



CMSA RULES & REGULATIONS

OUTDOOR 2021

CALGARY MINOR SOCCER ASSOCIATION
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VISION

“Success through soccer.”

MISSION

Dedicated to working with our members to develop, organize and promote opportunities for youth to reach their desired level of achievement within the sport of soccer.

VALUES

Leadership	We provide ongoing leadership in the sport of soccer and deliver services in a progressive manner.
Stewardship	We demonstrate fiscal responsibility, accountability and good business practices.
Integrity	We conduct all business in an honest, ethical and transparent manner.
Excellence	We strive for and support the achievement of excellence amongst our members, players, volunteers and staff.
Communication	We engage collaboratively with our members and other stakeholders.

Last Update: June 3, 2021

Highlighted text indicates updates and important changes.

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INTRODUCTION

These rules shall conform to the constitution of the Alberta Soccer Association (ASA) which are subject to minor exceptions. These rules apply only to Calgary Minor Soccer Association (CMSA) programs and events. Any provincial competition and the Alberta Youth Soccer League (AYSL) will be governed by ASA [Rules of Play](#), as found on ASA's website.

Except where modified by CMSA and/or ASA and/or Canada Soccer Association (CSA), the laws by which all games are to be played are those currently approved by the Internationale Football Association Board (IFAB) [Laws of the Game](#) (LOTG) can be found on the Federation Internationale de Football Association (FIFA) website.

Upon acceptance by CMSA of a team's initial player registration sheet, such team (and all persons registered to said team) is deemed to have accepted and agreed to CMSA Rules and Regulations as stated in this book and will accept any interpretation of these rules by CMSA.

SOCCER LINKS

Calgary Minor Soccer Association (CMSA)	www.calgaryminorsoccer.com
Alberta Soccer Association (ASA)	www.albertasoccer.com
Canadian Soccer Association (CSA)	www.canadasoccer.com
Federation Internationale de Football Association (FIFA)	www.fifa.com

DEFINITIONS

For the purpose of clarity, the following words shall have the following meanings throughout this document:

Abandoned Game A referee will abandon a match if after the opening whistle: the game cannot be conducted in a safe and controlled manner in accordance with the Rules of Play. The conditions may be environmental (thunder, weather, available daylight), problems with the venue (facility closures, time limitations of permit use, unsafe field conditions) or any discipline issue that may arise.

ASA Cup Tied A player that has been properly registered and playing with a Member Club team during the soccer season and then transfers to another Member Club team during the same competition will be ineligible to play for their new Member Club team and will be defined as being cup tied to the former team unless the transfer takes place prior to the “cup tied” deadline.

Bio-Banding The process of grouping athletes on the basis of attributes associated with growth and maturation rather than chronological age. Children of the same age vary considerably in biological maturation with some individuals maturing in advance or delay of their peers; *as defined by the National Sport and Conditioning Association and Canadian Sport for Life.*

District 4 Fields All fields which are listed as athletic park, CMSA or community fields are under the authority of the City of Calgary. City permits will be issued to those who use the fields.

Eligible Player A player, who has been properly registered, is not under suspension, does not exceed the limiting age for their category and resides within District 4, or has been properly released from another district.

Ineligible Player A player that has been improperly registered, is currently suspended, or has not provided the proper transfer documentation to become a registered player within CMSA.

Member Club An organization that has applied for and has been granted membership in CMSA granted by the CMSA Board of Directors as set out in the current bylaws of the association. Such organizations may be from within or outside of District 4 and may be based around community, cultural or traditional grounds as set out in the policies of the association.

New Player A youth player that has not registered to play soccer at a competitive level within their home residence district and has not been registered with ASA.

Team Officials Any person who has been properly registered and is not under suspension, who is engaged in the role of coach, assistant coach and/or team manager for a team during the current soccer season.

Youth Player A youth player is anyone 18 years of age or younger during the current season at the time of registration.

ACRONYM GLOSSARY

AHS	Alberta Health Services
ASA	Alberta Soccer Association
AYSL	Alberta Youth Soccer League
CMSA	Calgary Minor Soccer Association
COVID-19	Novel Coronavirus SARS-CoV-2
CPS	Calgary Police Service
CSA	Canada Soccer Association
DNR List	Do Not Release List
ePIC	Police Information Check
FIFA	Federation Internationale de Football Association
IFAB	Internationale Football Association Board
LOTG	Laws of the Game
RCMP	Royal Canadian Mounted Police

SUSPENSION FROM ALL SOCCER ACTIVITY

Any person, while under suspension from all soccer activity, will not be eligible to:

1. Participate in any CMSA sanctioned game or tournament.
2. Act in any capacity as an executive or official with any CMSA registered Member Club.
3. Communicate in any fashion with any player or team official with the purpose to coach or provide advice during any sanctioned game.
4. Officiate as a referee or assistant referee in any CMSA sanctioned game or tournament.
5. Suspended players and team officials may attend a soccer game as a spectator but are not allowed to be within 50 metres of a registered Member Club team's bench.
6. If a suspended person violates any of the above conditions, brings the game into disrepute or causes the game to be disrupted by their presence or actions they will be subject to further sanctioning from the CMSA Discipline Committee.

BRINGING THE GAME INTO DISREPUTE

1. Any person(s) shall act in the best interests of the game and shall not act in any manner which is improper and shall be defined as “bringing the game into disrepute,” at all times.
2. The term “bring the game into disrepute” usually applies to incidents which have taken place off the field of play which damage or taint the prestige of the sport as a whole.
3. Any person(s) will be considered as “bringing the game into disrepute,” if any of the following occurs:
 - a. Discriminatory behaviour including public disparagement of discrimination against or vilification of a person on account of an attribute.
 - b. Harassment including sexual harassment or any unwelcome sexual conduct which makes a person feel offended, humiliated and/or intimidated where that reaction is reasonable in the circumstances.
 - c. Offensive behaviour including obscene, provocative or insulting gestures, language or chanting.
 - d. Provocation or incitement of hatred or violence.
 - e. Spectator or crowd violence.
 - f. Intimidation of referees which may take the form of (but is not limited to) derogatory or abusive words or gestures toward a referee or the use of violence or threats to pressure a referee to take or omit certain action regardless of where such action is taken.
 - g. Forgery and falsification including creation of a false document, forgery of a document or signature, the making of a false claim or providing inaccurate or false information on a prescribed form.
 - h. Corruption including offering a benefit or an advantage to a player or team official in an attempt to incite them to violate CMSA Rules of Play, ASA statutes, CSA statutes or FIFA statutes.
 - i. Abuse of position to obtain personal benefit.
 - j. Commission or charge of a criminal offence.
 - k. Violation of CMSA/ASA/CSA/AHS COVID-19 guidelines and restrictions, as amended.
 - l. Any other conduct, behaviour or statement that materially injures the reputation and goodwill of CMSA or soccer in general.
4. Without limiting the generality of number 1, a member is deemed to have committed an offence under this article in circumstances in which its spectators have engaged in any conduct outlined in paragraphs 2 and 3.
5. Without limiting the generality of number 1, a member is entitled to have their privacy respected and this code is not intended to apply to private activities engaged in by a member that are not in the public domain.

CMSA CODE OF CONDUCT

The purpose of this policy is to ensure a safe and positive environment within CMSA sanctioned programs, activities and events by making all individuals aware that there is an expectation of appropriate behaviour consistent with the values of CMSA, at all times.

TEAM OFFICIAL CODE OF CONDUCT

1. Follow the fair play philosophy of coaching that emphasizes the concept of equal participation for equal commitment, respect both the rules and the spirit of the game.
2. Respect the opposition players and coaches and actively encourage their players to do the same.
3. Remember that players need a coach they can respect. Be generous and praise, lead by example and provide all feedback in a constructive, positive manner.
4. Respect the referees and refrain from criticism of their efforts and rulings.
5. Treat all players with respect and dignity and appreciate that every player is unique.
6. Emphasize the importance of active participation and doing ones best over the importance of winning or losing and focus on the quality of the experience, not just the outcome.
7. Promote positive teammate interaction and intervene where negative behaviours are demonstrated.
8. Show zero tolerance for profanity, violent behaviour, bullying and abuse of any kind.
9. Communicate openly and clearly with parents and players to ensure all expectations and feedback are understood.
10. Be receptive to ideas and suggestions from players and parents in developing goals and programs for the team.
11. Protect the safety of all players, referees, spectators, and participants, and create a soccer environment where safe play is valued.
12. Respect fair play and protect the competitive integrity of all levels of youth and minor soccer.

