

Tri-County Soccer Association

Updated April 13, 2019

SECTION 1 – GENERAL RULES

1.01 THE ASSOCIATION

The Tri-County Soccer Association, registered as a Society, hereafter referred to as the "District", operates as District 10 under the jurisdiction of the Alberta Soccer Association (A.S.A) who, in turn, is under the jurisdiction of the Canadian Soccer Association (C.S.A.).

1.02 OBJECTIVES

The District's main objectives are:

- A. To promote soccer, both indoor and outdoor, by organizing or sanctioning leagues and playoffs for the District.
- B. To promote referee, player, coach, and volunteer development.
- C. To collect fees from Community Associations to pay expenses and forward player registrations and insurance fees to the A.S.A.
- D. To distribute information about soccer to the Community Associations.
- E. To provide means for resolving protests and grievances.
- F. To balance the needs of the individual soccer player with the needs of the District and soccer as a whole.
- G. To uphold the code of conduct (Section 18) so fair play and good sportsmanship can prevail.

1.03 ORGANIZATION

The District is comprised of recognized constituted Community Associations, Clubs or Societies (except as exempted in Article 1.3 of the by-laws) hereafter referred to as Community Associations.

Each recognized Community Association shall have the right to send a voting representative to sit as a Director on the Board of Directors. The Board of Directors shall form Standing Committees and elect at the Annual General Meeting an Executive to run the day to day business and affairs of the District.

1.04 MEMBERSHIP

Currently the District membership includes the following

Community Associations:

- * Ardrossan Soccer Club 2005
- * Athabasca Minor Soccer Association
- * Bon Accord Minor Soccer
- * Boyle Minor Soccer
- * Bruderheim Minor Soccer
- * Fort Saskatchewan Soccer
- * Gibbons Minor Soccer
- * Grassland Soccer
- * Legal Soccer Club
- * Morinville Soccer Association
- * Redwater Minor Soccer
- * Smoky Lake Soccer Association
- * Thorhild Soccer Association
- * Tofield Minor Soccer Association
- * Westlock Soccer Association

Community Association Affiliates:

- Barrhead Soccer

1.05 TERRITORIAL LIMITS

The boundaries of the District are as set by the A.S.A. (Alberta Soccer Association)

1.06 DUTIES OF THE BOARD OF DIRECTORS AND THE EXECUTIVE

As specified in the by-laws and rules of the District.

1.07 STANDING COMMITTEES

The Executive shall use Standing Committees to help run the day to day business and affairs of the District. The Board of Directors shall decide on the need for any particular Standing Committee and will determine the scope and organization of each. The Standing Committees currently in use are:

A. **Outdoor League Scheduling**

The Executive & Administrator will be responsible for forming all league schedules in the Tri-County District's outdoor Tier 4 league. **All Communities must be in attendance at the Pre- Declaration and final Team Declaration Meetings**, and supply the Committee with a Declaration for teams participating in the upcoming soccer season, a completed Coaches list for all teams declared along with their Certifications and Criminal Record Checks (if not already on file), a list of ASA registered referees, and supply a current list of home fields for scheduling. **Any team that withdraws after this final declaration has been submitted is subject to a \$250.00 penalty fee from the district and will also incur the cost of the declaration fees to ASA and any further penalties levied by the out of District League registered in. Failure to attend will mean the teams in your community will not participate in any league play and therefore will not qualify in any manner to advance to the Tri-County Cup or the districts berth to Provincials.** Any team that does not participate in the Districts' league(s) will not qualify for Play downs or Provincials. Tri-County Cup is for district league play only and as such any teams not playing in the district league will not qualify to attend the Tri-County Cup.

Exceptions will be made for those teams where a District league is not viable.

B. **Indoor League**

All Communities must be in attendance at the Team Declaration Meeting and must supply the Committee with a Declaration for teams participating in the upcoming soccer season, and a completed Coaches List for all teams declared along with their Certifications, and a list of ASA registered referees. **Any team that withdraws after this declaration has been submitted is subject to a \$250.00 penalty fee from the District, and will also incur the cost of the declaration fees to ASA, and any further penalties levied by the out of District League registered in. Failure to attend will mean the teams in your community will not participate in any league play.** All teams (tournament) must be able to supply 6 game sheets (home and away) of their Exhibition/Tournaments Games to qualify for Play downs for Provincials, and must be submitted when requested and prior to Play downs being scheduled. For those communities that split their (same age group) teams between 2 different leagues, the higher league is considered the EMSA league and as such will be required to send any team in this league to Tier 3 Provincials.

C. **Competitions**

The District will form a neutral Competition Committee Panel to investigate any complaints of unequal teams in a community. If the complaint is deemed to be valid, and the Community does not rectify the situation, a Competitions Committee hearing will be called. Penalties imposed are at the discretion of the Competitions Committee Panel and can range from a 6 months suspension to a lifetime ban.

D. **Discipline**

The District will deal with any violation, complaints or grievances pertaining to Discipline. This includes but is not limited to Carding Offences. When necessary, the Discipline Chairperson will form a neutral Discipline Committee Panel to investigate any complaints. If the complaint is deemed to be valid then penalties will be imposed, and are at the discretion of the Competitions Committee Panel and can range from a 6 months suspension to a lifetime ban.

1.08 DISTRICT ADMINISTRATOR

A. **Indoor Soccer, community level**

The Administrator under direction of the Executive shall co-ordinate all Indoor Community Organizations that declare indoor teams. The Executive and participating Communities and Affiliates will decide each year which league(s) will be sanctioned.

B. League and Competition Tier 4

The Administrator under direction of the Executive will form a coaches list, a referee list, collect all A.S.A. forms for all Community Associations, collect all Criminal Record Checks and Coaches Certification forms for all Community Associations, oversee schedules, and post game statistics in a timely fashion.

C. League and Competition Tier 3 Teams

The Administrator under direction of the Executive will form coaches' lists along with the Coaches Certifications list for all Tier 3 teams participating in out-of-District leagues (or District league where possible). Communities may also declare Tier 3 teams upon **conclusion** of the regular Tier 4 outdoor season.

1.09 PROVINCIAL COMPETITIONS**A. A.S.A. Provincial Competitions**

Tier 1, 2 & 3 level championships:

The District, may declare one representative team each in Tier 1, 2 & 3 for the age groups U13 and older, boys and girls, by the DISTRICT declaration date deadline. For outdoor the District may declare teams in the Rural Provincial Championship for district league play (applies to only those teams participating in the Districts league). All teams intending to proceed to Provincials are required to declare their intention as per the deadline set out by the District for that particular season. Once declared any team withdrawing will be assessed a \$250.00 penalty. If no team declaration is received for a specific age level by the deadline, then no declaration will be made for that age group and no team at that age level will have any chance to proceed to Provincials.

B. Provincial Tier 4 Level Championships

1. The District may declare one representative team in Tier 4 level for each age group, both boys and girls U-13 and older, by the DISTRICT declaration date deadline in the Rural competition as noted in Section 1.09A above
2. The provincial berth representative may, as per A.S.A. rules, **pull from any community team in the District**, up to two **(2) same age** group players and two **(2) lower age** group players unless indicated otherwise by the ASA Provincial Rulebook. This rule allows for replacement of players that cannot attend Provincials. This rule cannot be used to replace existing players that could attend and cannot increase the original team roster.
3. A minimum of 11 players per team is applicable for **Indoor Teams** for U-11's and above. For Provincials teams can be increased to a maximum of 15 players for INDOOR TEAMS ONLY.

C. Tri-County Cup

No trialists of any kind are permitted for Tri-County Cup. You come with your registered team and certified coaches. No substitutions or replacement players are permitted. This is a mandatory tournament for all teams. Registered and Qualified Referees are a requirement. If you are not able to field a team for Tri-County Cup you must submit your withdrawal by May 30th to the Tri-County Cup Scheduler.

D. Alberta Summer Games

All District players are eligible to try out for teams in these games.

1.10 DISTRICT COMMUNITY COMPETITIONS**A. Spring league Tier 4**

1. The outdoor league will be made up of community league house teams (tier 4) composed of registered players/teams from the Communities in the District. If a Community Association has more than one team in an age group all such teams shall be made as equal as possible. The use of techniques such as player evaluations and fair drafts will hopefully result in teams of equal composition of players of various skill levels both weak and strong. (See section 15, Method for equalizing teams)
2. The District will be responsible for providing schedules for all interlocking leagues. **All league schedules in the District for U11 and older teams** shall be one or more round robins (not including Exhibition games).

3. The top teams in each division within the same age group as determined by league play will advance to the Tri-County cup. The determination will include Red/Yellow Card Offences, Game Forfeits, Discipline reports and could affect your participation in the Tri-County Cup and Provincials. Tri-County will provide the community with documentation for any team that is disqualified from attending Tri-County Cup or Provincials. All teams intending to proceed to Provincials are required to declare their intention as per the deadline set out by the District for that particular season. If your team is not declared you will not attend The Tri-County Cup or Provincials no matter what you're placing in the league at the end of league play.

B. Summer league Tier 3

New outdoor Community All-Star teams may be formed from registered Tier 4 players to play in a program during July. The District will organize playoff (s) to determine the Provincial Berth teams if necessary. Each Team must play a minimum of six (6) games with equivalent or higher level opponents before they qualify to Playoff for the Provincial Berth spot.

C. Indoor League

The indoor league will be made up of Community league house teams & possibly upper level teams (Tier 1,2,3) and are composed of registered players from the community or communities in the District. If A Community Association has more than one team in an age group all such teams shall be made as equal as possible if they are entered in the same league. The use of techniques such as player evaluations and fair drafts will hopefully result in teams of equal composition of players of various skill levels both weak and strong. (See section 15, Method for equalizing teams) In the event that teams are split between leagues, the EMSA league team will not qualify for Tier 4 Play downs, however they can proceed to Tier 3 Provincials but must be declared to do so.

The top team in each age group as determined by various league play results including Red/Yellow Card Offences, Game Forfeits, Discipline reports and Sportsmanship Behavior as of the end of the League play will determine the team(s) that will advance to District Play downs (if any) a/o attend Provincials. The second place team will attend Provincials if the 1st place team is unable to attend, or if the District is requested to send a second team to participate. All teams intending to proceed to Provincials are required to declare their intention as per the deadline set out by the District for that particular season. If your team is not declared you will not attend Provincials no matter what you're placing in the league at the end of the season.

D. District Hosted Provincials

A District Provincial Host berth will be guaranteed to the Provincial Host Community. If the Host Community is first in league play, then the second place team in that division will become the representative District host team.

E. Mini Soccer (see section 7)

1.11 OUT OF DISTRICT AND INTER-DISTRICT LEAGUES

- A. If the District is unable to create a feasible community level league for any particular level due to low numbers of teams in an age group, the Board of Directors will choose the most suitable alternative for these teams to play in. In the event that these teams are in out of District leagues, the schedules and rules of these leagues will take precedent over District rules unless specifically stated elsewhere in these rules.
- B. Indoor Soccer teams shall follow The A.S.A. Rules of Indoor Soccer and the rules of the league in which the Board of Directors has chosen for them to play in. For those teams that are not able to participate in indoor leagues due to travelling distance they may participate as tournament teams, however they must produce 6 game sheets (copies of both home and away sheets for that game) from their Tournament games to qualify for Play downs. A deadline set by the Board of Directors will be announced each season.

