



CALGARY UNITED SOCCER ASSOCIATION
 UNIT 19, 1915 – 32 AVE NE
 CALGARY, ALBERTA
 TELEPHONE: (403) 270-0363
 FAX: (403) 270-0573
 WEBSITE: WWW.CUSA.AB.CA



CALGARY WOMEN'S SOCCER ASSOCIATION
 7000 – 48TH STREET SE
 CALGARY, ALBERTA
 TELEPHONE: (403) 720-6692
 FAX: (403) 720-6693
 WEBSITE: WWW.WOMENSOCCKER.AB.CA



Calgary Co-ed Rec Soccer
 UNIT 19, 1915 – 32 AVE NE
 Calgary, Alberta
 Telephone: 403.270.0363
 Fax: 403.270.0573
 Website: www.calgarysoedsoccer.com

Team accountability will be the focus of the 2009 10 Indoor Season for the Senior Leagues. Teams will be held accountable for their actions, those of their players and team officials and for their compliance within the rules of the game and the league. The leagues have adopted the **zero tolerance** approach to foul and abusive language and the use of racial slurs within the league. In addition those teams who display and practice the merits of **Fair Play** will be acknowledged and rewarded.

ID CARDS	Every player and team official MUST have a League ID card. NO CARD, NO PARTICIPATION, NO EXCEPTION. If the whole team shows up without ID cards, NO GAME. Driver's License or other photo ID is NOT acceptable; There are NO substitutes or temporary ID cards.	
ID CARDS COLLECTION & CHECKING	Referees takes cards and game sheets before game and keep them until the end of the game. Referees are required to collect the ID cards from each participant individually, checking the card to the individual – player and team officials, verify the name and jersey number to that recorded on the game sheet and place a check mark beside the individual's name. Coaches have the right to review the opponent's cards at halftime.	
	All team (bench) officials must also have ID cards identifying themselves as coaches or players and must be recorded on the game sheet. A player coach must be on the game sheet both as a player & a coach.	
	If the other team questions a player's eligibility let him play, but mark the protest and reasoning on the game sheet. The player in question must also place their signature beside their name on the game sheet.	
GAME SHEETS	Each team is responsible to fill out the game sheet prior to the game. All participants must be recorded on the game sheet prior to the start of the game.	
	NO additions can be done to the game sheet by a team official after the start of the game. At ½ time players who have not arrived can be marked as not in attendance (line drawn through their name).	
PLAY UPS	CMSA Players playing Up require a completed (included signatures of minor coach) Play-up form & their CMSA ID Card.	No Guest players from other leagues allowed.
	League players are allowed to play up without a Restrictive Movement Pass however, must be recorded on the game sheet as a Play Up and must provide their league Player ID Card.	
	The game official is not responsible to ensure the eligibility of a player, team managers are. If a team wishes an individual to play do not give authorization, the league will determine the eligibility of the individual. Record on game sheet any concerns expressed on a player's eligibility.	
GAME REPORTS	Field officials are to sign the game sheet at the end of the game. Please ensure signatures are legible to allow proper officials to be credited for payment for the game.	
	Mark the score, goal scorers and any cards & discipline on the game sheets. Divide game sheets are noted on the bottom of each.	
	On the game sheet is the Fair Play Report – please complete for each team.	Mark Fair Play score out of 5 with the following set deduction amounts. <ul style="list-style-type: none"> • ½ point deducted for each blue card issued, • 1 point deduction for each yellow card issued, • 2 points deducted for each red card issued.
	Drop off the top copy of the game sheet in the Referees Room following the game. .	
SCORE BOARD		A goal difference of no more than 5 goals is to be shown on the scoreboard
MISCONDUCT REPORTS	ASA's Referee's Report – Dismissal Form is required for all dismissals. This report must accompany the game sheet, and within 48 hours of the game. Ensure that all pertinent information is contained in your report to assist the Discipline Committee in reaching their decision regarding the incident outlined. The official submitting them must sign reports. Incomplete reports can result in no further action against the player or the team.	

**Mark On The Game Sheet If There Is A Problem Or Irregularity Noted.
 The Leagues Will Determine The Interpretation Of Their Rules & Discipline Code**

	Dismissed individual's ID card must be turned in with the Dismissal Form. For dismissal due to action against an official, follow the procedures outlined in the ASA's Guideline for Misconduct Against Officials. Provide the association with a copy of all documentation sent to ASA.	
	For Professional Fouls the ID card is kept and a report is required.	
	In the case of an abandon game for any reason keep the cards and game sheets from both teams and send those to the League Office along with your misconduct report.	
DISCIPLINE	Referees may be asked to attend discipline hearings for dismissals	
	For game abandonment keep both team's cards and the game sheets. Indicate, where possible, in the report which team was responsible for the action that initiated the abandonment	
DURATION OF GAME	2 halves @ 25 minutes. Half time is 3 minutes.	
	Last 2 minutes in 2 nd half will be stop time.	No stop time in the last 2 minutes of the 2 nd half.
	Game clocks must start at the scheduled time; any team that delays the start of the game will receive a two (2) minute delay of game penalty. If play is not able to commence within the 5 minutes of the designated game start time due to one or both teams not being prepared to play (insufficient players, incomplete game sheet, lack of player cards, & being prepared to present players cards to official) the game shall be cancelled and the team(s) responsible noted on the game sheet.	
TIE BREAKERS	Playoff games will go straight to penalty kicks if tied after regulation time. There is no overtime or penalty kicks in Promotional Challenge Games.	
SUBSTITUTION	Unlimited. An injured or cautioned player may be substituted before the restart of play	
# PLAYERS	A minimum of 4 players are required per team to start a game and maintain the game.	
	A maximum of 20 players and 4 bench officials can be listed on the game sheet.	
		A minimum of 2 men and 2 women must be on the field at all times. The goalie does not count if played by a woman. In the event a female player is the penalty box, this player counts towards the players on the field.
EQUIPMENT	Members of a team must have complete uniforms; jersey with number, shorts and socks. Any irregularity and the player(s) are not permitted play. Players are required to wear shin guards. Team jerseys must match. Shorts and socks to be predominantly the same colour.	
		If a team does not have a second set of jerseys they may wear pinnies at the referee's discretion.
	The home team will supply 2 (two) game balls. If in the opinion of the referee, the visiting team has a more satisfactory ball the referee may direct that it be used, but note it on the game sheet.	
	Home team changes jersey colour (if necessary). In the event a team's uniforms are black in colour and conflicts in colour with the referee they must provide the referee with a suitable, clean, alternate coloured referee shirt. Failure to change shirts to be noted on the game sheet.	
	The wearing of knee braces is at the complete discretion of the referee. Rigid casts are <u>not</u> allowed, this includes finger splints. No jewellery will be allowed. (Law 4)	
MISCELLANEOUS	The Senior Leagues are encouraging and supporting fair play from our memberships. As we support the efforts of the Referees for enforcing the FIFA Laws on Foul and Abusive Language by players, team officials and spectators. As part of our efforts to educate the Team Manager's on their roles and responsibilities we are stressing to them that they are responsible to know league Rules, Regulations and Discipline Code. We are reminding them that the Referee's responsibility is to know and enforce the Rules of the Indoor game as defined by Alberta Soccer Association.	

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