PARENT CODE OF CONDUCT

1. Model good sportsmanship for your child in all interactions with their teammates, opponents and referees.
2. Refrain from any criticism of referees; they, like your children, are learning the game and need support and encouragements from all.
3. Provide positive feedback to all players from both teams and offer engagement when they try something creative or demonstrate good skills.
4. Avoid conflicts with parents from your team and the opposing team.
5. Let the coach do his/her job; avoid yelling instructions to players from the sidelines, as it can be confusing and frustrating for all.
6. Communicate openly with your coach if you have ideas or concerns; choose a time away from a game situation; treat the coach with respect and work with them for the betterment of the team.
7. Ensure your child is interacting consistent with player provisions in the Code of Conduct and is abiding by the Letter of Commitment.

PLAYER CODE OF CONDUCT

1. Play by the rules of the game.
2. Respect the referees and accept their decisions without criticism.
3. Are fair and positive in your interactions with opponents; without them, there is no game.
4. Encourage and respect all your teammates and help them and the team succeed.
5. Treat your coach with respect and work with the coach for the betterment of the team.
6. Accept coaching decisions as part of the game; speak respectfully, openly and honestly in private with your coach should a disagreement arise.
7. Avoid the use of profanity, violent behaviour, bullying and abuse of any kind.
8. Are generous when you win and gracious when you lose.
9. Demonstrate commitment to the team by attending all practices and games (unless necessary to miss one), by working hard and cooperatively at all team events.

SECTION I - MEMBERSHIP

In all age groups, team entries will be allowed into Member Club programs as outlined within the CMSA Bylaws, “General Membership Guidelines” and CMSA Rules of Play.

- A. CMSA is the only organization within “District 4 – Calgary” that has the authority to form representative select youth teams rostered with players throughout the city. CMSA may delegate this responsibility to another organization depending on directions of the CMSA Board of Directors.
- B. Active CMSA Member Clubs must submit the name(s) of the person(s) who will be the liaison between their organization and CMSA on a seasonal basis or when requested by CMSA. Any changes must be reported to CMSA. As well, each Member Club and community must submit in writing the name(s) of the person(s) having signing authority each season.
- C. Active CMSA Member Clubs must provide annually: financial statements, board listings and proof of not-for-profit registration to CMSA as per the CMSA By-laws.
- D. Active CMSA Member Clubs must register all players (including house league, grassroots, etc.) through CMSA to remain a “Member in Good Standing.” A Member Club **will be permitted** to organize exhibition games with other CMSA members for Outdoor 2021 on the following conditions:
 - a. All players from both clubs are registered with CMSA and have completed the waiver and have provided proof of age.
 - b. CMSA is notified of the clubs, teams, rosters, date, time, and location of the exhibition game.

SECTION II - TEAM ENTRY

A. GENERAL

- 1. Member Clubs will submit their team names, age group, division placement/tier (where applicable) through the CMSA Goalline system.
- 2. Based on the number of teams entered, CMSA will determine the format for each division and tier. In general, CMSA will offer the following leagues when possible:

Age Groups/Tiers
U7, U8, U9
U10 Developmental
U10 Recreational
U11, U12, U13, U15 Tiers I, II, III, IV & V
U17 Tiers I, II, III & IV
U19 Tiers II, III & IV

B. TEAM PLACEMENT

1. CMSA reserves the right to mandate team placement into all tiers to maintain appropriate competition amongst the divisions.
2. If Member Clubs choose not to enter a team(s) into the CMSA league for any reason, CMSA cannot guarantee that team's placement in the league for future season(s).
3. Member Clubs can enter any number of teams from U7 – U10, all tiers, and U11 – U19 Tiers II, III, IV, and V. Member Clubs who enter more than one team into these age groups are expected to rank their teams to allow CMSA to evenly balance the tier(s) where possible. CMSA will have the ultimate authority to approve where teams will be placed. This could mean changes to the original age group or tier entered.
4. Member clubs may enter only one (1) team into Tier I at U11 – U17, except in a double year age group where a member club may enter a younger aged team and an older aged team in a Tier I league. Ex. for Outdoor 2021 a club could enter a 2006 Tier I team and 2007 Tier I team in the U15 age bracket provided both teams are able to have appropriate competitive matches in that age bracket.
5. CMSA will look to cap Tier I to a maximum of 30 per cent (30%) of total teams in an age group with an aim of having 20 per cent (20%) consistently. This includes double year age brackets. The remaining teams will filter into Tiers II, III, IV, and V. Ex. if there are 50 U13 girls teams registered across all tiers, the top 10 U13 girls teams would be placed in Tier I.
6. Member Clubs may request to move a team up or down a tier by following the process outlined in the CMSA Tiering Process document.
7. CMSA has the **ultimate authority** to decide which tier a team shall enter and has the right to have any Member Club place additional team(s) in a specific tier without reason.

C. TEAM ENTRY FEES

Payment of team entry fees must be made to CMSA by cheque or money order **ONLY**.

1. Member Clubs must pay a minimum of 50 per cent (50%) of their total team entry fees by the team entry deadline date of **June 3, 2021**. The remainder of these fees (50 per cent [50%]) will be due by **July 5, 2021**. These deadlines will be set by CMSA prior to each season. Any Member Club who owes team entry fees to CMSA from a previous season(s) will be considered a club "Not in Good Standing." A Member Club "Not in Good Standing" will **not** be permitted to enter any teams into the current season until the previous season(s)'s fees have been received by CMSA in full and only if the team entry deadline has been met.
2. Any Member Club who owes team entry fees to CMSA from a previous season(s) will be considered a club "Not in Good Standing." A Member Club "Not in Good Standing" will **not** be

permitted to enter any teams into the current season until the previous season(s)'s fees have been received by CMSA in full and only if the team entry deadline has been met.

3. Member Clubs who owe outstanding team entry fees to CMSA for the current season will **not** be permitted to:
 - a. Receive travel permits in the current season until the current season's fees have been received by CMSA in full.
 - b. Qualify for any provincial births in the current season until the current season's fees have been received by CMSA in full.
 - c. Cast a ballot at the CMSA AGM/SGM in the current season until the current season's fees have been received by CMSA in full.
4. Any outstanding balance remaining after the deadline for final payment will be assessed a late administration fee of two per cent (2%) per month until fully paid.
5. NSF, or cheques backed by insufficient funds, are subject to a \$50.00 administration fee. The full amount of the NSF cheque must be replaced with a certified cheque, money order or bank draft within five (5) business days.

6. A Member Club that withdraws a team after the team entry deadline date shall be assessed the following administrative fees:

Timelines	Penalty
Up to four (4) days post team entry deadline	\$50 per day
After four (4) days post team entry deadline	Full team entry fee + \$50 per day

D. POST SEASON OPT-OUT

When registering in the CMSA league, Member Clubs are committing their teams to any post season competition (provincials) that the team may qualify for. At the start of each season, every team, from U13 – U19, choosing not to participate in their post season competition is required to **opt-out** of the post season competition by completing the CMSA Post Season Commitment form by the specified date. A Member Club whose team does not opt-out prior to the deadline or withdraws from any post season competition without sufficient notice prior to or during the event for any reason (including the inability to field a team) **will be subject to** a minimum \$250 and up to a maximum of \$1000 penalty as determined by CMSA (see [Section XVIII – Post League Play](#) for more information). ASA may impose further financial sanctions in the case of withdrawal from provincial competition.

E. OUT-OF-DISTRICT MEMBER CLUB TEAMS

Out-of-District teams that wish to register for CMSA league play must be willing and able to play scheduled games as posted any day of the week. The teams' district association must also complete and provide to CMSA the necessary paperwork and required bond to accompany the team entry. Out-of-District teams will only be accepted into the CMSA league once the required paperwork and bond(s) have been received

by CMSA and only if space permits. Those teams that are accepted within CMSA regular season play must declare their eligibility for ASA provincial competitions through their own district and at the same tier level or higher to the tier level they register within the CMSA league for that season. Any Out-of-District Member Club that allows a team to declare at a lower provincial level that the team was registered within CMSA, will be deemed to be “**Not in Good Standing**” with CMSA and will be dealt with accordingly by CMSA Discipline.

