

2017 COMBINED SENIOR OUTDOOR RULES



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ID CARDS	NO LEAGUE ID CARD, NO PARTICIPATION, NO EXCEPTION. Every player and team official must have a League ID card. Driver's License or other photo ID is not acceptable; there are no substitutes or temporary ID cards. Record any problems on the game sheet.
GAME SHEETS	<p>Each team is responsible to fill out the game sheet completely prior to the start of the game. Each player and team official must be recorded on the game sheet and no additions can be made to the game sheet after the start of the game. At half-time, team officials may cross off players (line through name) who have not arrived.</p> <p>Referee to clearly print and sign the game sheet where indicated. Payment for the game may be difficult to process if names of referees are not legible.</p> <p>Referee marks score, goal scorers, cards & discipline and the fair play rating (for both teams) on the game sheets. Divide game sheets as noted on the bottom of each. CWSA teams may submit 4 copies of printable game sheets to be distributed as follows: one copy to the League, one copy to each team, one copy for the referee.</p> <p>Team officials asking questions about CUSA Rules, COED Rules or CWSA Rules can be referred to the back of the game sheet for information.</p> <p>Within 72 hours of the game, drop off the top copy of the game sheets, and any play-up forms and Misconduct Reports at Broadview, the Calgary Soccer Centre, and during office hours to CWSA or CUSA. All can be submitted electronically, with the originals submitted immediately thereafter.</p>
MISCONDUCT REPORTS	Within 72 hours of the game an ASA Misconduct Report must be submitted for each dismissal. The report must accompany the game sheets and dismissed individual's ID card; however, prior electronic submission is encouraged . For dismissal due to action against a referee, submit the Misconduct Report to ASA. Provide the League with a copy of all documentation sent to ASA.
ID CARD COLLECTION & CHECKING	<p>Referee collects cards and game sheets before the game and keeps them until the end of the game. Referees are required to collect the ID cards from each player and team official individually, checking the card to the individual. Verify the name and jersey number recorded on the game sheet and place a check mark beside the individual's name. Coaches have the right to review the opponents' cards at halftime.</p> <p>Team officials are solely responsible to ensure the eligibility of a player. If a team questions the eligibility of a player, the player must sign their name on the game sheet. The League will determine the eligibility of the individual. Record on the game sheet any concerns expressed about a player's eligibility.</p> <p>If player names are on the game sheet prior to the start of the game, then CWSA players arriving at anytime may play; CUSA/COED players arriving prior the start of the 2nd half may play. The referee must be presented with the player's ID card immediately upon entering the field of play.</p>
# PLAYERS	<p>Minimum of 7 players per team are required to start and maintain a game.</p> <p>COED Outdoor 7-on-7: A minimum of 2 females and 2 males, not including the goalkeeper, must be on the field at all times.</p> <p>Maximum of 20 players and 3 CWSA or 4 CUSA team officials can be listed on the game sheet and can be on the bench.</p>
GUEST PLAYERS	<p>CMSA players are required to submit a completed Restricted Movement Pass, also known as a play-up form, and their CMSA ID card.</p> <p>Referee to sign the play-up forms, attach one copy to the game sheet. For CUSA return one copy to team with the play-up and for CWSA to each team.</p> <p>League players with their League ID Card are allowed to play up without a Restricted Movement Pass; they must be recorded on the game sheet as a Play-Up.</p> <p>COED – No guest players from other leagues are permitted.</p>
SUBSTITUTION	<p>Unlimited. Maximum 2 players per team at a time.</p> <p>COED – Substitutions may be done unlimited at a time.</p>
INJURIES	Note on the game sheet if a significant injury occurred during the match that required medical attention regardless if the game was delayed or an ambulance called. No additional time is to be added to the game for injury time.
FAIR PLAY	The Senior Leagues are encouraging and supporting fair play. The rating applied to the teams is at the discretion of the referee and is based on how well the team applies the spirit of fair play and sportsmanship.