1.12 PLAYER ELIGIBILITY

- A. Infraction of these rules is considered an offense and shall be dealt with by the competitions committee. It shall be the responsibility of the Coach in conjunction with the Community President to ensure that each player on the team is eligible to play.

- B. The District recognizes the address of a permanent resident as a condition of registration. Poaching is forbidden.
- C. Players from outside the District boundaries are permitted to register in the District upon approval of the Community Association. Community level (Tier 4) house league teams.
- D. When there are insufficient players in a particular age group in a community to form a team the Community will work with another community to form a viable team. This can include co-coaches from each community, as well as alternating practices in each community.
- E. Players may be recruited from a lower age group on a trial basis to a maximum of 3 players per game. Any registered player may play an unlimited number of games for an older age category team within the same parent Community Association for league games only. Players are required to play with their registered team. It must be recorded on the game sheet that the player is a "Trialist" along with the Team and Age Group the player has been drawn from. A "Trialist" form (see download on website) must be retained by the team and **must also be submitted to the league when sending in game sheets for that particular game**. Failure to provide the necessary form will result in a forfeit for that team. No exceptions. Prior written permission **must be obtained from a registered team coach or team official** with whom the player is currently registered.
- F. Players who reside within the boundaries of the District wishing to play in another District may do so. A District release is no longer required.

1.13 **SPONSORS**

Any person, business or organization may be a sponsor of a team. The District will allow advertising; however, District reserves the right to reject advertising on the aspects of taste, wording or product.

1.14 **PUBLICITY**

Announcements to the media of any statistics or local activities may be made by any member. Release on any other subject must be authorized by the President or Vice President of the District.

1.15 **INJURY-LIABILITY INSURANCE**

The A.S.A. will be the contact for any information or claims.

1.16 **TEAM ROSTERS**

- A. In soccer up to 20 players may be dressed for any single game.
 - Minimum registered players for a U-9 team – 10
 - Minimum registered players for a U-11 team – 11
 - Minimum registered players for a U-13 team – 14
 - Minimum registered players for a U-15 team – 14
 - Minimum registered players for a U-17 team – 14
 - Minimum registered players for a U-19 team – 14
- B. Indoor Soccer - Minimum registered players for a U-11 to U-19 team - 11
- C. Communities/Teams submitting rosters with less than the minimum player requirement will be rejected.
- D. Each team shall consist of not more than 20 players registered at any one time in a single season. This applies to U-11, U-13, U-15, U-17 & U-19 age groups. (See mini soccer rules for U-3 to U-9 age groups)

1.17 AGE GROUP CATEGORIES

The age group categories set for all levels; Team & Provincial eligibility is as follows:
As per ASA age category listing.

1.18 COACH ELIGIBILITY

At least one age appropriate certified coach per team is registered in the District for U13 to U19 teams, and those certifications must be submitted with the teams ASA form at registration to the District. All teams must have a Coach/Asst coach or bench person of the same gender as the team on their ASA Roster form, and on the bench. Any team not submitting their Coaches Certification will have that coach removed or replaced by a certified coach from that community until proper certification is received.

All individuals listed on the ASA forms must submit a Criminal Record Check or they will be removed from the roster.

1.19 JEWELLERY AND NON-COMPULSORY EQUIPMENT

In District and Provincial Competitions no player will be permitted to wear any jewellery, **all jewellery must be removed, taping of piercings is not permitted.** Medic Allert bracelets are permitted, but must be covered. Eye glasses are permitted. Other than religious or medical reasons **no headgear (headbands, bandanas etc) of any kind is permitted.**

Additional Guidance on Jewelry and Non-Compulsory Equipment

No item of jewelry of any sort will be allowed on the field of play, even if it is 'taped'. I.E. covered.

Game officials must set an example by removing all personal jewellery before entering the field of play (watches are allowed for game officials).

The rule of thumb should be 'if it can be seen, it's a problem'.

Earrings: no earrings of any kind are acceptable. The practice of taping is no longer acceptable.

Facial Rings: any kind of jewellery around the eyes, nose or any other part of the face must be removed.

Bracelets: all bracelets (including metal, rope, fabric ...) must be removed.

Medic Alert Bracelets: may be worn but must be covered or padded in order to be safe for all players.

Necklaces: all necklaces must be removed.

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8v8 Modified Soccer Laws of the Game

Body Piercing; any body piercing not visible to the referee is not of concern. Should the piercing become visible the referee will ensure it is removed.

Watches: players are not allowed to wear any kind of watches.

Beaded Hair: if a player is wearing hair beads the hair must be tied in a bun or covered by a hair net. Loose beaded hair is not permitted. Rings: must be removed.

Hats: no hats are allowed on the field of play. Goalkeepers may request to wear a soft brimmed hat as an eyeshade. The referee must ensure that it is not dangerous.

Bandanas: no bandanas are allowed.

Sweatbands: no sweatbands are allowed.

Head Protectors: only those permitted by FIFA are allowed.

Spectacles: are allowed if they are sports spectacles and / or regular glasses and are safe for the players themselves and for other players.

Pro Wrap: Single strand of Pro Wrap is permitted with no metal hair clips or bobby pins.

Orthopedic Supports: FIFA Circular 863 states that the vast majority of commercially manufactured supports are safe to use. These items pose less of a hazard than players accidentally banging heads, for instance.

The major concern is not the 'hardness' of the equipment alone, rather it should be whether any part of it could cut or wound another player.

Any support must be safe for all players, and adequately padded if necessary. Casts: Players wearing a hard cast are NOT permitted to play, even if it is padded.

Players wearing a soft cast may be permitted to play if the cast does not present a danger to him/herself or any other player. The soft cast must not contain any hard material.

The referee (or a Supervisor of Officials if one has been appointed to the match or competition) will make the final decision as to the acceptability of any soft cast.

SECTION 2 – REGISTRATIONS AND FEES

2.01 MEMBERSHIP FEES

Each recognized Community Association must pay by the Annual General Meeting a District membership fee of \$100.00. Voting rights may be withheld until the fee is paid as well as any outstanding charges for that Community.

2.02 A.S.A. TEAM REGISTRATION

The A.S.A. team registration form must be completely filled out for each team and delivered to the District by a date set by the Board of Directors. (See website, this is the only form that will be accepted) Any teams registered in the EMSA league are also required to complete their team registration form (See website for form)

2.03 PLAYER REGISTRATION AND FEES

- A. All soccer players shall be registered with a recognized Community Association or Affiliate.
- B. In league play, once A.S.A. team registration forms have been submitted, any player additions can only be done on a weekly basis. New players can be registered during the season and must be submitted to the League by Friday at noon to enable league play the following week starting Monday. Confirmation must be received by the Community Association prior to that player dressing for a game or practice.
- C. Birth certificate or other evidence acceptable to the District are to be requested as proof of a player's age. Such proof of age is required only on the first occasion the player registers with the Community.
- D. It shall be the responsibility of the coach of a team and the Community President to ensure that every player is duly registered and is of the correct age.
- E. All Community Associations will be invoiced by the District for all registration fees including A.S.A. Insurance fees. Fee schedules will be available to the Community Associations for each Outdoor and Indoor season.

2.04 PROVINCIAL TOURNAMENT FEES

The District will send payment to the A.S.A. for Provincial team Tournament fees. The team and/or the team's Community Association is responsible for the fee and will be invoiced by the District.

SECTION 3 – GAME RULES

3.01 LAWS OF THE GAME

The Laws of the Game of soccer, except where modified herein by the District, are the laws most recently approved by F.I.F.A. (Federationale de Football Association)

3.02 GAME OFFICIALS

It is each Community's responsibility to provide a list of ASA registered referees at team declarations. Any Community unable to provide a list of Registered Referees will lose its home game privileges.

Per ASA Specifications:

- * Youth District ASA registered referees (14 or 15 year olds) must be at least two years older than the age group they are officiating and may be linesmen for all age groups.
- * District ASA registered referees (16 years and older) may referee and be linesmen for all age groups.
- * Mini ASA registered referees may referee U9 and younger only and/or be linesmen for all age groups.

- A. The home community will provide the game official (s) (referee & assistant referee(s) registered and qualified at the appropriate age level for league games.
- B. If no official (s) (referee/assistant referee) are available both coaches **will agree** on an appropriate substitute official (s) (referee/assistant referee) and play the regular league game; in this case the result will stand. Both coaches will sign the game sheet with notation agreeing to the substitution of the official (s) (referee/assistant referee) prior to the game commencing.
- C. All games where the home community is unable to provide a registered and qualified referee are to be Reported within 48 hours, to the Competitions Chairperson for further investigation.
- E. Any community unable to provide a registered referee for at least two games will lose its home game privileges at the discretion of the Competitions Committee.
- E. A referee or assistant referee must disclose to the other team if a family member is a participant in the game. The game sheet will be signed as proof of agreement. The game may then proceed if all are in agreement, however if the visiting team is not in agreement then Section 3.02B will be applied and will allow for the game to proceed
- F. The referee, assisted by his assistant referees, enforces the Laws of the Game as soon as he enters the area surrounding the field of play and up to the time he leaves the area. The decisions of the referee regarding facts connected with the play **ARE FINAL** as far as the result of the game is concerned.
- G. The referee and Referee/Parent Liaisons' must introduce themselves to each other before the start of the game at center field and sign the game sheet. The game will not proceed until such time as the game sheet signing takes place. The referee may expel from the field of play and the immediate surroundings any team official, player or spectator.
- H. All Red and Yellow Cards must be reported within 48 hours to the Discipline Chairperson for further Investigation. See 4.08 for information regarding Red and Yellow Card offences.

3.03 **TEAM OFFICIALS**

- A. All team officials are responsible in conducting themselves in a responsible manner in all team activities (See section 4.07; Referee/Parent Liaison (Armband) Program)
- B. Coaches must strongly insist that no one show dissent to any calls by a referee; if questioned courteously most referees will give a brief explanation of a call. Coaches should never criticize or evaluate a referee.
- C. On mixed teams **a male and female team official is required to be on the bench.**
On female teams, **a female team official is required to be on the bench.**
On a male team, **a male team official is required to be on the bench.** This is a requirement for indoor and outdoor games, practices and any team activity.
- D. **Smoking, drinking, vaping or marijuana in the vicinity of any youth soccer game or practice is strictly prohibited.**
- E. When allergies/asthma is apparent a Referee/Parent Liaison may request a "pet" be removed from the sidelines for League games. In the interest of the players' health and well being, Parents/Spectators are expected to co-operate.

3.04 **GUIDELINES FOR SCHEDULING OUTDOOR LEAGUE GAMES**

1. One or more complete round robins must be used to determine league results. When using two round robins the home and away games must be flipped on the second.
2. All league and make up games (from field closures only) must be completed within 7 days after the original game date. Failure to do so will result in a 0-0 game with no points awarded to either team.

3. **No league Games will be played on May long weekend** with the exception of **Monday, which will be included** in the schedule. This is the only non-scheduled weekend for the season.
4. Re-scheduling of games **is only permitted if agreed to in advance by the requesting team and their opponents, and must be completed prior to the Original Game Date**. (See website for "Notice to Change Scheduled Game Time" forms) **All forms must be received by the District 72 hours before the game** is scheduled and all arrangements for referees and fields are the responsibility of the teams involved. If the opposing team is unable to accommodate the requesting team then the original game will proceed as scheduled.