SECTION III - TEAM, PLAYER & TEAM OFFICIAL REGISTRATION & ELIGIBILITY

A. GENERAL

1. Team registration deadlines will be set seasonally by CMSA.
2. All CMSA players and team officials will be issued a CMSA ID number upon registration. CMSA ID numbers for previously registered players or team officials may be obtained from their Member Club registrar. Any new player(s) or team official(s) will need to be added to the Goalline system through their Member Club registrar and will be issued a CMSA number at that time.
3. Member Clubs are responsible to ensure that **all information** they obtain for their players and team officials each season (full address including postal code, email address and phone number) are correct and up-to-date. Please note that club addresses, club email addresses and club phone numbers **are not** acceptable. Member Clubs must ensure that this information is updated on a regular basis.

CMSA Photo ID Card

All team officials listed on a U9 – U19 team roster and all players listed on a U11 – U19 team roster will be required to obtain a CMSA Photo ID Card prior to their first game. The cost of a CMSA Photo ID Card is \$10. Upon the card’s expiry, if the original card is returned to CMSA there will be no charge for the card which is being renewed. **The individual must be present for the photo.**

Player CMSA Photo ID Cards will be valid for four (4) years from the date of issue noted on the card. Team official CMSA Photo ID Cards will be valid for three (3) years from the date of issue. This card will remain the property of CMSA and must be surrendered upon request to CMSA.

***Note: Player(s) will not be allowed to participate in any CMSA game or remain within the technical area if they cannot produce their CMSA Photo ID Card (photocopies will not be accepted). Any person(s) found using or being in possession of more than one (1) CMSA Photo ID Card shall be suspended from all soccer activity and brought before the CMSA Discipline Committee to address the issue.**

B. PLAYER & TEAM ELIGIBILITY

1. No player shall have their name registered for more than one team under the jurisdiction of CMSA during any one season.

2. When assigning players to teams, the following will apply:

Player Birth Year(s)	Age Group Categories
2014 or later	U7
2013 or later	U8
2012 or later	U9
2011 or later	U10
2010 or later	U11
2009 or later	U12
2008 or later	U13
2006 or later	U15
2004 or later	U17
2002 or later	U19

3. Once registered to an age group (U11 – U19), an individual player or team will not be permitted to move to a lower age group in any CMSA or ASA league/competition without the approval of the organizing body, even if the player or team would otherwise qualify for the lower age group during the season. **For Outdoor 2021, clubs are able to apply for Bio-Banding at all age groups.**
4. All players residing outside of District 4 (Calgary) may register for any CMSA team, provided they have been properly released by their district of residence (see [Section VI.F – Player Releases – Within Alberta, Outside of Alberta and Canada](#)).
5. Any player that moves into District 4 (Calgary) from another province or country must obtain a release from their former province or country – contact the CMSA office for more information on this process.
6. False declaration of district of residence of a player could result in the player and Member Club receiving but not limited to suspensions, fines, sanctions, etc. Where Member Clubs or team officials are knowingly party to the false information of the player, teams may be subject to a loss of points within their standings. In all cases of player registration, the parent/guardian, team officials and the Member Club will be held accountable for providing correct information.
7. If a Member Club has any player(s) who owe money and/or equipment (therefore, are not in good standing with the Member Club), that Member Club will notify CMSA with a list (Do Not Release List) of these players prior to the beginning of each season (dates to be determined by CMSA). These players will not be allowed to transfer to other Member Clubs until the issue is resolved with that Member Club and CMSA is notified that the player is to be removed from the Do Not Release list (see [Section VI.D – Do Not Release Lists](#)).

***Note: Once a player has been removed from the Do Not Release list, CMSA cannot prevent any player from being transferred to the new Member Club.**

Proof of Age

When registering a new player, a proof of age is required for all players at the time of player registration. Proof of age must be provided by the following documents **only**: birth certificates, baptism certificates, passports, Alberta Health Care card, landed immigrant papers, driver's license or affidavits for players not previously registered. Affidavits must be signed by the parent/guardian of the player and witnessed by a Commissioner of Oaths. **The burden of proof of age rests with the player, parent/guardian, team officials and Member Club.**

***Note: The player(s) will be noted as "ineligible" in the Goalline system and on the game sheet and will not be allowed to participate/be present on team bench until a proof of age has been received and updated by CMSA.**

Player Waiver Form

Once a player has been assigned to a team within the CMSA Goalline system, all players' parent/legal guardian must complete and submit a current CMSA liability insurance waiver form through the online CMSA Goalline system. The player waiver covers a complete indoor and the following outdoor season. The waiver is only required to be completed once for each player for this period.

ASA Return to Train Youth Waiver

When registering a player, that player's parent/legal guardian **must complete and submit** the ASA Return to Train Youth Waiver prior to that player participating in any soccer activity.

ASA Return to Train Declaration of Compliance

When registering a player, that player's parent/legal guardian **must complete and submit** the ASA Return to Train Declaration of Compliance prior to that player participating in any soccer activity.

***Note: The player(s) will be noted as "ineligible" in the Goalline system and on the game sheet and will not be allowed to participate/be present on team bench until the player waiver has been completed in full and submitted to CMSA via Goalline.**

Physically and/or Mentally Disabled Players

CMSA has an obligation to allow any player the opportunity to play soccer in its programs, subject to that player observing and conforming to CMSA Rules and Regulations and the IFAB LOTG.

In the case of physically and/or mentally disabled players, subject to the nature of the handicap and the associated safety risks to the individual and/or other participants, the Rules and Regulations contained herein shall be relaxed as they relate to age groups to enable such players to register with Tier II or lower teams (whichever is the Member Clubs lowest team entry in an age group) considered equal to their learning, enjoyment and capacity, notwithstanding their date of birth. In order, to clear registration for such player, CMSA must be provided a **signed letter from the player's physician** attesting to the player's circumstances.

Bio-Banding

CMSA will allow clubs to use bio-banding when creating all rosters for Outdoor 2021. Bio-banding allows for players to be placed using their physical maturation and development as opposed to chronological age. Any Member Club's wishing to use bio-banding, must complete the application process available on [HERE](#).

Females In Male Leagues Initiative

Females entered into the CMSA league can play up to 2 age groups down in the appropriate male league. This initiative is available for individual players in U13-U19 through consultation with CMSA Technical Leader, Jordan Stewart he can be reached at: jstewart@calgaryminorsoccer.com

C. TEAM OFFICIAL ELIGIBILITY

Any team official who is listed as **ineligible (inel) on a game sheet**, must ensure their name is crossed off all three copies of the game sheets and may **not** participate in any CMSA games at any capacity (including bench parent). If a team official's name is not crossed off the game sheets, they are presumed to have participated in the game and the following discipline and fines will apply:

Offence	Penalty
First Offence	Warning Notice (no fine)
Second Offence	Warning Notice and \$50 fine
Third Offence	Warning Notice and \$100 fine
Fourth Offence	Automatic Discipline Hearing

ASA Return to Train Declaration of Compliance

All team officials **must complete and submit** the ASA Return to Train Declaration of Compliance prior to participating in any soccer activity.

Police Information Check (ePIC)

1. All registered team officials are required (regardless of occupation) to have a valid Police Information Check (ePIC) on file at CMSA prior to being eligible to participate in any CMSA event.
2. ePIC's obtained from sources other than the Calgary Police Service (CPS) or RCMP must indicate clearly that a Vulnerable Sector Search has been completed.
3. ePIC's are valid for 36 months (three [3] years).
4. A team official may **not** be placed on a CMSA league roster for the upcoming season if they have previously been provided with a volunteer letter from CMSA during the previous season(s) and have not completed and shared those results of the ePIC with CMSA.

Respect in Soccer

All CMSA registered teams are required to have a **minimum of two (2) team officials** who have successfully completed the Respect in Soccer program. Please visit the CMSA website for more information, calgaryminorsoccer.com.

SECTION IV - TEAM ROSTERS

A. GENERAL

Team roster registration will be set seasonally by CMSA and listed in Appendix A of the CMSA Rules and Regulations.

No player shall have their name registered with more than one team at any one time under the jurisdiction of CMSA during any one season unless properly transferred.

