 players in each game.
- All players and team officials on the bench **MUST** be listed on the game sheet
- **ALL** teams with a female member included on the player roster **MUST** have at least one female adult as bench personnel. Same goes for boy's teams; there must be a male adult on the bench.

ID Cards

- At least one team official from each team must have ID cards. If the team official using the card is different than the name/photo on the ID card, let that person use it but note the difference on the game sheet. If no team official has a card, note it on the game sheet but allow the game to go ahead.
- **All players in U12 and above require CMSA ID cards. If the ID card does not have an expiry date on it, it is not a valid card.**
- **NO CARD = NO PLAY. Cannot remain on bench.**
- U10 players playing up into U12 or above – the team must produce a signed CMSA restricted movement pass for the player to play up. This pass is to be used instead of a photo ID cards for the U10 player as U10's do not have photo ID cards. Hand in pass with the game sheets at the end of the game.
- Referee takes ID cards and keeps them until the end of the game.
- Players "sitting out" games due to discipline must be listed on the game sheet with a notation indicating whether it is the players 1st, 2nd, 3rd, etc. "suspended" game..

Game Sheets

- One game sheet per team.
- Referee takes game sheet(s) before the game and keeps them until the end of the game
- Both the Referee and Assistant Referee must print their name on the bottom of the game sheet.
- If teams fail to properly fill out the game sheet (eg. Game time, date or field) referee is to fill in the missing information and mark that they failed to do so
- **Check to ensure the name of the teams' "Field Marshall" has been listed**
- No player can be added to the game sheet after the start of the second half.
- Players arriving **ANY** time while the game is in progress may play, provided their name as on the game sheet **BEFORE** the start of the second half.

- It is not the referees responsibility to check/enforce rules regarding the players “playing-up”
 - If opposing coach has a concern, she/he is permitted to review the game sheet and make a written statement on the back of the game sheet
- Coaches may sign the game sheet before or after the game.

Reporting Results

- Mark score in the correct order and goal scorers on the game sheet.
- Make the Team Fair Play at the bottom of each sheet.
- The yellow and pink copies of the game sheet(s) are to be given to each team
- The top copy (white) of the game sheet(s) is to be left in the referee’s dressing room IMMEDIATELY after each game unless needed for a misconduct report.

Misconduct Reporting

- Caution/dismissal information is to be noted on the game sheet
- An ASA Misconduct Form is required for all dismissals.
- **This report must be submitted WITH a copy of the game sheet (see note under Results Reporting) to the CMSA office at the Soccer Centre within 48 hours of game time.**
- The dismissed players ID card MUST be turned in with the dismissal form for ALL dismissals under Law 12 (excluding sending-off offences 5 & 6: denying an obvious goal and/or goal-scoring opportunity)
- For a dismissal due to action against an official, follow the procedures outlined in the ASA’s Referee Manual “Player Misconduct Report”

Team Equipment

- The HOME team provides the game ball(s)
- The HOME team changes color if necessary
- The wearing of rigid casts or splints, even though covered with foam or other protective padding will not be allowed. Braces may be worn by players, where in the opinion of the Referee, such braces are not POTENTIALLY INJURIOUS to other players on the field.
- Modern protective equipment such as headgear, facemasks, knee and arm protectors made of soft, lightweight, padded material are not considered dangerous and are therefore permitted.
- **NO JEWELLERY ALLOW (*earrings, nose rings, necklaces, bracelets, rubber bands, etc*). PLAYERS MAY NOT TAPE THEIR JEWELLERY.** If the jewellery does not come out, the player does not play.

U10 Specific Regulations

- U10 players do not require ID cards; see ‘ID Cards’ above for team official ID card requirements
- Only blue cards are to be issued to players. As a referee you still have the authority to dismiss any team officials or spectators.
- There are **no** penalty kicks: if a penal offence occurs within the penalty area, the restart will be a direct free kick for the non-offending team at the top of the penalty area.
- The last two minutes of play **are not** stop time

Any questions, contact Shannon Smart at referees@calgaryminorsoccer.com or 403 239 8686 ext. 229

HAVE A GREAT SEASON!