3.05 OUTDOOR GAME SCHEDULES

- A. Teams must adhere to the schedules as issued with the exception of Rule 3.04-4 above. Any team found not **complying with this rule will forfeit their game and will forfeit any chance to attend Provincials.**
- B. League games will be scheduled for age groups as follows:
 U-3, U-5, U-7, U-9 In-house at the discretion of the Community Association.
 U-11 Tuesday, and alternating Weeks Tuesday & Thursday at 7:30 pm
 U-13 Monday: 7:30 pm & Wednesday 7:30pm
 U-15 Tuesday: 7:30 pm & Thursday 7:30pm
 U-17 Monday: 7:30 pm & Wednesday 7:30pm
 U-19 Thursday 7:30pm

 At team declaration, changes may be made depending on the team numbers, and at the discretion of the Executive and Board of Directors.
- C. Teams playing outside the District (Tier 3 and above) will play at times provided by the league they are playing in. Any teams not participating in the District league must be declared as such and have District approval. Those teams not participating will not qualify for Tri-County Cup or any Provincial competitions with the exception of Fort Saskatchewan Soccer Association.
- D. Rainout hotlines will be posted on the Tri-County website (tricontysoccer.net) for those communities that are **forced to close fields by their municipalities only.** All other games are played rain or shine.

3.06 GAME DURATION

- A. The duration of the games in District leagues and County Cup & overtime in the County Cup is:

<u>AGE GROUP</u>	<u>DURATION (minutes)</u>	<u>OVERTIME (minutes)</u>
U 19	90	45 halves (2)
U 17	80	40 halves (2)
U 15	70	35 halves (2)
U 13	60	30 halves (2)
U 11	50	25 halves (2)
U 9		
U7, U5, U3	Mini Soccer Guidelines	

- B. The duration may be ***altered at the discretion of the referee*** but such an altered game will be valid only if 75% of the game is played. (i.e.: severe weather, lightning)
- C. Games shall consist of two equal halves with a minimal half time interval of 5 minutes
- D. **In all games, each team will be situated on opposite sides of the field**

- E. **Parents and spectators will be situated on the same side of the field as their team; on the other side of the half line. Parent liaisons will be situated at the “half line” in between the parents/spectators and the team to ensure visibility for the Referee.**
- E. Overtime periods will be played according to rule 3.06A (above) for Play down games only.
- F. Overtime will be as follows: If at the end of regulation time teams are tied, there will be 2 neutral overtime halves. If at the end of 2 overtime halves the teams are still tied, a shootout will occur **using only the players on the field**. 5 shooters per side will be used then alternating 1 player per side until all players on the field have shot. If still tied, begin sequence again.

3.07 **POSTPONED GAMES (OUTDOOR)**

- A. **Any team that forfeits a game will be assessed a \$100.00 fine per game.** The Community Association will be invoiced accordingly.
- B. All postponed league games for U9 and older leagues must be scheduled within 7 days of the original game Date and be reported to the District Administrator using the “Notice to Change Scheduled Game Time” available on the website. Any league game not scheduled and reported within this time will result in zero points awarded to both teams; all make up games must be completed 2 weeks before the end of league play. The administrators must be notified of the re-scheduled game results within the 48 hour score reporting period, or the game will result in a 0-0 score.
- C. The safety of players, coaches, management and spectators is the primary concern in any weather event that occurs during all matches sanctioned by Canada Soccer. By understanding and following the below information, the safety of everyone shall be greatly increased. Ultimately, the referee has the final say over delaying or restarting a match due to weather. Waiting to stop play or not waiting to start play may result in a serious injury or loss of life. Referees are expected to act responsibly when dealing with such events during matches they are controlling. If you can hear thunder, you can get hit by lightning. As soon as you hear thunder, quickly get to a safe location. More people are struck before and after a thunderstorm than during one. Stay inside for 30 minutes after the last rumble of thunder.

3.08 **UNCOMPLETED GAMES (OUTDOOR)**

- A. There must be a minimum of 8 players per team on the field to start an official game except for mini soccer.
- B. The referee must write on the game sheet the reason for terminating the match, the score at termination and the time already played and ensure a copy is sent to the Competitions Chairperson within 48 hours.
- C. If the non-completion of a game is due to misconduct of players, team officers or spectators the result of the game shall be decided by the Discipline Committee within 48 hours.
If a team refuses to attend or finish a game that team will be penalized. (See 4.02A)
- D. If a team does not show up by game time, they are considered late and they will forfeit the game. If the team is in contact with the home team and are in agreement, then the game may proceed if there are extenuating circumstances for them being late. The game time may then be shortened (at the discretion of the referee.)

3.09 **GAME SHEETS (OUTDOOR)**

- A. On the game sheet all players along with their jersey numbers shall be listed. The Referee/Parent Liaison must sign the game sheet only prior to the game at center field, in the presence of the referee or the game will not proceed.
- D. **REFEREES are responsible for scanning and emailing the game sheets (for both teams) to the Scheduler within 48 hours of game completion. If the game sheets are not sent in within the 48 hours, the scores will be posted at a 0-0 score for both teams with no points awarded. IF GAME SHEETS ARE INCOMPLETE THEY WILL BE REJECTED.** Please ensure they are complete and include the game number.

3.10 **Player Cards**

All players must produce their district issued cards by the end of the game. All team officials must produce their district issued card by kick off.

All player cards are property of Tri-County Soccer Association.

3.11 **POINT SYSTEM OUTDOOR**

For all District competitions the awarding of points for a game shall be

3 points for a win

1 point for a tie

0 points for a loss

3 point deduction for a forfeit

Mercy Rule 5 points

3.12 **SUBSTITUTIONS (OUTDOOR)**

- A. An unlimited number of substitutions may be made during League games. An unlimited number of players may be substituted at one time but only at the discretion of the referee who may limit the number.
- B. Substitutions **must be made at the centre line only** at a stoppage of play and only with the permission of the referee.
- C. Substitutions will normally be allowed only on your team's possession.
- D. **Players on the sidelines must cover their colors** (pinnies) and remain 3 feet from the sideline so that they do not distract the referee. If pinnies are not available then the use of a jacket or sweater can be substituted.

3.13 **EQUIPMENT AND JERSEYS**

- A. Soccer shin-pads secured and covered with socks are mandatory for all players
- B. Soccer shoes or running shoes are recommended footwear; the referee shall be checking all player equipment for safety.
- C. The game ball shall be supplied by the home team to the referee for inspection. The size of ball for each age group is as follows.

U17	Size 5 ball
U15	Size 5 ball
U13	Size 5 ball
U11	Size 4 ball
U 9	Size 4 ball
U 7	Size 3 ball
U 5	Size 3 ball
U 3	Size 3 ball
- D. Four corner flags, or cones for younger teams, are strongly recommended. When centre flags are used they must be placed 1 meter away from the sideline.
- E. Each team, U13 and older, is required to supply and install one net for all home and away games.
- F. Pinnies must be worn by all players on the sidelines at games and must be a different color than their teams jersey color. (If pinnies are not available a jacket or sweater can be substituted)

3.14 **PLAYER PLAYING TIME**

The intent of community league soccer is to allow everyone to participate and have fun. Coaches are to ensure fair playing time for all team members. Players should be given a minimum playing time of one third (1/3) of a

game's duration. This requirement does not preclude a coach's privilege of using playing time as a means of enforcing team discipline.

SECTION 4 – DISCIPLINE & COMPETITIONS

4.01 REGISTRATION VIOLATIONS

All registration violations are to be reported to the Competitions Chairperson for review within 48 hours of the infraction. Contact via email: tricity.discipline@yahoo.ca

Where registration rules are broken in the following cases

- A. Use of over age players
- B. Use of unregistered players
- C. Use of higher division players
- D. Use of players from another team (same age group regardless of gender) in the District a/o Community
- E. Use of more than three trialists.

The penalty for the first occurrence shall be that all games played under these infringements shall count as a loss with -3 points and -3 goals for the penalized team and 3 points and 3 goals awarded to the opposing team. The team officers shall be reprimanded. Any second infringement will result in the team officers being *suspended* pending a hearing with the District Competitions Committee.

4.02 GAME VIOLATIONS

All game violations are to be reported to the Competitions Chairperson for review within 48 hours of the occurrence. Contact via email: tricity.discipline@yahoo.ca

- A. If a team refuses to attend or finish a scheduled game, that team will register a loss with 0 goals and will **also have 3 points deducted from their overall points** and the team remaining on the field shall be awarded 3 points and 3 goals. Any team that forfeits a game is subject to a fine of \$125.00 per occurrence.

4.03 GAME PROTESTS

- A. Protests on games should be made according to the rules of the competition in which the game was played within 48 hours.
- B. A member Community Association, on behalf of a team, may protest a game to the Districts Competitions Chairperson's (Committee) within 48 hours.
- C. A cheque for \$150.00 made payable to the District must accompany the game protest and received by the District within 7 days

4.04 DISCIPLINE, COACH MISCONDUCT

All COACH MISCONDUCTS are to be reported to the DISCIPLINE Chairperson for review within 48 hours by the Parent Liaison. Contact via email: tricity.discipline@yahoo.ca

- A. Any coach or other team officer ejected from a game for:
 1. Continuous dissent of referee's decisions
 2. Offensive or insulting language
 3. Entering field of play without permission.
 4. Refusing to assist the referee in maintaining sideline discipline including own team officers, players and

spectators shall be suspended for 2 games for the first offence and 4 games for the second offence. A third offence will result in an immediate suspension and a hearing with the District Discipline Committee.

- B. Any team officer that threatens or has physical contact with any other person before, during or after a game, at the game's vicinity, (this includes the parking lots) shall be immediately suspended and the case shall be referred to the District Discipline Committee a/o the A.S.A.
- C. Any spectator that is ejected from the area surrounding the game will be identified to the District Discipline Committee for further follow up or action.
- D. Any team official guilty of verbally threatening, or having physical contact with, a referee or assistant referee shall be immediately suspended and the case referred to the Discipline Committee a/o the A.S.A.
- E. Any other discipline issue not defined above must be forwarded to the Discipline Committee within 48 hours and may result in a hearing. Note: Penalties can range from 6 months to a lifetime ban.

4.05 DISCIPLINE PROCEDURE

- A. All players receiving Red cards and any team official who was expelled from a game must be reported to the Discipline Chairperson within 48 hours. Each Community is responsible for yellow card rule enforcement.
- B. A complete report must be written on the back of the referee's copy of the game sheet for red cards and expulsions and reported (emailed) to the Discipline Chairperson within 48 hours.
- C. The District Discipline Chairperson, in conjunction with the Discipline Committee, shall apply discipline for violations and inform the appropriate Community President of such action. Penalties can range from a 6 month suspension to a lifetime ban.

4.06 APPEALS PROCEDURE

- A. Any registered player or team official has the right to appeal decisions affecting their status.
- B. All appeals must be addressed to the District President or, if unavailable, The Vice-President or The Discipline Chairperson within 48 hours via email.
- D. All appeals must then be accompanied by a cheque for \$250.00 made payable to the District and must be received within 7 days of the appeal request. If the appeal is successful, any unused portion of the hearing expenses may be refunded.