B. TEAM ROSTERS

Any Member Club that registers a team with less than the minimum required number of players as listed below shall be deemed as inadequately registered and such teams **may not be allowed to participate in the CMSA program until properly registered.**

Indoor – CMSA League Teams

Age Group	Minimum Players	Maximum Players
U7 – U8	Six (6) Players	12 Players
U9 – U12	Nine (9) Players	15 Players
U13 – U19	Nine (9) Players	15 Players

Indoor – House League Teams

Age Group	Maximum Players
U3 – U7	10 Players
U8 – U12	12 Players
U13 – U19	16 Players

Outdoor – CMSA League Teams

Age Group	Minimum Players	Maximum Players
U7 – U9	4 Players	12 Players
U10 – U12	9 Players	15 Players
U13 – U19	11 Players	20 Players

Outdoor – House League Teams

Age Group	Maximum Players
U3 – U7	10 Players
U8 – U12	12 Players
U13 – U19	16 Players

**Outdoor – U19 Maximum Players – 25 players for CMSA league; 20 players for Alberta Soccer Association Provincial Competition.*

1. Each team must have a minimum of two (2) and up to a maximum of four (4) Team Officials listed on the team roster during a season. All Team Officials listed on the team roster will receive a login and password at the beginning of each season and will have the ability, to print game sheets, change jersey numbers and report scores when logged into the CMSA Goalline website.

Note: There MUST be a minimum of two (2) ADULTS on the team bench during all CMSA scheduled games. One of the adults must be a REGISTERED TEAM OFFICIAL.

2. For male teams, one team official on the team roster must be an adult male. For female teams, one team official listed on the team roster must be an adult female. For male teams, an adult male must be present on the team bench during CMSA scheduled games. For female teams, an adult female must be present on the team bench during CMSA scheduled games. For any mixed gender teams, there must be an adult female and adult male present on the team bench during CMSA scheduled games.
3. Any player or team official shall be classified as ineligible until properly registered with CMSA (see [Section III - Team, Player & Team Official Registration & Eligibility](#)).
4. Player(s) or team official(s) who are not listed on the team roster/game sheets are not considered to be part of the team's roster for that game. Player(s) or team official(s) listed on the game sheet at the end of the game, and are not crossed off, are deemed to have participated in the game.

SECTION V - PLAYER PARTICIPATION AND PLAY-UP RULES

ASA and CSA player registration rules shall apply to teams participating in ASA and CSA competitions.

A. GENERAL

1. A player's "Play Up" game is any game, in which the player is listed on the game sheet, dressed for the game and/or plays in the game (subject to that player being eligible to play). It is the Team Official(s) responsibility to keep track of the number of times each player has played up

for their team and mark all copies of the game sheets to state whether it is the player's 1st, 2nd, 3rd.....6th "play up" game.

2. **Number of Games** – a player who is registered with CMSA may play up for a total of six (6) games per team in any one season during regular and play off competition. Pre-season, Exhibition, Inter-Cities, City Finals, Fall Season or Tournament games do not count towards the total number of games the player is called up for. If less than two thirds (2/3) of a game has been completed, the play up will not count towards the total.

After playing the sixth (6th) play up game with any one team, for the player to participate with that team again, the Member Club must transfer the player prior to the player participating in their seventh (7th) game with that team.

No player will be permitted to transfer teams after the transfer deadlines, found in Appendix A. If a team is found to have played a "play up" player past the player's sixth (6th) game per team maximum, the team the player participated with will forfeit the game and a CMSA Default Notice will be issued.

3. A player can play up within their Member Club, with permission from their coach. A player can only play up with another Member Club team with the written permission from their current Member Club Representative (President, Technical Director, General Manager). Failure to comply would be a violation and could be considered recruitment. (Refer to Section VIII)
4. Play up rules relate to the age group and Tier in which players are registered, not to the date of birth of the player. Thus, a player who is registered in a higher age group than required by their date of birth, cannot move down and play for a team registered in the age group corresponding to their birth date.
5. All registered U9-U10 players, who play up with a CMSA registered U11 team or higher, are required to have a Restricted Movement Pass completed and signed by their Coach or Member President. The Restricted Movement Pass acts as a CMSA Player ID card for the player, as they are not issued CMSA Player ID cards until U11. The pass is to accompany the game sheets which are to be submitted to the referee for each game. The Restricted Movement Pass can be found on the CMSA website, under League; Transfer Forms.
6. Girls may play up for both genders in their club, in accordance with the play up rules. Girls may also play on a boy's team of the same tier and age grouping as they are currently registered with, providing there is an adult female on the team bench. Boys can only play on boys' teams, in accordance with the call up rules.

B. PLAY UP GUIDELINES - CMSA LEAGUE

1. **Tier I** – a Tier I player can only play up for a Tier I team in a higher age group.

2. **Tier II** – a Tier II player can only play up for a Tier I team in the same age group or for a Tier I or II team in a higher age group.
3. **Tier III** – a Tier III player can only play up for a Tier I or II team in the same age group or for a Tier I, II or III team in a higher age group.
4. **Tier IV** – a Tier IV player can only play up for a Tier I, II or III team in the same age group or for a Tier I, II, III or IV team in a higher age group.
5. **Tier V** – a Tier V player can only play up for a Tier I, II, III or IV team in the same age group or for a Tier I, II, III, IV or V team in a higher age group.
6. **U10 Development** – a U10 Developmental player can only play up for any Tier I, II or III team in a higher age group.
7. **U10 Recreation** – a U10 Recreation player can only play up for a U10 Tier Development team, or for any Tier I, II, III, or IV team in a higher age group.
8. **U9** – a U9 player can play up for any team within the U9 age group or with any team in the U10 age group.
9. **U8** – a U8 player can play up for any team within the U8 age group or with any team in U9 & U10 age group.
10. **U7** – a U7 player can play up for any team within the U7 age group or with any team within the U8, U9 & U10 age group.
11. **U6** – a U6 player can play up for any team within the U6 age group or with any team within the U7 & U8 age group.
12. **House League Players** – A House League player is eligible to play for any CMSA League registered team for a maximum of three (3) games. Any CMSA team who is using a House League player as a call-up is required to submit the **CMSA Trialist Form with their game sheets** (which can be found on the CMSA website). Any game sheet with a House League player listed without the associated CMSA Trialist Form attached will result in a default for the offending team. The team will also be issued a default notice.

Please note that a House League player must have:

- ***A CMSA Goalline Profile, with a CMSA number.***
- ***Provided a proof of age document to CMSA.***
- ***Completed the CMSA Player Waiver prior to participating with any CMSA League team.***

C. PLAY UP GUIDELINES - ADULT LEAGUE

CMSA-registered players under 19 years of age are eligible to play in both CUSA Men's or Women's and youth programs provided they register with a youth team (CMSA) first (see Section 2.6 of the CUSA Rules and Regulations for more information).

CMSA-registered players who are not registered with CUSA may play up for any CUSA team for up to a maximum of six (6) times per team per season. (see Section 13.8.1 of the CUSA Rules and Regulations for more information).

SECTION VI - PLAYER TRANSFERS

A. GENERAL

If a team is no longer able to continue its season, all players on that team shall be deemed "free" to go to any other team within their Member Club subject to the play up rule in [Section V](#), except that they may join another team in the same tier within their age group. **Players may be cup tied and unable to play in any provincial competition should their new team qualify for provincials.**

B. INTERNAL TRANSFERS OF PLAYERS

[Between teams within the same member club.](#)

1. Internal player transfer(s) will not be permitted after the internal transfer deadline date (See Appendix A – Important Dates). These dates are set prior to each season.
2. A CMSA registered player may transfer no more than two (2) times during one season. A CMSA registered player who is transferred cannot be transferred again within a 30 day period. If a player transfers to a higher tiered team, (ex. Tier II to Tier I), that player cannot play down in a lower tier until the next playing season.

Once a player has been removed from a CMSA league roster, for any reason, that player will not be allowed to be placed back on that roster they were removed from within the same season.

3. All internal transfer requests must be completed and submitted in writing, using the CMSA Internal Transfer Form (found on the CMSA website under the "[League](#)" tab), to CMSA for approval. All Internal Transfer Forms will require a signature from the President or registrar of the player's Member Club.
4. CMSA registered player(s) transferring within the same tier after the ASA cup tied date for Tier I, II, III and IV will not be eligible to participate in provincials in that age group and tier.