Mark Any Irregularities on the Game Sheet.

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DISCIPLINE	Referees may be required to attend League discipline hearings.	
	For game abandonments, other than for weather, keep both teams' cards and the game sheets, and submit them to the League along with the Misconduct Report. If possible, indicate on the game sheet which team was responsible for the action that initiated the abandonment.	
	COED: Slide tackles are not permitted. 1 st offence is a yellow card. FAIR PLAY & Fun Focus.	
DURATION OF GAME	Two 45 minute halves, with a 5 minute halftime interval. Before the May Long Weekend and in September, weeknight games will be 40 minute halves on fields without lights. Both halves of any game must be of equal time.	Two 25 minute halves, with a 5 minute halftime interval. Both halves of any game must be equal time.
	When adverse weather (for example lightning) results in a cumulative total of more than 30 minutes of game delay, the game shall be abandoned.	
	All regular League games must end on time. No time is to be added to any regular League game, either for weather delay or for injury.	
	All regular League games must start on time. If play is unable to commence at the designated start time, the game must be cancelled. This may be due to one or both teams being unprepared to play (for example insufficient players, incomplete game sheets, improper uniforms, or ID card unavailability). Note the team(s) responsible and the reasons for the cancellation on the game sheets. Refer to Cup/Tournament Rules and the box below for exceptions.	
	A 10 minute 'grace' period for the first CUSA game on a weekday evening only and in all CWSA games is permitted from the designated start time. This game is then shortened by the time the team was late. Failure to field a team, complete with game sheets prepared and IDs produced within the 10 minute 'grace' period, will result in game cancellation. Note the team(s) responsible for the cancellation on the game sheet.	
TIE BREAKERS	Provincial Qualifiers and Cups, and COED Playoff Games go directly to penalty kicks. For CUSA the exception is for Black Cup FINALS and Calgary Cup FINALS: if tied at the end of regulation time, then overtime (2-15 minute halves). If still tied the League will schedule a replay. In the replay game if tied, then overtime (2-15 minute halves), then penalty kicks.	
EQUIPMENT	Team members must have complete uniforms; jersey with number, shorts and socks. Any irregularity and the player(s) are not permitted to play. Players are required to wear shin guards. Team jerseys must match. Shorts and socks are to be predominantly the same colour for team members.	
	Home team changes jersey colour (if necessary) and supplies 2 game balls. Failure to change jerseys or to supply a suitable game ball is to be noted on the game sheet.	
	CUSA - Pinnies or mismatched jerseys are not acceptable.	CWSA/COED - For jersey colour conflict, pinnies or t-shirts that are not numbered are permitted but the original team jersey must be worn under the pinnies or t-shirts.
	Wearing a knee brace is at the complete discretion of the referee. Rigid casts are not allowed; this includes finger splints. Jewellery is not allowed. FIFA approved headgear is allowed. For CWSA, sports hijabs are allowed.	
ASSISTANT REFEREES	If 1 or 2 referees do not show, the game will be played with teams providing coverage for the missing referees – HOME provides the first absent AR and VISITOR provides the second AR. Record on the game sheet which team(s) provided the assistant referee(s), have them sign the game sheet and identify which team they are representing. Assistant referees must be at least 16 years of age. If a team fails to provide an AR when requested, note this on the game sheet.	
	In divisions where no ARs are assigned, each team is required to provide one. Having an insufficient number of players is not an acceptable reason not to provide an AR. If one or both teams fail to provide an AR when requested, note this on the game sheet, but the game is still to be played.	

How to Submit Games Sheets, Misconduct Reports & ID cards

Within 72 hours

- Drop at any league office during office hours.
- Leave at Broadview or Calgary Soccer Centre drop box.
- Submit electronically (scan/email, fax or send a clear photo) info@cusa.ab.ca or office@mycwsa.ca.
- Send original game sheets, misconduct reports & ID cards via Canada Post if documents sent electronically.

Have a Great Game!