4.07 REFEREE/PARENT LIAISON – ARMBAND PROGRAM (OUTDOOR LEAGUE)

Referee abuse and harassment by spectators and coaches is the main reason why referees, particularly those in their early teens, drop out of the development program resulting in severe shortages of officials at all levels. This unacceptable behavior towards our youth must be addressed as a *priority* particularly if soccer is to have an adequate supply of referees.

All teams participating in Tri-County league must designate an individual (does not have to be the same person for each game) at each game (home and away) to act as a *referee/parent liaison*. The *referee/parent liaison* for each team **shall be a person, usually a parent who is NOT a team official (coach/manager/bench person)** and their main role will be to act as a deterrent to possible acts of misbehavior by their teams' Parents, Spectators or Team Officials. The *referee/parent liaison* will also be available to the referee should a request to do so be made or if a potential problem exists.

- A. Both Referee/Parent Liaisons are to meet at center field, introduce themselves to each other and to the referee prior to the start of the game, sign your game sheet in the presence of the referee and tell them that you are here to help them if they require it.
- B. Wear the identifying armband provided by your team. (This armband will be available from your team officials)
- C. Situate yourself at "center field" in between your team and your parents/spectators. Monitor the behavior of your teams' parents & spectators and Coaches/Team Officials.
- D. You are now visible at half time, full time, or at any time during the game if the referee needs your assistance.
- E. Quickly diffuse potential problems before they arise by either being visible or calmly speaking with the individual(s) involved including coaches.
- F. Deal with, and act on, inappropriate comments, gestures and/or general unsporting behaviour directed at referees, players or any other individual by your teams' Parents, Spectators or Coaches but please avoid getting into a confrontation.
- G. Any individual be it Spectator, Parent or Coach must adhere to the Program. You are within your right to ask anyone who is not complying with the intent of this Program to leave the field of play including Coaches if necessary. Please note this involves YOUR team only. **At no time are you to approach the other team.** Your only goal is to ensure *that your* teams Parents, Spectators & Coaches are acting in a sportsmanship like manner.
- H. Submit a brief report in writing (via email) to the Discipline Chairman of any incident that you feel the district should be aware of involving inappropriate behavior by ANY individual. Based on any official report, the Discipline Chairman will conduct an investigation into the incident and penalties will be levied if necessary. Refer to all reports to: tricity.discipline@yahoo.ca within 48 hours of the occurrence.

4.08 **DISCIPLINE, PLAYER MISCONDUCT**

All RED CARDS / YELLOW CARDS are to be reported to the Discipline Chairperson for review Within 48 Hours. Contact via email: tricity.discipline@yahoo.ca

1. When a referee gives a yellow card it must be reported to the community where the game is held. All yellow card offences are to be reported to the Discipline Chairperson within 48 hours. All Coaches and Communities must ensure disciplinary action for card offences are enforced.
2. For District U9 leagues no red cards shall be given for any hand ball offense. For U11 leagues a red card hand ball offense will result in an ejection from the game but no further game suspensions will occur. This rule applies only to Tri-County league play.
3. When a referee issues a red card or ejects a team official the referee will have no part in deciding on subsequent action the District may take. All Red Card Offences are to be reported to the Discipline Chairperson for further investigation within 48 hours.

A. Cautionable offenses (yellow cards) MUST BE REPORTED WITHIN 48 HOURS 2 Yellow Cards in a Game = a Red Card and an automatic 1 game suspension

1. When a player has 2 yellow cards (cautions) recorded against him/her during a league game, that player will be suspended for one (1) game.
2. Cautionable offenses (yellow cards) accumulation during the season will be as follows:
3 yellow cards = 1 game suspension
5 yellow cards = 1 game suspension

6 yellow cards = 2 game suspension
 7 yellow cards = 4 game suspension and Discipline Committee hearing

- Any yellow Card offenses not covered in this section will be at the discretion of the Discipline Committee and all penalties will be decided accordingly.

B. Sending off offenses (red cards) MUST BE REPORTED WITHIN 48 HOURS
Automatic 2 Game Suspension

- Slide tackling of any kind is a Red Card offence and must be reported to the Discipline Chairperson.
- Denying an opponent of an obvious goal scoring opportunity by deliberately handling the ball or denying an obvious goal scoring opportunity. Punishable by a direct free kick or a penalty kick shall result in a two (2) game suspension.
- Serious foul play, or the use of offensive or insulting language. A Discipline Hearing will be called. A Discipline Hearing will result from a Second occurrence and a minimum 4 game suspension or at the discretion of the Discipline Committees ruling which may result in a 6 month suspension to a lifetime ban.
- Any Red Card offenses not covered in this section will be at the discretion of the Discipline Committee or referred to ASA by the District. All penalties are at the discretion of the Discipline Committee for any infractions not listed and may result in a 6 month suspension to a lifetime ban.

Sending off offenses (red cards)
Automatic 4 Game Suspension

- Violent conduct or attempted violent conduct, including fighting. A Discipline Hearing will be called or referred directly to the A.S.A. A Discipline Hearing will result from any Second occurrence and will result in a minimum 9 game suspension or at the discretion of the Discipline Committees ruling or the A.S.A.
- Any Red Card offenses not covered in this section will be at the discretion of the Discipline Committee and may be referred to the A.S.A. All penalties are at the discretion of the Discipline Committee for any infractions not listed and could result in a 6 month suspension to a lifetime ban.

Sending off offenses (red cards)
Automatic Suspension Pending a Discipline Hearing

- Any player found guilty of any second red card offense during the season shall be immediately suspended and shall remain suspended until they appear before the District Discipline Committee.
- Any player guilty of verbally threatening, or having physical contact with, a referee or assistant referee shall be immediately suspended and shall remain suspended until they appear before the District Discipline Committee or the A.S.A.
- Any teams engaged in a brawl that results in the game being abandoned by the referee shall be immediately suspended pending a hearing with the District Discipline Committee or the A.S.A. Any scheduled games will be cancelled until the hearing has concluded. Those games will be considered a forfeit for the suspended teams.
- Any Red Card offenses not covered in this section will be at the discretion of the Discipline Committee. All penalties are at the discretion of the Discipline Committee for any infractions not listed and may result in a 6 month suspension to a lifetime ban.

Red Card Offenses
For Actions against game Officials, Automatic Suspension Pending a Hearing

- Offences are to be reported directly to The District and in turn referred to the A.S.A.

C. All suspensions issued:

Suspensions ***will carry forward and include:*** League Games, Tri-County Cups, District Play downs, Provincials, and any out of District Tournaments that you may be registered in.

SECTION 5 - TOURNAMENTS AND ROUND ROBIN LEAGUES

5.01 SANCTIONING

Any tournament held in the District must be approved by the District and if the tournament involves any out of district teams it must also be sanctioned by the A.S.A. The ASA sanctioning fees are the responsibility of the Community hosting the tournament and will be invoiced accordingly. **The A.S.A deadlines for tournament sanctioning is June 30th for Indoor tournaments and December 1st for outdoor tournaments.** Any requests received after this deadline will not be accepted by the District or the A.S.A.

5.02 DISTRICT COMPETITION ROUND ROBIN RULES

A. If at the end of District league play two or more teams are tied the tie breaking formula:

4. Tie breaking formula in sequence:
 - A. previous tournament match – head to head (**used if only two teams are tied for points**).
Skip to B if more than 2 teams are tied for points
 - B. goals against
 - C. goals for
 - D. shoot out.

SECTION 6 – TRI-COUNTY PROCEDURES

League play & Provincial berths. Organizational Responsibilities

6.01 TRI-COUNTY BOARD

1. To form leagues and to sanction district tournaments.
2. To determine the day on which all league games, make up games must be completed.
3. To participate as requested as a member of the Competition & Discipline Committees.
4. To attend all District meetings or have a representative present if unavailable.
5. To collect ASA registration forms, Coaches Certifications, Criminal Record Checks, Certified Referee lists, as set out By the Board of Directors.

6.02 COMPETITIONS CHAIRPERSON

Will be responsible to monitor & investigate any complaints of unfair team distribution, Registration Violations and Game Protests in co-ordination with the District Executive.

The Chairperson presides over the meetings/hearings and ensures the meeting in run in an orderly fashion. Due to conflict of interest any community involved in the complaint is not permitted to serve on the Competitions Board.

6.03 DISCIPLINE CHAIRPERSON

Will be responsible to monitor & investigate any complaints of a discipline nature in co-ordination with the District Executive

The Chairperson presides over the meetings/hearings and ensures the meeting in run in an orderly fashion.

Due to conflict of interest any community involved in the complaint is not permitted to serve on the Discipline Board.

6.04 HEARINGS/APPEALS

- A. A Discipline / Competitions Hearing Committee shall have no less than three (3) panel members. (Does not include The Chairperson) Committee members cannot be from the Community Association for which the hearing/appeal is being held to avoid any conflict of interest.
 - B. The Chairperson will conduct the hearing/meeting, and if it is found that the Chairperson is in a conflict of interest position, he/she will excuse themselves from the proceedings and the hearing may continue or be postponed if the 3 member panel is not achieved.
 - C. One (1) of the Committee shall act as recording secretary or a non-voting recording secretary (not a panel member) shall be appointed to be present for the entire hearing/appeal as a non-participating member of the panel.
 - D. Failure to appear at a Discipline/Competitions hearing/appeal when due notice is given shall result in an immediate suspension until such time as a hearing is conducted.
 - E. A request for an appeal must be done in writing and must be received within 7 business days and be accompanied by a certified cheque or money order for \$250.00 (non refundable) payable to the District. Failure to adhere to this timeline will result in a denial of any appeal or request for appeal.
 - F. Hearings will be conducted at the next scheduled District Meeting (either before or after the regular meeting has concluded, at a time to be determined) or on 14 days notice if a District meeting is not scheduled for that month or if time does not allow, an additional scheduled hearing will be held within 4 weeks time.
 - G. The result of the hearing will be sent to the accused no later than (15) fifteen working days after the Hearing has concluded Via email. A copy of the decision will be forwarded to the President of the Community to which the individual or persons involved resides.
 - H. Procedure
 1. The Chairperson will read the report and state the charge and will read any statements from those not in attendance.
 2. Only those individuals who have been contacted directly regarding the hearing/appeal are permitted to attend.
 3. Upon direction for the Chairperson:
 - *The person(s) bringing forth the charge (if present) will have the opportunity to qualify or expand the report.
 - *The person (s) bringing forth the charge will have the opportunity to call any witnesses (direct witnesses only, heresay witnesses are not permitted) to the incident.
 - *The accused will have the opportunity to qualify or expand on their report of the incident.
 - *The accused will have the opportunity to call any witnesses (direct witnesses only, heresay witnesses are not permitted) to the incident.
- *The panel will ask any additional questions to either party regarding the incident.
 *The person (s) bring forth the charge (if present) will have the opportunity to make final comments.
 *The accused will have the opportunity to make final comments.
 *The Chairperson will adjourn the hearing/appeal and excuse the attendees. The panel will remain for further discussion and deliberation, and the penalty (if any) phase may or may not be concluded at this time. The decision/result will be sent to the accused as per section 1.19G noted above

6.05 MANDATORY DISTRICT MEETINGS

Meetings will be held 5 times per year for all Communities. Regional meetings may be held as required with Communities, Referees or Coaches as required. Ample notice will be given.