C. MEMBER-TO-MEMBER PLAYER TRANSFERS

[From one member club to another member club.](#)

1. Member-to-member player transfer(s) will not be permitted after the member-to-member transfer deadline date (See Appendix A – Important Dates). These dates are set prior to each season.
2. The player's current Member Club shall not refuse the right of a player to transfer to another Member Club unless the player requesting the transfer owes money or has in their possession any equipment or uniforms which belongs to the current Member Club. **These players will not be removed from the DNR List until the Member Club releasing the player notifies CMSA.**
3. All member-to-member transfer requests must be completed in full and submitted in writing using the CMSA member-to-member transfer form, (found on the CMSA website under the "[League](#)" tab) to CMSA for approval. A CMSA registered player must give his/her current Member Club a minimum of seven (7) days notice in writing with their request and reasons to transfer, prior to the player transfer period. The member-to-member transfer form must be signed by the current Member Club President or registrar within the seven (7) day window prior to the player transfer period unless the player is currently on a DNR List.
4. Individual youth player(s) will be allowed to register for other district youth teams as always, provided they follow standard procedures in the new district. Once a youth player has registered with his/her new district, it will be the responsibility of the gaining (new) district to inform the district of where the player was previously registered, of said youth player(s) registration. **Entire teams will not be allowed to leave a district that offers the level of competition they are playing in without the written permission of the home district.** Individual releases cannot be used to form a team outside the district of residence without the approval of the home district. In keeping with FIFA laws, the ASA Board of Directors has determined that an entire team under this rule must be considered, to be a minimum of seven (7) players.

D. DO NOT RELEASE LIST

A Do Not Release (DNR) List is a list of players and/or team officials that owe monies, equipment and/or uniform(s) to a Member Club following each season.

Member Clubs are responsible for providing an updated comprehensive list of all players and team officials who are to be part of their DNR List to CMSA no later than the deadline which is set by CMSA prior to each season. Member Clubs cannot retroactively add players to a DNR List if said players were not on the previous season's list.

Member Clubs are responsible for notifying the parent(s)/guardian(s) in writing of those players who are listed on their DNR List and the reason(s) why.

If a Member Club makes any allowances for a player(s) to participate without full payment of all monies, this must be documented and communicated to the parent(s)/guardian(s) at that time and supplied to CMSA upon request.

Please note that DNR Lists are not rolled over from season to season and must be re-submitted each season.

E. REFUSAL OF PLAYER TRANSFER

1. A registered CMSA player being refused a transfer to another Member Club shall be allowed to appeal in writing to CMSA, without fee.
2. The Member Club contesting the player transfer must file their objection in writing, along with a \$250 bond to CMSA prior to the seven (7) day member-to-member player transfer period. The bond must be in the form of a cheque or money order.
3. CMSA will review the information provided by both parties and render a decision within two (2) business days of receiving the contesting member's objection.
4. Should CMSA uphold the Member Club's decision to deny the player transfer, the \$250 bond will be refunded back to the Member Club.
5. Should CMSA decide to overturn the Member Club's decision to deny the player transfer, the \$250 bond will be retained and the releasing Member Club's signature is no longer required on the Member-to-Member Transfer Form. A new Member-to-Member Transfer Form must be completed and submitted to CMSA and signed by a CMSA representative before the player can be transferred to the new Member Club team.

F. PLAYER RELEASES - WITHIN ALBERTA, OUTSIDE OF ALBERTA & CANADA

All players residing in Alberta but not within District 4 – Calgary, must have CMSA obtain a release from the player's home district prior to being listed on any District 4 team roster. Once the player release has been received, the player may be placed on a team roster.

All players who have recently moved to Alberta from another province or country and wish to register to play soccer must complete the appropriate transfer/release form and submit it to CMSA as stated on the ASA Website (see [Player Releases](#)).

The player(s) will not be eligible to participate within CMSA until the documentation has been completed, received and approved by the appropriate parties.

SECTION VII - TEAM OFFICIAL MOVEMENT

Please see Recruitment Rules and Guidelines found on the CMSA website under "[CMSA Rules and Regulations](#)" under the "League" tab.

SECTION VIII - RECRUITMENT

Please see Recruitment Rules and Guidelines found on the CMSA website under "[CMSA Rules and Regulations](#)" under the "League" tab.

SECTION IX - LEAGUE PLAY & SCHEDULES

ASA regional, provincial and CSA inter-provincial scheduled games shall take priority over CMSA games, if there are four (4) or more players from one (1) team participating.

1. Once Member Clubs have registered their teams into the CMSA league, CMSA will determine formats for each division and tier based on the number of teams registered to each.
2. Where there is an insufficient number of teams in an age group and/or tier to form a viable league, CMSA will move such teams into a different age group and/or tier if it considered reasonable to do so.
3. CMSA may direct any team to move to another tier that has a level of play more suited to that team's ability as illustrated by the team's past performance. Implementation of any such move may be initiated by CMSA at any time during the season.
4. Once division formats have been determined by CMSA, those formats along with the schedules will be posted on the CMSA website for all teams participating in pre-season games. Upon completion of the pre-season games, and those final standings are determined, the regular division formats along with the remainder of the regular league schedule will be posted on the CMSA website.
5. CMSA shall determine based on formats, if crossover games are necessary to determine which teams would advance to any post season play. **Post Season Play TBD.**
6. CMSA shall determine the teams that will represent CMSA in post season play (ASA provincial competition) in age groups where such competition is held. These teams will be listed as Calgary 1 and Calgary 2 once determined.
7. All games (exhibition, regular season, crossover, etc.) **must be played as scheduled unless re-scheduled, cancelled or postponed by CMSA.**
8. All league games must be completed within the dates set by CMSA each season. **These dates will vary by division, based on division format(s) and if crossover games are necessary.** If CMSA foresees the completion of a league schedule jeopardized by unnecessary build up of re-arranged or rescheduled games, CMSA has the authority to direct any team(s) involved to play these games prior to a deadline date set by CMSA. Failure to comply with such, could result in a loss of points for both teams.

SECTION X - PLAYING FIELDS

A. GENERAL

Out-of-District Member Clubs who register teams and are accepted within the CMSA league and are 50 km or less from the city of Calgary (city centre), as determined by CMSA, are subject to [Section X](#)

and [Section XI](#) within the CMSA Rules and Regulations. Out-of-District Member Clubs who register teams and are accepted within the CMSA league and are 51 km or more from the city of Calgary (city centre), as determined by CMSA, will not be granted access home games and will play all of its' league games within Calgary and surrounding area.

B. INDOOR

All indoor playing fields and game times will be assigned by CMSA. All CMSA league games must be played as scheduled within the timelines noted. As CMSA will not be permitting teams to travel during the 2020-2021 Indoor Season, requests to reschedule will not be approved.

C. OUTDOOR

1. CMSA will assign game times and athletic park fields for all U13 – U19 games.
2. Community fields will be assigned for all **U10 – U12** games by the home team's Member Club.
3. **The U7-U9 CMSA Festival League fields will be assigned by CMSA on community fields.**
4. Team officials, through their Member Club or community organization, are responsible for providing properly marked community playing fields for their home game(s). Home teams are also to provide corner flags, not less than five (5) feet in height, for their game(s).
5. **As CMSA will not be permitting teams to travel during the 2021 Outdoor Season, requests to reschedule will not be approved.**

At many community and some athletic park fields, the field and the goals may not be regulation size. The field markings may be lacking or non-existent, the ground may be uneven and the grass may be somewhat unkempt. Although contrary to IFAB Law I "Field of Play," the above shortcomings **shall not be a valid reason for game cancellations or protests**, unless the conditions are grossly irregular for the age group and tier in question and at the discretion of the referee.

Note: On any non-standard fields of play, both teams are subject to the same conditions and the game should be approached and played, recognizing as such

If determined by the referee that the field is unplayable for any reason, CMSA will be responsible for rescheduling the game accordingly.

SECTION XI - REFEREES

A. GENERAL

The decisions of the referee(s) regarding details connected with play, including whether a goal scored is good or not, the results of the game are final (this should be recognized when filing a protest, request for a hearing or appeal).

B. REFEREE NO SHOWS

Games must be played.

1. In the event the assigned referee does not show up for a game or becomes incapacitated during a game, it will be the responsibility of the team official(s) from both teams to supply a referee (one from each team for each half of the game unless one referee can be mutually agreed upon by both teams). **The replacement referee(s) must be 18 years of age or older.**
2. The game must be played as scheduled and any delay to the start of the game shall be compensated for by reducing the length of the halves accordingly. It is strongly recommended that the mutually agreed upon referee be at least two (2) years older than the age of the players participating in the game being played.

Agreement to and acceptance of the referee(s) shall be deemed conclusive by both teams once the game has commenced.

3. The “replacement referee(s)” must disclose any relations to either team and is required to state their credentials.
4. Both coaches (from each team) must sign the game sheets with the “replacement referee(s)” **prior to the game.**
5. The agreed upon “replacement referee(s)” will temporarily exercise all the authority of a sanctioned referee including but not limited to:
 - a. Referee the game in accordance with the CMSA/ASA/IFAB LOTG.
 - b. Provide a game report outlining any sanctions issued in the game.
 - c. Provide any dismissal report(s) outlining any misconduct details.

SECTION XII - POSTPONED GAMES & LATE KICK OFFS

The period allocated to play scheduled games must not be exceeded, irrespective of late kick offs or other delays. CMSA will deem the game complete once a minimum of two-thirds (2/3) of the game has been played.

Once a game has commenced, only the referee has the discretionary power to suspend or terminate the game due to the elements of the game, interference by a spectator(s), or any other causes which he considers such stoppage is necessary. The referee must file a report of the incident within 48 hours to CMSA. The game will only be rescheduled if CMSA considers it necessary and time is available for the game to be played. CMSA has the authority to award game point(s) in such games to one, neither or both teams as deemed appropriate.

A. INDOOR (U10 - U12 BOARDED, U13 - U19 TIER IV)

1. The clock shall start at the scheduled game kick off time, as given on the CMSA league schedule and any delay to the start of the game (up to a maximum of five (5) minutes wait time) shall be deducted from the 25 minutes of the first half of the game. The time for the second half of the game must then be reduced to equal that of the first half. Subject to validation by CMSA, the score standing at the end of the game shall represent the final game result for all U11 – U19 teams.
2. The maximum waiting time to start any game is five (5) minutes. If one team does not have the minimum number of four (4) players within the first five (5) minutes of the scheduled start time, the result will be noted as a default for this team and the opposing team will receive points for the win (U11 – U19 teams). If both teams do not have the minimum number of four (4) players within the first five (5) minutes of the scheduled start time, the result will be noted as a default for both teams and neither team will receive any points (for all U11 – U19 teams). **For teams in U9 and U10, those teams will receive a default notice if one or both teams cannot field a team.**

B. INDOOR (U13, U15, U17 & U19 TIER I - III, 7V7)

1. The clock shall start at the scheduled game kick off time, as given on the CMSA league schedule, and any delay to the start of the game (up to a maximum of five (5) minutes wait time) shall be deducted from the **30 minutes** of the first half of the game. The time for the second half of the game must then be reduced to equal that of the first half. Subject to validation by CMSA, the score standing at the end of the game shall represent the final game result for all U13 – U19 Tier I – III teams.
2. The maximum waiting time to start any game is five (5) minutes. If one team does not have the minimum number of five (5) players within the first five (5) minutes of the scheduled start time, the result will be noted as a default for this team and the opposing team will receive points for the win (U13 – U19 Tier I – III teams). If both teams do not have the minimum number of five (5) players within the first five (5) minutes of the scheduled start time, the result will be noted as a default for both teams and neither team will receive any points (U13 – U19 Tier I – III teams).

C. OUTDOOR (ALL AGE GROUPS)

1. Should the game start late, the time lost shall be deducted from the total game time. The time remaining shall be halved, as each half played should be equal. Subject to validation by CMSA, the score standing at the end of the game shall represent the final game result.
2. The maximum waiting time to start any game is 10 minutes. If one team does not have the minimum number of players within the first 10 minutes of the scheduled start time, the result will be noted as a default for this team and the opposing team will receive points for the win (U11 – U19 teams). If both teams do not have the minimum number of players within the first 10 minutes of the scheduled start time, the result will be noted as a default for both teams and neither team will receive any points (U11 – U19 teams). For U10 teams, those teams will receive a default notice if one or both teams cannot field a team (see [Section XIV.B - Players & Substitutions \(U10 - U19\)](#), for specific minimums per age group).

SECTION XIII - NO SHOWS & RESCHEDULING OF GAMES

A. NO SHOWS

All CMSA scheduled games **must** be played as scheduled. In the event that one (1) team or both teams do not show up to play a CMSA scheduled game the team(s) and Member Club(s) will be subject to:

Offence	Written Notice(s)	Fines
First Offence	No Show Notice	\$100 fine
Second Offence	No Show Notice	\$150 fine
Third Offence	No Show Notice	\$250 fine
Fourth Offence	No Show Notice	Removal from league play

B. RESCHEDULING - INDOOR GAMES

- a. Games scheduled by CMSA must be played unless roads are closed by the City of Calgary due to weather, the Indoor Facility has been closed or CMSA has cancelled the game.
- b. Teams wishing to reschedule a game for any other reason, must reschedule the game, at their own expense, in accordance with the current CMSA Rescheduling Policy.

C. RESCHEDULING - OUTDOOR GAMES

1. Athletic Park Fields (U13 – U19 All Tiers)

- a. Games scheduled on Athletic Park Fields by CMSA must be played unless the field is closed by the City Parks Department via the field closure phone line or the website. Athletic Park Fields will only be closed due to Inclement Weather or Field Maintenance. When an Athletic Park Field is closed, the **“home team” must notify CMSA** of the field closure in accordance to the current CMSA Rescheduling Policy, so that CMSA may reschedule the game where possible.
- b. In the event a replacement Athletic Park Field on an alternative date is not available from CMSA, the **“home team” (through its Member Club) has the responsibility to supply a field to play the game. The field must be properly maintained, regulation size for the age group, lined accordingly, and it must have regulation size goals for the age group.**
- c. Teams wishing to reschedule a game for any other reason, must reschedule the game, at their own expense, in accordance with the current CMSA Rescheduling Policy. If the opponent is not able to use the field, they **MUST** notify CMSA. If the opponent is not able to use the field and does not inform CMSA, the team/Member Club will be issued a \$50 fine to recoup a portion of the cost of the unused field.

2. Community (Member) Fields (U10 – U12 All Tiers)

- a. The Home team is responsible for providing the field for games scheduled on Community (Member) Fields. If the Home team is unable to provide a Community Field for a particular

game, it is the responsibility of the Home Team to inform the Away Team so that alternative arrangements can be made. If the Away Team is able to provide a replacement field for the game scheduled for that date and time, the game shall be played accordingly on the newly arranged field. **CMSA must be notified immediately of any/all such revisions** or arrangements made to any game, once agreed upon by both teams. **Failure to inform CMSA of any such changes may result in a default to both teams as determined by CMSA.**

- b. Scheduled game times on Community (Member) Fields may be changed slightly to suit the Home Team’s local community timetable. This is subject to CMSA and the Away Team (opposing coach) being advised of and agreeing to such changes a minimum of forty-eight (48) hours prior to the original game start time.
- c. Games scheduled on Community (Member Club) Fields must be played unless the field is closed by the Member Club via the Member Club website or Member Club closure phone line. These closures can be due to Inclement Weather or Field Maintenance. When a Community (Member Club) Field is closed for any reason, it is the Home Team’s responsibility for rescheduling the game which will include providing a suitable field to play the game. **The rescheduled game must be communicated to CMSA in accordance with the current CMSA Rescheduling Policy.**
- d. Teams wishing to reschedule a game for any reason, must reschedule the game, at their own expense, in accordance to the current CMSA Rescheduling Policy.

SECTION XIV - GAME PLAY

A. GAME TIMES

Unless otherwise specified by CMSA, all games for all age group shall consist of the following:

Indoor

Indoor – all age groups (Futsal and Boarded)
Two (2), 25-minute halves.
Half time will be three (3) minutes (Boarded).
Half time will be two (2) minutes (Futsal).
Exceptions may apply for U7 – U8 age groups.

Indoor – U13, U15, U17 and U19, Tier I – III (7v7)
Two (2), 30-minute halves.
Half time will be two (2) minutes.