ALL MEETINGS ARE MANDATORY, failure to be represented at ANY meeting will result in a fine of \$250.00 per occurrence. If as president you are not able to attend you must send a representative on your behalf.

SECTION 7 – MINI SOCCER RULES - GENERAL

7.01 FOR PLAYERS IN THE U3TO U11 LEAGUES

Each player is to participate a minimum of 50% of the total playing time if possible.

7.02 GAME OFFICIALS

- A. A coach from each team is recommended to officiate on the field for U9. A single referee is recommended For U11 games.
- B. All calls should be fully explained by the officials on the field to the players for both age groups.
- C. No official shall stand in the goal area during a game.
- D. No coaches, players or spectators should be allowed behind the goal line, only on the sidelines.

7.03 CONDUCT

All coaches and spectators shall not criticize the game officials at any time and shall encourage the same attitude among the players. Coaches on the sideline should be positive in giving instructions and spectators should only comment positively on the things well done or tried.

SECTION 8 – UNDER 4 PLAYING RULES

At this age group, the most important thing for children to develop is a feel and a love for the game of soccer. All games and activities should incorporate running, jumping, twisting, and tumbling movements that include a ball. Children at this age need to get a ton of touches on a soccer ball so it is important that each child is given time with their own ball without having to share with others. Playing simple games like Simon says, red light – green light, and musical chairs with a ball lend far more to a child's soccer development than playing a "real" soccer game where 8 or 10 kids have to fight over one ball. Children love to jump and tumble so incorporate somersaults or cartwheels into the activities. This also begins to build body coordination and ball to eye coordination.

8.01 FIELD OF PLAY

Dimensions: The field of play may be rectangular or square.

Length: approximately 20 – 25 yards

Width: approximately 15 – 20 yards

Goals: Pop up goals are ideal for this age group; however, cones will work fine. Two or more goals may be used. Using more goals allows children to be more successful when it comes to scoring. It helps to create movement in all directions and lends to creativity.

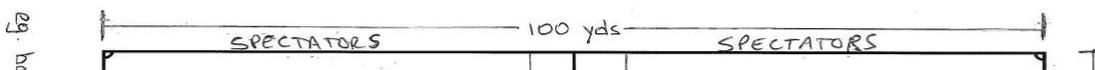
8.02 BALL SIZE: – Size three (3).

8.03 NUMBER OF PLAYERS

No goalkeepers should be used. Goals should be large enough for children to score easily and be successful. If a "real" game is to be played the MAXIMUM number of children on the field per team should be 3. This allows for as many touches as possible. Ensure the "real" games of 3v3 are short and that during the rest of the time each child has their own ball.

8.04 Make the session's fun, fun, FUN

SECTION 9 – UNDER 5 PLAYING RULES



These laws are based on FIFA's official Laws of the Game and have been modified to conform to the standards of the Alberta Soccer Association Grassroots Program and the Canadian Soccer Association "Wellness to World Cup" Long Term Player Development initiative.

9.01 **FIELD OF PLAY**

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line. The fields will be the same for U5 and U7 for practical purposes.

Length: 30 yards

Width: 25 yards

Field Markings: Distinctive lines including a center line are ideal; however, cones may be used to outline the playing area with distinct shaped or coloured cones to mark the half way point of the field. The *dual field* method is recommended for this age group as it allows for 3v3 play without having to double the number of small teams (and volunteer coaches).

The Goal Area: From the exact center of the goal line, measure 6 yards each way (for a total of 12 yards). At each of these points extend a line perpendicular to the goal line that extends 8 yards into the field. Join the two points at the top making a line parallel to the goal line (12yx6x). This is the goal/penalty area.

The Penalty Area: The same as the goal area.

Flag posts: None

The Corner Arc: None

Goals: Goals must be placed on the center of each goal line. Goals may be real goals, pop-up goals, or corner flags or cones to mark the goal net. Goals should not be any wider than eight (8) feet wide

9.02 **BALL SIZE:** Size three (3).

9.03 **NUMBER OF PLAYERS**

A match is played by two teams, each consisting of not more than three players. There are **NO GOALKEEPERS**. Substitutions: At any stoppage and unlimited.

Playing Time: Each player SHALL play a minimum of 50% of the total playing time. Teams and games may be co-ed.

9.04 **PLAYERS EQUIPMENT**

Must have shoes, shin pads, and socks to cover their shin pads.

9.05 **REFEREE**

May be used; however, at this level a coach can act as a referee.

9.06 ASSISTANT REFEREE:
None

9.07 MATCH DURATION:

The match shall be divided into two (2) fifteen (15) minute halves. A half time break of five (5) minutes shall be allowed in between the two halves. Since children tend to loose focus and get distracted, it may be necessary to include a short one (1) to two (2) minute break after the first and third quarter as well.

9.08 START & RESTART OF PLAY:

As per FIFA – a kick-off is taken from center in any direction to start each half (and quarter if breaks are given) and after each goal. The opponents must be at least five (4) yards from the ball until it is in play.

9.09 BALL IN AND OUT OF PLAY:

As per FIFA – the ball is out of play when the whole ball crosses over the goal line (end lines) or the touch lines (side lines).

9.10 METHOD OF SCORING:

As per FIFA – a goal is scored when the whole ball crosses over the goal line, between the goal posts, and under the cross bar (or over the goal line and between the cones).

9.11 OFFSIDE:

None.

9.12 FOULS AND MISCONDUCTS:

As per FIFA except that free kicks are all direct and all infringements should be explained to the kids. Fouls include pushing, tripping, kicking, charging, hitting, and touching the ball with the hands. Kicking includes contacting the player BEFORE contacting the ball. Players need to learn early not to “kick at the ball” as this leads to “ankle hacking” when players miss the ball and kick their opponent. Parents and coaches need to teach children not to kick blindly at the ball by calling a foul for ankle hacking.

9.13 FREE KICKS:

As per FIFA – free kicks are given to the non-offending team when any of the above offenses occur. All kicks are direct, meaning they do not need to touch another player before going into the goal. Opposing players must stand at least four (4) yards away from the ball until it is in play.

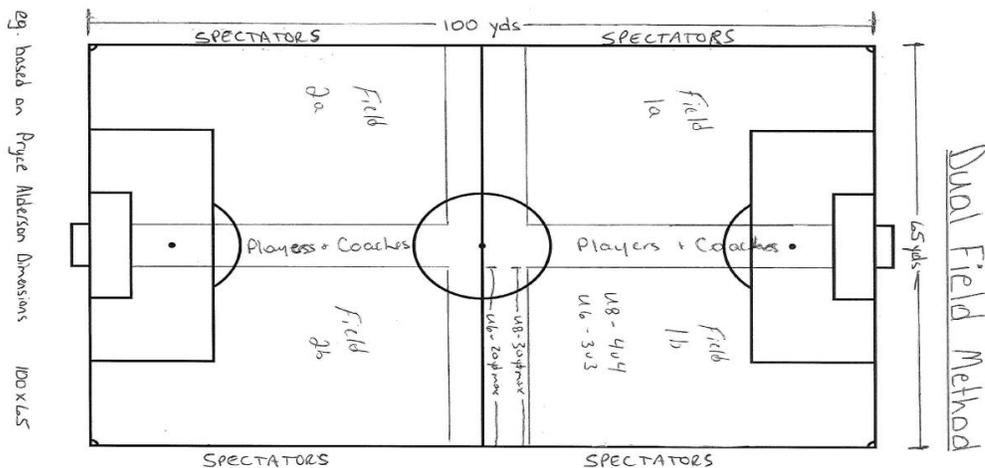
9.14 PENALTY KICK:

None.

9.15 GOAL KICK:

The goal kick should be taken within 2-3 yards of the goal line anywhere in front of the goal net. Opposing players must be four (4) yards away from the ball until it is in play. If the ball travels outside the goal line, the team whose goal is on that goal line gets a kick in regardless of who kicked it out.

SECTION 10 – UNDER 7 PLAYING RULES



These laws are based on FIFA's official Laws of the Game and have been modified to conform to the standards of the Alberta Soccer Association Grassroots Program and the Canadian Soccer Association "Wellness to World Cup" Long Term Player Development initiative.

10.01 FIELD OF PLAY

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line. The fields will be the same for U6 and U8 for practical purposes.

Length: 30 yards

Width: 25 yards

Field Markings: Distinctive lines including a center line are ideal; however, cones may be used to outline the playing area with distinct shaped or colored cones to mark the half way point of the field. The *dual field* method is recommended for this age group as it allows for 4v4 play without having to double the number of small teams (and volunteer coaches).

The Goal Area: From the exact center of the goal line, measure 6 yards each way (for a total of 12 yards). At each of these points extend a line perpendicular to the goal line that extends 8 yards into the field. Join the two points at the top making a line parallel to the goal line (12yx6x). This is the goal/penalty area.

The Penalty Area: Same as goal area.

Flag posts: None

The Corner Arc: None

Goals: Goals must be placed on the center of each goal line. Goals may be real goals, pop-up goals, or corner flags or cones to mark the goal net. Goals should not be any wider than eight (8) feet wide.

10.02 BALL SIZE: Size three (3).

10.03 NUMBER OF PLAYERS

A match is played by two teams, each consisting of not more than four (4) players. The players' positions should be in the shape of a diamond with one player at the top, two on each side, and one player at the back. The player at the back is referred to as a "sweeper-keeper". The player in this position is to play as an out player; however, they may pick up the ball with their hands **ONLY** when they are within their goal/penalty area.

Children need to be encouraged to play outside of the goal area and not just stand in the goal.

Substitutions: At any stoppage and unlimited. Playing Time: Each player **SHALL** play a minimum of 50% of the total playing time. Teams and games may be co-ed

10.04 PLAYERS EQUIPMENT

Must have shoes, shin pads, and socks to cover their shin pads.

10.05 REFEREE

May be used; however, at this level a coach can act as a referee.

10.06 ASSISTANT REFEREE:

None

10.07 MATCH DURATION:

The match shall be divided into two (2) fifteen (15) minute halves. A half time break of five (5) minutes shall be allowed in between the two halves. Since children tend to loose focus and may be necessary to include a short one (1) to two (2) minute break after the first and third quarter as well.

10.08 START & RESTART OF PLAY:

As per FIFA – a kick-off is taken from center in any direction to start each half (and quarter if breaks are given) and after each goal. The opponents must be at least four (4) yards from the ball until it is in play.

10.09 BALL IN AND OUT OF PLAY:

As per FIFA – the ball is out of play when the whole ball crosses over the goal line (end lines) or the touch lines (side lines).

10.10 METHOD OF SCORING:

As per FIFA – a goal is scored when the whole ball crosses over the goal line, between the goal posts, and under the cross bar (or over the goal line and between the cones).

10.11 OFFSIDE:

None

10.12 FOULS AND MISCONDUCTS:

As per FIFA except that free kicks are all direct and all infringements should be explained to the kids. Fouls include pushing, tripping, kicking, charging, hitting, and touching the ball with the hands. Kicking includes contacting the player BEFORE contacting the ball. Players need to learn early not to “kick at the ball” as this leads to “ankle hacking” when players miss the ball and kick their opponent. Parents and coaches need to teach children not to kick blindly at the ball by calling a foul for ankle hacking.