Outdoor

Outdoor – Regular Season (Half time will be a minimum of five (5) minutes for all age groups).	
U7 – U9	Two (2), 8-minute halves.
U10	Two (2), 25-minute halves.
U11 – U12	Two (2), 30-minute halves.
U13	Two (2), 40-minute halves.
U15 – U19	Two (2), 45-minute halves.

Outdoor 2021: U13+ will have adjusted match durations and formats for the first 2-3 games.

***Note: Any games not completed due to the decision of the referee, after having played a minimum of two-thirds (2/3) of the game, shall be deemed a complete game by CMSA.**

B. PLAYERS & SUBSTITUTIONS (U10 - U19)

Indoor (U7 & U8)

U7 and U8 groups will play with no designated goalkeeper.

Age Group	Minimum Number of Players	Maximum Number of Players
U7	n/a	3 Players
U8	n/a	4 Players

Indoor Boarded (U9 – U19)

1. The following are the maximum number of players allowed on the playing field at any one time. These numbers include the goalkeeper:

Age Group	Minimum Number of Players	Maximum Number of Players
U9 – U19	4 Players	6 Players

2. ASA and CSA substitution rules shall apply to all provincial and national competition, respectively.

Indoor Futsal (U9/U10 Developmental, U11 & U12 Tier I & II)

1. The following are the maximum number of players allowed on the playing field at any one time. These numbers include the goalkeeper:

Age Group	Minimum Number of Players	Maximum Number of Players
U9 – U12	4 Players	5 Players

2. ASA and CSA substitution rules shall apply to all provincial and national competition, respectively.

Indoor 7v7 (U13, U15, U17, U19 Tier I – III)

1. The following are the maximum number of players allowed on the playing field at any one time. These numbers include the goalkeeper:

Age Group	Minimum Number of Players	Maximum Number of Players
U13 – U17	5 Players	7 Players

2. ASA and CSA substitution rules shall apply to all provincial and national competition, respectively.

Outdoor

1. The following are the maximum number of players allowed on the playing field at any one time. These numbers include the goalkeeper:

Age Group	Minimum Number of Players	Maximum Number of Players
U7 – U9	Depending on format	Depending on format
U10	5 Players	7 Players
U11 – U12	6 Players	8 Players
U13 – U19	7 Players	11 Players

2. There shall be no restrictions as to the number of substitutions made during a game, but no more than three (3) substitutions will be allowed at any one time; with the exception of half time and at the end of regulation time, if overtime is to be played. Substitutions are made in accordance with the IFAB LOTG – Law 3.

C. GAME EQUIPMENT & UNIFORM

1. Game ball sizes for all age groups:

Age Group	Ball Size
U7 – U9	Size 3
U10 – U12 Outdoor	Size 4
U11 – U12 Futsal	Size 4
U13 – U19	Size 5

2. Two (2) game balls are to be supplied by the home team, but in the opinion of the referee the away team has a more satisfactory ball, it may be used.
3. Footwear may be either running shoes or recognized soccer shoes. Any player, whose footwear does not conform to or is unsafe in the opinion of the referee, will not be allowed on the playing field.

A player shall not wear anything that is dangerous to another player with the referee having the final decision on this matter.

4. Shin guards must be worn by all players in all age groups. Shin guards must be covered entirely by the stockings and should give a reasonable degree of protection.
5. Apart from the goalkeeper, all players from the same team must wear the same coloured jersey preferably with a minimum six inch (6”) high number on the back. The goalkeeper shall wear colours, which distinguishes them from the other players and the referee.

6. Tights that are longer than the short, must be the same colour as the team short. **Sweatpants are only to be worn by the goalkeeper.**
7. In the event of duplication of colours between the two opposing teams, it is the responsibility of the home team to change to a contrasting colour. Teams which have jerseys that conflict with the referee colours, must supply an alternative shirt/jersey for the referee.
8. The use of rigid casts and/or splints, even though covered with foam or other protective padding will **not** be allowed. Athletic braces may be worn by players where in the opinion of the referee such braces are not potentially harmful to themselves or the other players on the field of play.
9. For all players, the use of non-compulsory equipment, such as padded head gear, face masks and arm/knee protectors are permitted with the permission **of the referee** as per the latest IFAB LOTG and any supplemental FIFA or CSA instructions.

Absolutely no jewellery of any kind (this includes all earrings and nose piercings), will be allowed to be worn, except for a medical alert tag. If it can be seen, it must be removed.

10. If any item of clothing or equipment that has been inspected at the start of the game and determined not to be dangerous becomes dangerous or is used in a dangerous manner during the game, the referee will have the authority to ensure it is removed. The player will not be allowed to return to the field of play until the player has complied and the item has been removed.

SECTION XV - GRIEVANCES & PROTESTS

1. Any concern, complaint, issue or possible protest from a player, parent or team official will only be heard by CMSA if it is received through proper channels. These issues must be passed on to the individuals Member Club. The Member Club (President/Executive) will address the issue(s) and determine if they need to be forwarded on to CMSA.
2. Any grievance or protest that involves the outcome of a game must be received by CMSA within 48 hours of the incident in question.
3. For all on field concerns or complaints, CMSA has a [Concerns and Feedback Form](#) located on the website for team officials to complete and submit to CMSA.
4. Protests of any nature must be forwarded by the Member Club to CMSA accompanied by a \$250 administrative fee which must be paid at the time the protest has been officially lodged.

SECTION XVI - LEAGUE SCORES, FORFEITURES & TIE BREAKING RULES

A. SCORES (U11 - U19)

1. In league and cup competition (if applicable), points will be awarded as follows:

Game Outcome	Points
Win	3 points
Tie	1 point
Loss	0 points

2. Unless the rules of competition state otherwise, in games where a winner must be declared and where both teams have an equal number of goals at the end of regulation time, penalty kicks shall be taken by both teams.
3. A team that wins a game through penalty kicks shall have one goal added to the goal total for that team as it stood prior to the penalty kick procedure.
4. For all U7 – U10 CMSA league games (including CMSA Festival League), scores and standings will not be recorded.
5. For all U11 – U19 CMSA league games, a goal difference of five (5) will be posted on the score clock and reported in the league standings on the CMSA website.
6. **It is the responsibility of team officials to report the game score in Goalline within 24 hours, following the game.**

B. FORFEITURES & DEFAULTS

General

1. Forfeiture or default of a CMSA league game for any reason shall result in the opposing team being awarded the win along with three (3) points for all U11 – U19 age groups.
2. Any team which forfeits or defaults four (4) CMSA league games in a single season, will be removed from the CMSA league for the remainder of the season, unless the Member Club/team can provide a reasonable reason for the teams' actions.
3. Forfeiture or default of a CMSA league game by both teams shall result in both teams receiving a CMSA Default Notice (and fines when applicable) and neither team will be awarded points for the game.
4. If a team drops out of the league competition prior to the completion of the scheduled games, all its league games played prior thereto and scheduled thereafter, shall be declared null and void and the team will be removed from the league standings.
5. If CMSA determines that deliberate and willful forfeiture or default of any CMSA league game has occurred by one or both teams to hurt or benefit a team's league standing result, CMSA shall take disciplinary action which may include a loss of points, fines and/or sanctions to those teams/Member Clubs involved.

Ineligible Players

Forfeiture or default of a CMSA scheduled game due to ineligible players shall result in the team being penalized the following:

Offence	Written Notice(s)	Fines
First Offence	Default Notice	No fine
Second Offence	Default Notice	\$100 fine
Third Offence	Default Notice	\$150 fine
Fourth Offence	Default Notice	Removal from league play

Not Being Able to Field a Team

Forfeiture or default of a CMSA scheduled game due to not being able to field a team shall result in the team being penalized the following:

Offence	Written Notice(s)	Fines
First Offence	Default Notice	\$100 fine
Second Offence	Default Notice	\$150 fine
Third Offence	Default Notice	\$250 fine
Fourth Offence	Default Notice	Removal from league play

C. TIE BREAKING

- The tie breaking rules will be used to determine final CMSA league standings, where two (2) or more teams are tied on points taking the entire round robin into consideration where applicable. The score(s) which are reported in the league standings will be used to determine the tie breaking rules and the following steps will be taken to determine the final league standings.