10.13 FREE KICKS:

As per FIFA – free kicks are given to the non-offending team when any of the above offenses occur. All kicks are direct, meaning they do not need to touch another player before going into the goal.

10.14 PENALTY KICK:

None.

10.15 GOAL KICK:

The goal kick should be taken within 2-3 yards of the goal line anywhere in front of the goal net. Opposing players must be four (4) yards away from the ball until it is in play. A goal kick is awarded when the opposing team kicks the ball out of play over the team’s goal line.

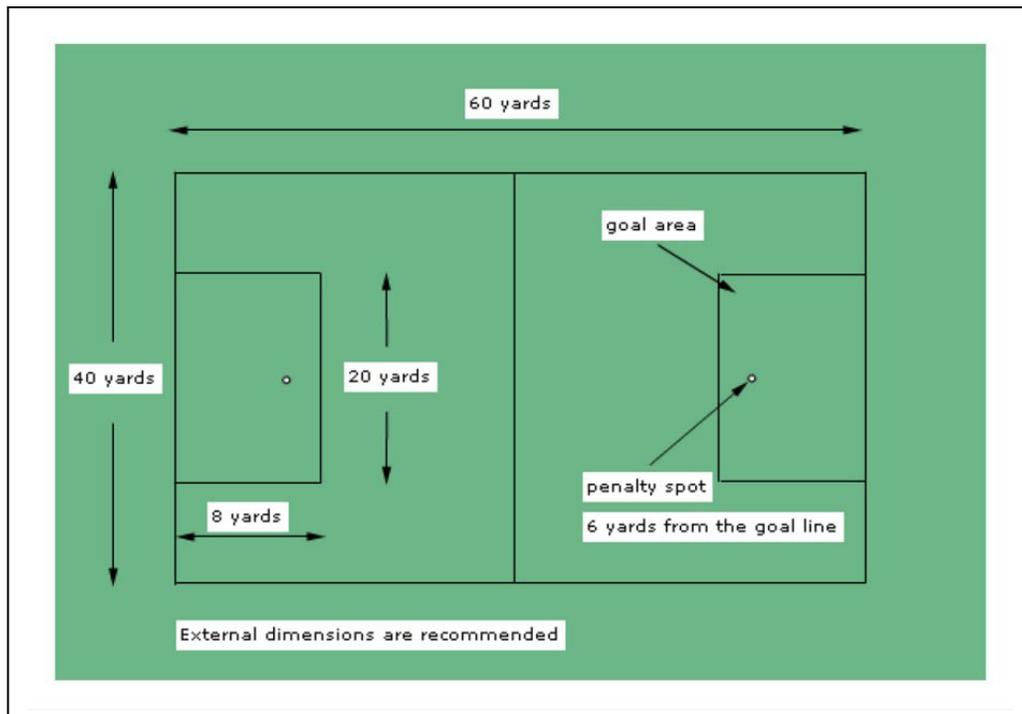
10.16 CORNER KICK:

A corner kick is awarded when a team is at their opponent’s goal line and one of the opponents kicks the ball out past their own goal line. The ball is kicked in from the corner closest to where the ball was kicked out of play. Player must stand at least four (4) yards away from the ball until it is in play

SECTION 11 – UNDER 9 PLAYING RULES



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These laws are based on FIFA's official Laws of the Game and have been modified from the US Youth Soccer Association to conform to the standards of the Canadian Soccer Association "Wellness to World Cup" Long Term Player Development initiative.

11.01 **FIELD OF PLAY**

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 40 yards maximum 60 yards (for practical purposes may go to MAX of 70 yards so field can also be used for U11).

Width: minimum 30 yards maximum 40 yards (for practical purposes may go to MAX of 50 yards so field can also be used for U11).

Field Markings: Distinctive lines with the field of play divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

The Goal Area: The goal area and the penalty area shall be one in the same and referred to as the goal area. Two lines are drawn at right angles to the goal line, ten (10) yards from the midpoint of the goal. These lines extend into the field of play for a distance of eight (8) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area. Within each goal area a penalty spot is made six (6) yards from the midpoint of the goal.

The Penalty Area: Called a *goal area*.

Flag posts: As per FIFA.

The Corner Arc: As per FIFA.

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. Most goals are about 6'x12' and should not exceed 6'x18'.

Goal nets should be used.

11.02 **BALL SIZE:**

Size four (4).

11.03 **NUMBER OF PLAYERS**

A match is played by two teams, each consisting of seven (7) players one of whom is a goalkeeper. Teams must dress a minimum of five (5) and not exceed fourteen (14).

Substitutions: At any stoppage and unlimited.

Playing Time: Each player SHALL play a minimum of 50% of the total playing time. Teams and games may be co-ed.

11.04 **PLAYERS EQUIPMENT**

Must have shorts, socks, shin pads, footwear, and a numbered shirt. Goalkeepers must wear colors that are distinguishable from those of other players, and the referee. Goalkeepers may wear gloves and tracksuit type pants.

11.05 **REFEREE**

May use an ASA certified referee or a Tri County certified Mini-Soccer referee.

11.06 **ASSISTANT REFEREE:**

None

11.07 **MATCH DURATION:**

The match shall be divided into two (2) twenty five (25) minute halves. A minimum break of five (5) minutes shall be allowed in between the two halves. A fifteen (15) technical practice / warm-up should precede every game. Coaches are encouraged to schedule one practice in addition to two games / week.

11.08 **START & RESTART OF PLAY:**

- A. At the beginning of the game the referee, by toss of a coin will determine choice of halves and kick off. The winner of the coin toss shall choose which half to defend and the opposing team will get the kick off. The order is reversed for the start of the second half.
- B. At a kick off, all players shall be in their own half. All players opposing the team taking the kick off shall be not less than six (6) yards from the ball until it is kicked. The game shall be started by the referee giving a signal. The ball is in play when it is kicked or moves in any direction. For any infringements, the kick shall be taken again.
- C. The player taking the kick off must not play or touch the ball a second time before it has been played or touched by another player.
- D. After a goal has been scored, the game shall be restarted by a kick off, to be taken by a player of them against which the goal was scored.
- E. After the first half of play, the teams shall change halves and the kick off shall be taken by a player of the team opposing that which started the game.
- F. For any stoppage not mentioned in these rules, the referee shall restart play with a dropped ball.
- G. A goal may be scored directly from a kick off.

11.09 **BALL IN AND OUT OF PLAY:**

As per FIFA – the ball is out of play when the whole ball crosses over the goal line (end lines) or the touch lines (side lines) or when stopped by the referee.

11.10 **METHOD OF SCORING:**

As per FIFA – a goal is scored when the whole ball crosses over the goal line, between the goal posts, and under the cross bar provided it has not been thrown, carried, or intentionally propelled by hand or arm, by a player on the attacking team. The exception is for goalkeepers from within their own goal area. Goals may be scored from inside the goal area

11.11 **OFFSIDE:**

None.

** Note to coaches and referees: Children should be discouraged from excessive “cherry picking”. An example of this would be standing undefended near the opponents’ goal area while play is deep in that players own*

end. It is first and foremost the responsibility of the coach to instruct their players against cherry picking. At the referee's discretion, steps may be taken to discourage persistent and blatant disregard to this recommendation.

11.12 **FOULS AND MISCONDUCTS:**

1. A player who, in the opinion of the referee, intentionally commits any of the following offences shall be penalized by the awarding of a free kick to the opposing side:
 - a. Kicks or attempts to kick an opponent
 - b. Trips and opponent
 - c. Jumps at an opponent
 - d. Charges an opponent in any manner
 - e. Strike, attempt to strike, or spits at an opponent
 - f. Holds an opponent
 - g. Pushes an opponent
 - h. Handles the ball, i.e. strikes, carries or propels the ball with hand or arm, except goalkeepers within their own goal area.
- Should any player commit any one of the above offences in their own goal area while the ball is in play, irrespective of the position of the ball, a free kick shall be awarded to the opposing team.
- Although the referee do not show players yellow or red cards at this age group, they may – at their discretion and in the face of obvious dangerous play or deliberate action – have the coach substitute the player immediately.

11.13 **FREE KICKS:**

All Free Kicks are *indirect*

- A. For any infringement of the Laws of the Game when the ball is in play, the referee may award a free kick to the team opposing that of the offending player. The free kick shall be taken from the place where the infringement occurred, unless an *indirect* free kick is awarded to the attacking team within the opponent's goal area. In this case, the kick shall be taken from that part of the goal area line which runs parallel to the goal line, at the point nearest to where the offence occurred.
- B. At the taking of the free kick the ball shall be stationary and all opponents shall be not less than 6 yards from the ball until it has been kicked. For any infringement of this rule the free kick shall be retaken.
- C. A player taking a free kick shall not play or touch the ball a second time until it has been played or touched by another player.
- E. The ball **MUST** touch another player before entering the goal or the goal is disallowed and a goal kick awarded to the other team.

A referee will indicate an indirect free kick by holding his arm straight up in the air until after the ball is touched by a second person.

11.14 **PENALTY KICK**

None – an Indirect Free kick is awarded at the top of the penalty area.

11.15 **THROW-IN:**

- A. When the whole of the ball has crossed the touch line, either on the ground or in the air, the ball shall be thrown in from the point where it left the field of play, by a member of the team opposing that of the player who last touched it.
- B. Players taking a throw in shall face the field of play and have part of both feet on the ground, on or behind the touch line. The throwers shall use both hands to deliver the ball from behind and over their head. The ball shall be in play immediately after it enters the field of play.
- C. Players taking a throw in must not touch the ball a second time before it has been played or touched by another player.
Note for referees: Players are learning and should be allowed one re-throw per stoppage before awarding an incorrectly thrown ball to the other team.

11.16 **GOAL KICK:**

- A. When the whole of the ball has crossed the goal line, either on the ground or in the air, excluding that portion between the goal posts and having last been touched by a member of the attacking team, a goal kick shall be awarded to the defending team. The ball shall be kicked into play from a point within that half of the goal area nearest to where the ball crossed the goal line.
- B. At the taking of the goal kick, all opponents shall be outside the goal area and not less than 5 yards from the ball until it has been kicked into play. The ball shall be in play when it has traveled the distance of its own circumference and has left the goal area.
- C. The player taking the goal kick must not play or touch the ball a second time before it has been played or touched by another player.
- D. A goal may be scored direct from a goal kick, but only against the opposing team.

11.17 **CORNER KICK:**

- A. When the whole of the ball has crossed the goal line, either on the ground or in the air, excluding that portion between the goal posts, having last been played or touched by a member of the defending team. A corner kick shall be awarded to the attacking team.
- B. The corner kick shall be taken within the corner arc nearest to where the ball crossed the goal line. All opponents shall be not less than 6 yards from the ball until it has been kicked. The ball must travel the distance of its own circumference to be in play.
- C. A goal may be scored directly from a corner kick.

11.18 **Retreat Line**

The Retreat Line will come into effect in two situations during the game:

- Goal Kick
- Free Kick to the defending team within its own penalty area

At these two restarts, the opposing team is required to move beyond the Retreat Line. The player taking the kick can then pass the ball to one of his team-mates without the pressure of an opposing player nearby. When the ball has left the penalty area, the play will resume as normal and the "opposing" team can move inside the Retreat Line.

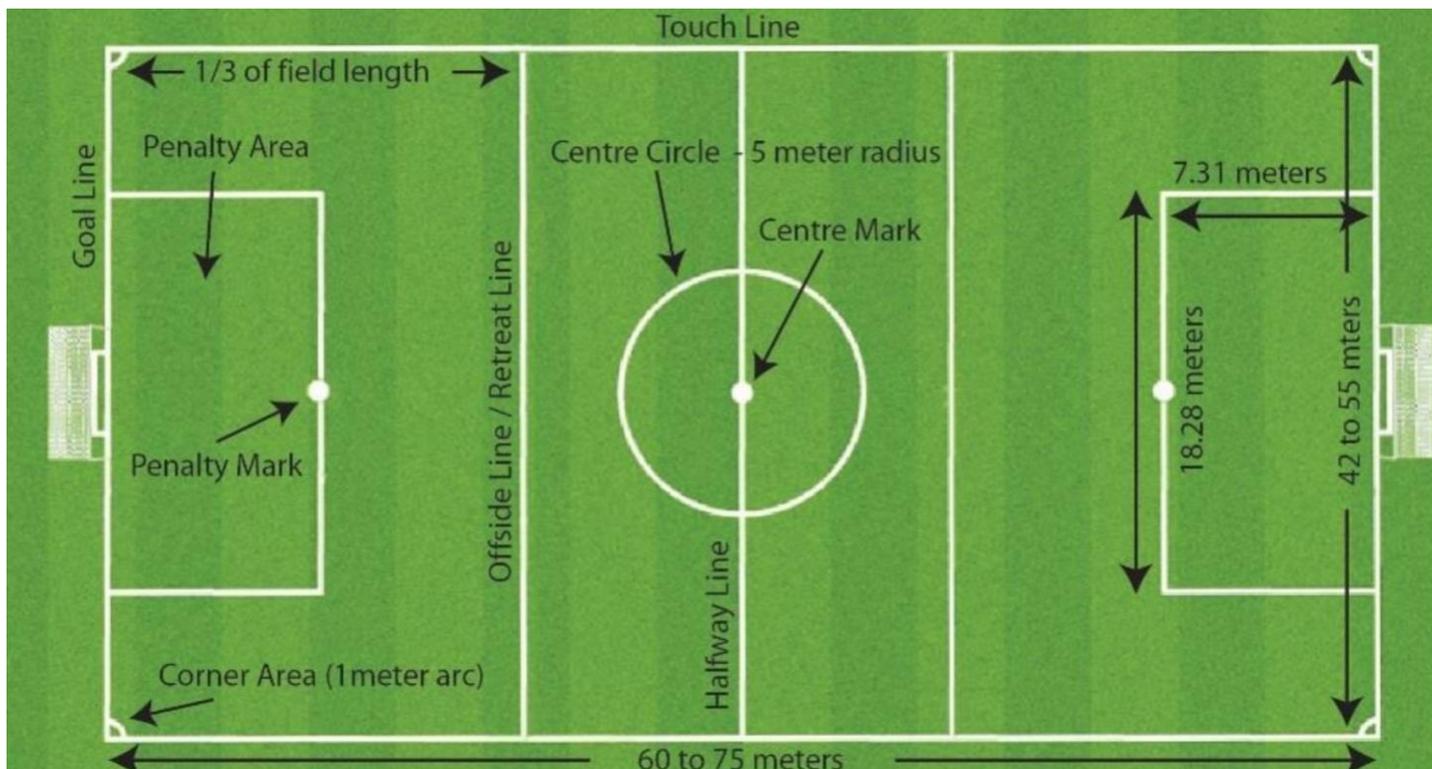
The Retreat Line in Mini Soccer will be the Halfway Line.

If a member of the opposing team comes inside the Retreat Line before the ball has left the goal area and interferes with play, the Referee will stop play and the restart will be retaken.

Players cannot play the ball long over the Retreat Line from a Goal Kick or Free Kick from within their own goal area— they must play the ball short to a team-mate.

Goalkeepers cannot drop kick the ball from their hands beyond the Retreat Line. If the ball goes beyond the Retreat Line without previously touching the ground, a free kick should be awarded to the opposing team at the point where the ball crossed the Retreat Line.

SECTION 12 – UNDER 11 PLAYING RULES



Albert Soccer Association U11 Developmental 8v8 Soccer Rules

12.01 FIELD OF PLAY

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 60 yards maximum 80 yards (70x50 can also be used by U9)

Width: minimum 40 yards maximum 60 yards

Field Markings: Distinctive lines with the field of play divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

The Goal Area: The goal area and the penalty area shall be one in the same and referred to as the goal area. Two lines are drawn at right angles to the goal line, ten (10) yards from the midpoint of the goal. These lines extend into the field of play for a distance of eight (8) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area. Within each goal area a penalty spot is made six (6) yards from the midpoint of the goal.

The Penalty Area: Called a *goal area*.

Flag posts: As per FIFA.

The Corner Arc: As per FIFA.

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. Most goals are about 6'x12' and should not exceed 6'x18'.

Goal nets should be used

The Offside Line

The field is divided into thirds. For the minimum dimensions like those shown in the above diagram, each third would be 20 yards in length. The markings for the offside line would therefore be place 20 yards from the goal line

and run parallel to the goal line from side line to side line. A broken line is the preferred method of marking the offside line; however, flags or cones placed outside the sidelines at the correct distance from the goal line would be acceptable. The offside rule shall be in effect in the attacking third from this line on to the opponents' goal

12.02 BALL SIZE:

Size four (4).

12.03 NUMBER OF PLAYERS

A match is played by two teams, each consisting of eight (8) players one of whom is a goalkeeper. Teams must dress a minimum of six (6) and not exceed twenty (20). Note some leagues outside of Tri County and ASA provincials must not exceed sixteen (16).

Substitutions: At any stoppage and unlimited.

Playing Time: Each player SHALL play a minimum of 50% of the total playing time. Teams and games may be co-ed.

12.04 PLAYERS EQUIPMENT

Must have shorts, socks, shin pads, footwear, and a numbered shirt. Goalkeepers must wear colors that are distinguishable from those of other players, and the referee. Goalkeepers may wear gloves and tracksuit type pants.

12.05 REFEREE

Must use an ASA certified referee.

12.06 ASSISTANT REFEREE:

May use an ASA certified referee or a certified Mini-Soccer referee.

12.07 MATCH DURATION:

The match shall be divided into two (2) thirty (30) minute halves. A minimum break of five (5) minutes shall be allowed in between the two halves.

12.08 START & RESTART OF PLAY:

- A. At the beginning of the game the referee, by toss of a coin will determine choice of halves and kick off. The winner of the coin toss shall choose which half to defend and the opposing team will get the kick off. The order is reversed for the start of the second half.
- B. At a kick off, all players shall be in their own half. All players opposing the team taking the kick off shall be not less than six (6) yards from the ball until it is kicked. The game shall be started by the referee giving a signal. The ball is in play when it is kicked or moves in any direction. For any infringements, the kick shall be taken again.
- C. The player taking the kick off must not play or touch the ball a second time before it has been played or touched by another player.
- D. After a goal has been scored, the game shall be restarted by a kick off, to be taken by a player of them against which the goal was scored.
- E. After the first half of play, the teams shall change halves and the kick off shall be taken by a player of the team opposing that which started the game.
- F. For any stoppage not mentioned in these rules, the referee shall restart play with a dropped ball.
- G. A goal may be scored directly from a kick off.

12.09 BALL IN AND OUT OF PLAY:

As per FIFA – the ball is out of play when the whole ball crosses over the goal line (end lines) or the touch lines (side lines) or when stopped by the referee.

12.10 METHOD OF SCORING:

As per FIFA – a goal is scored when the whole ball crosses over the goal line, between the goal posts, and under the cross bar provided it has not been thrown, carried, or intentionally propelled by hand or arm, by a player on the attacking team. The exception is for goalkeepers from within their own goal area.

12.11 **OFFSIDE:**

The offside rule is in effect in the attacking third of the field only. This line may be marked as a dotted line, a solid line, or single cones or flags on the touchline. Tri County recommends placing a dotted line to mark the offside line.

It is **not** an offence in itself to be in an offside position.

A player is in an offside position if:

- When in the attacking third, he is nearer to his opponents' goal line than both the ball and the second last opponent

A player is not in an offside position if:

- He is in his defending third or the middle (neutral) third
- When in the attacking third, he is level with the second last opponent or
- When in the attacking third, he is level with the last two opponents

A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his team, he is in his attacking third AND, in the opinion of the referee, involved in active play by:

- interfering with play (playing or touching the ball) or
- interfering with an opponent (by blocking the player, his view, or by distracting the player) or
- gaining an advantage by being in that position (if a ball rebounds to that player after he was in an offside position)

12.12 **FOULS AND MISCONDUCTS:**

2) A player who, in the opinion of the referee, intentionally commits any of the following offences shall be penalized by the awarding of a free kick to the opposing side:

- a. Kicks or attempts to kick an opponent
- b. Trips and opponent
- c. Jumps at an opponent
- d. Charges an opponent in any manner
- e. Strike, attempt to strike, or spits at an opponent
- f. Holds an opponent
- g. Pushes an opponent
- h. Handles the ball, i.e. strikes, carries or propels the ball with hand or arm, except goalkeepers within their own goal area.

- Should any player commit any one of the above offences in their own goal area while the ball is in play, irrespective of the position of the ball, a free kick shall be awarded to the opposing team.
- Although the referee do not show players yellow or red cards at this age group, they may – at their discretion and in the face of obvious dangerous play or deliberate action – have the coach substitute the player immediately

12.13 **FREE KICKS:**

All Free Kicks are **indirect**

- A. For any infringement of the Laws of the Game when the ball is in play, the referee may award a free kick to the team opposing that of the offending player. The free kick shall be taken from the place where the infringement occurred, unless an *indirect OR direct* free kick is awarded to the attacking team within the opponent's goal area. In this case, the kick shall be taken from that part of the goal area line which runs

parallel to the goal line, at the point nearest to where the offence occurred.

- B. At the taking of the free kick the ball shall be stationary and all opponents shall be not less than 6 yards from the ball until it has been kicked. For any infringement of this rule the free kick shall be retaken.
- C. A player taking a free kick shall not play or touch the ball a second time until it has been played or touched by another player.
- D. The ball **MUST** touch another player before entering the goal or the goal is disallowed and a goal kick awarded to the other team.

A referee will indicate an *indirect OR direct* free kick by holding his arm straight up in the air until after the ball is touched by a second person.

12.14 **PENALTY KICK**

A penalty kick shall be awarded for any misconduct or foul within the goal/penalty area. The goal kick shall be taken from the penalty spot (just inside the goal/penalty area). Please refer to ASA U12 rules hand book for specific rules to taking penalty kicks.

12.15 **THROW-IN:**

- A. When the whole of the ball has crossed the touch line, either on the ground or in the air, the ball shall be thrown in from the point where it left the field of play, by a member of the team opposing that of the player who last touched it.
- B. Players taking a throw in shall face the field of play and have part of both feet on the ground, on or behind the touch line. The throwers shall use both hands to deliver the ball from behind and over their head. The ball shall be in play immediately after it enters the field of play.
- C. Players taking a throw in must not touch the ball a second time before it has been played or touched by another player.

Note for referees: At the referee's discretion, one retake may be taken; however, please do not repeatedly stop the flow of a game by the retaking of an incorrectly thrown ball.

12.16 **GOAL KICK:**

- A. When the whole of the ball has crossed the goal line, either on the ground or in the air, excluding that portion between the goal posts and having last been touched by a member of the attacking team, a goal kick shall be awarded to the defending team. The ball shall be kicked into play from a point within that half of the goal area nearest to where the ball crossed the goal line.
- B. At the taking of the goal kick, all opponents shall be outside the goal area and not less than 5 yards from the ball until it has been kicked into play. The ball shall be in play when it has traveled the distance of its own circumference and has left the goal area.
- C. The player taking the goal kick must not play or touch the ball a second time before it has been played or touched by another player.
- D. A goal may be scored direct from a goal kick, but only against the opposing team.

12.17 **CORNER KICK:**

- A. When the whole of the ball has crossed the goal line, either on the ground or in the air, excluding that portion between the goal posts, having last been played or touched by a member of the defending team. A corner kick shall be awarded to the attacking team.

- B. The corner kick shall be taken within the corner arc nearest to where the ball crossed the goal line. All opponents shall be not less than 6 yards from the ball until it has been kicked. The ball must travel the distance of its own circumference to be in play.

- C. A goal may be scored directly from a corner kick.

12.18 Retreat Line

The Retreat Line will come into effect in two situations during the game:

- Goal Kick
- Free Kick to the defending team within its own penalty area

At these two restarts, the opposing team is required to move beyond the Retreat Line. The player taking the kick can then pass the ball to one of his team-mates without the pressure of an opposing player nearby. When the ball has left the penalty area, the play will resume as normal and the “opposing” team can move inside the Retreat Line. The Retreat Line in 8v8 Soccer will be the closest offside line to the restart.

If a member of the opposing team comes inside the Retreat Line before the ball has left the penalty area, and interferes with play, the Referee will stop play and the restart will be retaken. Players can choose to play the ball long if they wish.

SECTION 13 – ASSOCIATION HIERARCHY

13.01 CANADIAN SOCCER ASSOCIATION

13.02 ALBERTA SOCCER ASSOCIATION

Districts

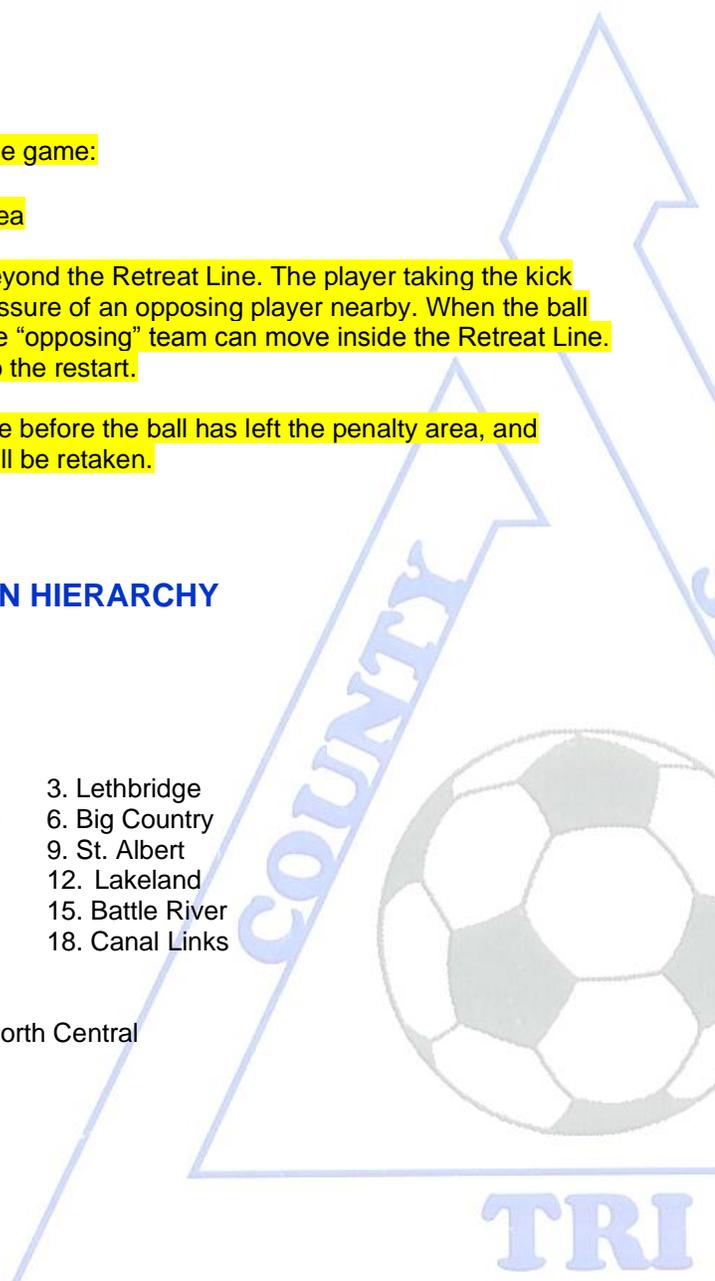
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|----------------------|----------------------------|------------------|
| 1. Sunny South | 2. Medicine Hat | 3. Lethbridge |
| 4. Calgary | 5. CASA (Red Deer & Rural) | 6. Big Country |
| 7. Foothills | 8. Edmonton | 9. St. Albert |
| 10. Tri-County | 11. North West Central | 12. Lakeland |
| 13. North West Peace | 14. Fort McMurray | 15. Battle River |
| 16. Sherwood Park | 17. Airdrie | 18. Canal Links |

Affiliates

Alberta Colleges, Alberta Universities, Metro High Schools, North Central

13.03 TRI-COUNTY DISTRICT BOARD OF DIRECTORS

- Ardrossan Soccer Club 2005
- Athabasca Mnor Soccer Association
- Bon Accord Minor Soccer
- Bruderheim Soccer
- Boyle Minor Soccer
- Fort Saskatchewan Soccer Association
- Gibbons Minor Soccer
- Grassland Soccer
- Legal Soccer Club
- Morinville Soccer Association
- Redwater Minor Soccer
- Riviere Que Barre Soccer Association
- Smoky Lake Soccer
- Thorhild Soccer Association
- Tofield Minor Soccer Association
- Westlock Soccer Association



Affiliates

Barrhead Soccer Association

13.04 TRI-COUNTY STANDING COMMITTEES

Discipline

Competitions

13.05 EDMONTON HIERARCHY (For Interest)**Soccer Federation of Edmonton Members:**Edmonton Minor Soccer Association (EMSA) Community leagues, Level "A" and "B" levelEdmonton Inter District Youth Soccer Association (EIYSA) Club "B" level & Club "A" levelEdmonton District Soccer Association (E.D.S.A.) Adult League.**SECTION 14 - TRI-COUNTY LEAGUE****14.01 MEDALS – Tri-County Cup**

A. Gold, Silver and Bronze for 5 teams or more

B. Gold and Silver for 4 teams

C. Gold for fewer than 4 teams

SECTION 15 – TRI-COUNTY CUP**15.01 Tri-County Cup**

will be held as determined by the Districts' Board of Directors and will be held as follows: 2nd weekend in June for U11 & U15, 3rd weekend in June for U13, U17 & U19.

Note: All dates are tentative and will be confirmed each year for the upcoming season. (refer to the Districts' Calendar of Events for exact dates at tricitysoccer.net)

SECTION 16 – METHODS FOR EQUALIZING TEAMS

It will be the responsibility of the Competitions Chairperson to investigate any complaints regarding uneven teams and player distribution

16.01 TIER 4 TEAMS

The Tier 4 level outdoor leagues will be made up of community league house teams composed of registered players from the community or communities in or near which they reside. If a Community Association has more than one team in an age group all such teams shall be made as equal as it is possible through techniques such as player evaluations and closed draft systems hopefully resulting in teams of equal composition of players of various skill levels both weak and strong.

There is a precedent within Alberta that a District shall have the right to take appropriate action to prevent any community association from forming unequal Tier 4 level teams of the same age group. The suggestions below on how to equalize teams are intended as information to the communities and may be modified to suit the needs of the community and the age group.

A. Player evaluations

Criteria to rank players

1. 1st or 2nd year within the age group.
2. Number of seasons played.
3. Results of **assessment camp**.
4. Evaluations should begin as soon as weather permits in mid April
5. Coaches and volunteers with some soccer knowledge to be involved. -4 to 7 skill stations with same number (4-7) of groups of players rotating to each skill station; evaluator teams stay at one station and rate all players on a skill and fill in a skill sheet.
6. Split groups alphabetically, it is much easier to keep track of players.
7. Use of easily read name tags with last names is an option.
8. Equipment: balls, nets, cones and stop-watches.
9. Rank all players from 1 to 5 with 5 being the highest skilled, 3 as average and 1 with the least skills. 80- 90% of the players should be in the 2-4 range.
10. Skill testing suggestions:
 - {1} time the length of soccer field run
 - {2} ball control around cones
 - {3} hard long kick
 - {4} passing and receiving skills using side of foot 10-20 metres
 - {5} partners passing to each other through a length of cones
 - {6} receiving a pass, controlling the ball and shooting on net
 - {7} any other skills suitable for the age group.
11. Evaluate players in a game playing situation by holding a series of small sided scrimmages. Scrimmages of 10-15 minutes duration should suffice.

B. Draft systems

Open draft systems by coaches is definitely not recommended for use in dividing up teams. Knowledge of player's skills may vary among coaches and could easily result in unequal teams. Dividing up teams by 1st or 2nd year players is also definitely not recommended and again could easily end in uneven teams. The old adage of keeping players together every year does not apply to the philosophy of community level soccer but is more suitable for select teams,

Once players have been evaluated and ranked by points players may be drafted for teams by the "out of a hat" method using the ranked group system as below:

1. All players to be ranked from #1 down based on the above 4 evaluation criteria.
2. All players so ranked are placed in groups composed of the same number of players as there are teams in that age group from #1 down.
3. Coaches then pick one player from each group out of a hat.

EXAMPLE, in an age group with 4 teams the players are picked as follows:

[Group 1] -consists of #1 #2 #3 & #4 ranked players

The four coaches each pick these players out of a hat

[Group 2] -consists of #5 #6 #7 & #8 ranked players

and so on

Variation: In a 4 team scenario each coach draws# 1 through 4; then:

#2 coach gets #2 ranked player / #4 coach gets #4 ranked player/ #3 coach gets #6 ranked player

#1 coach gets #1 ranked player / #3 coach gets #3 ranked player / #4 coach gets #5 ranked player

#1 coach gets #1 ranked player / #1 coach gets #8 ranked player / #1 coach gets #9 ranked player

#2 coach gets #7 ranked player / #2 coach gets #10 ranked player

and so on.

4. Older age groups may be split by rank into forwards and defenders and each group drafted separately.
5. No trades allowed except for coaches' children and accepted special requests by parents.
6. The trade must occur within the same group of ranked players and before the teams are formed.
7. It would be advisable to arrange exhibition games between teams of the same age group in a community and make any adjustments necessary to even teams before the league games start.