	Score			Tie Breaking Rules			Placement
	Opponent			Rule a. Total Pts	Rule b. Goal Diff.	Rule c. Goals Conceded	
	Team 1	Team 2	Team 3				
Team 1	0 pts (0-1)	3 pts (4-1)		3 pts	4-2= 2	N/A	1st
Team 2	3 pts (1-0)	0 pts (1-5)		3 pts	2-5= -3	N/A	3rd
Team 3	0 pts (1-4)	3 pts (5-1)		3 pts	6-5= 1	N/A	2nd

- Previous Match Results:** The most points gained in the match(es) between the teams concerned shall be used to determine the final standings.
- Goal Difference:** For any teams still tied, by deducting goals against from goals for, in the match(es) between the teams concerned. The highest goal difference shall be used to determine the final standings.

- c. **Fewest Goals Conceded:** For any teams still tied, the fewest goals conceded in the match(es) between the teams concerned, shall be used to determine the final standings.
 - d. For any teams still tied (this applies if there are more than two teams who remain tied), steps one, two and three in turn shall be re-applied to the match(es) between the teams concerned to determine the final standings.
 - e. For any teams still tied, methods two and three respectively shall be re-applied using goals scored and conceded in **all** games against **all** teams within the respective grouping.
 - f. For any teams still tied, co-champions or equal placing shall be declared and if applicable, penalty kicks shall be taken to determine which team advances to any post season competition.
2. If any tier or group that could not complete all scheduled league games due to a game being cancelled by the City of Calgary, CMSA, or the referee and there was not sufficient time to reschedule the game prior to the deadline, the standings will be determined on a “points earned percentage basis.”

To calculate the “points earned percentage,” CMSA will take each team’s points earned and divide those by the total number of points the team could have earned in all games played. Teams will be ranked on this percentage, with the highest percentage being declared first (1) in the league standings and so on.

Games that have been defaulted will count as games played. If CMSA deems that there was ample time left for the game to be rescheduled but was not, CMSA will award no points to either team and treat it as a game played. Decisions of this type are not appealable.

Example:

Team A – 7 games played x 3 points = 21 possible earned points
 19 points actually earned
 $19/21 = 90.4\%$

Team B – 6 games played x 3 points = 18 possible earned points
 16 points actually earned
 $16/18 = 88.9\%$

SECTION XVII - TEAM/GAME MANAGEMENT

A. TEAM MANAGEMENT

1. Up to four (4) adults are allowed on the team bench/technical area but a minimum of two (2) adults **must be present on the bench at all times**. All adults present on the team bench **MUST** be listed on the team’s game sheets, and at least one adult must be a Registered CMSA Team Official and be able to provide a CMSA Team Officials card to the Referee prior to each game to remain on the bench and within the technical area. A minimum of two (2) adults are required on the team bench for every game, in the event that:
 - a. any one of the adults/Team Official(s) are dismissed for any reason by the referee, there will still remain a Team Official on the team bench

- b. a player from the team is dismissed for any reason by the referee, a(n) adult/Team Official is to accompany the player from the field of play and out of sight from the referee
2. Male teams must have a male present on the team bench during all CMSA events and female teams must have a female present on the bench during all CMSA events. For any mixed gender teams, there must be an adult female and adult male present on the team bench during CMSA scheduled games.
3. Each team shall have in attendance at all CMSA league games, a properly registered team official who will take responsibility for the team before, during and after the game. All team officials are to be identified on the game sheets and are to identify themselves to the referee prior to the start of each game.
4. **Team officials are responsible for the behaviour and actions of their players and spectators at any soccer event. Members are responsible for the behaviour and actions of their team officials, players and spectators at any soccer event.**
5. Each team in all levels of play, **must** designate for every game, an individual (does not need to be the same person for every game), to act as a **Field Marshal** for that team (see [Section XVII.B.3 - Field Marshal Program](#)).
6. **All individuals (team officials, players) must have their names listed on all three (3) copies of the game sheets to remain on the team bench and within the technical area.**
7. **Teams are permitted to have ONE (1) Bench Parent present at each game.** The full name of the Bench Parent must be written on the game sheet with "bench parent". The Bench Parent will not be required to have a police clearance or a CMSA ID Card.
8. Each team enrolled in CMSA league play in all levels of play **must** designate an individual to act as a Safety Advocate. The Safety Advocate may be a coach, manager, or other volunteer. See [CMSA Concussion Policy](#) for more information.

B. GAME MANAGEMENT

Game Sheets

1. Game sheets will be available to print through the CMSA website using the team official's login and password provided to each team official at the beginning of each season.

***Note: If a team(s) does not supply the Goalline game sheets as required by CMSA, a disciplinary notice will be sent to the team(s) involved.**

2. Each team must print and provide three (3) copies of the official Goalline game sheets for every CMSA league game to the referee.
3. All three (3) copies of the game sheets **must** have the following:
 - a. Coach and Field Marshal name/signature noted on the game sheet.

- b. Any team official(s) or player(s) who is not participating in the game must have their name crossed off the game sheets.
 - c. Any team official(s) or player(s) who is noted as ineligible (inel) on the game sheet must have their name crossed off the game sheets and is not allowed to be present on the bench or remain in the technical area for the entirety of the game.
 - d. Any team official(s) or player(s) who is participating and on the team bench must have their full name and CMSA number handwritten on the game sheets.
 - e. The full name of the bench parent **must** be written on the game sheets and noted as "Bench Parent."
 - f. Any team official(s) or player(s) serving suspension, these must be noted on the game sheets and is not allowed to be present on the bench or within the technical area for the entirety of the game.
4. If one team does not supply the required Goalline game sheets, **the game must be played**. The team official of the team who did not supply the game sheets must ensure to include all necessary information (as listed above) on the oppositions game sheets. This is to be noted on the game sheet by the referee.
 5. In the event that neither team supplies copies of the required Goalline game sheets, the game must be played. Handwritten copies of game sheets are to be provided to the referee with all the necessary information (as listed above). This is to be noted on the handwritten game sheets by the referee.

CMSA Photo ID Cards

1. All registered players from U11 – U19 require a valid player CMSA Photo ID Card which must be presented to the referee at the beginning of each CMSA game. All registered U9 – U10 players who play up in a U11 or older division will require to have completed and submit a restricted movement pass located on the CMSA website in place of a CMSA Photo ID Card.
2. If by the start of the game, a player does not have their CMSA Photo ID Card, that player will not be allowed to participate in the game and **must** leave the technical area. If the player's CMSA Photo ID Card arrives at **any time during the game**, that player may show the referee their card and will be allowed to participate in the remainder of the game. For the purpose of this rule participation includes sitting on a team's bench or remaining in their technical area.
3. If there are not enough player CMSA Photo ID Cards handed in at the start of the game, the game is to be abandoned by the referee and the referee is to note the reason on the game sheets. The team who did not provide the CMSA Photo ID Cards will receive a CMSA default notice (and fines where applicable) and the opposing team will receive the win.
4. If a player is found to have been listed on the game sheet for any team and has participated in the game without providing a player CMSA Photo ID Card, the team that player participated with will in turn forfeit the game for playing an ineligible player.

5. All registered team officials from U9 – U19 require a valid team official CMSA Photo ID Card which must be presented to the referee at the beginning of each CMSA game to remain on the team bench or within the technical area. In the event that none of the team officials for a team have a team official CMSA Photo ID Card, two (2) team officials will be allowed to remain on the bench and the game will be played. The referee will note on the game sheet that there were “No team official(s) CMSA Photo ID Cards provided” and will mark off which two adults/team officials who remained on the team bench for that game.

Field Marshal Program

General

Abuse from team officials and spectators has grown towards youth referees and new referees over the years. This abuse can come in many forms but specifically, is verbal abuse which is personal, provocative and public, in regards, to the referee’s on-field performance that cause for the referee to quit. This is unacceptable behaviour towards any referee and must be addressed as a priority particularly if soccer is to keep an adequate supply of referees. The Field Marsal Program is intended to power one individual from each team to speak up on behalf of the referee among their fellow parents/spectators.

Specifics

1. All teams participating in CMSA league play, must designate an individual at each game (one from each team) to act as a Field Marshal.
2. The individual acting as the Field Marshal (FM) must be named on the team’s game sheets. **Teams will receive an official disciplinary notice (and fines where applicable) when they do not list the name of their Field Marshal on the game sheets (see [Section XVII.3.D - Discipline Notices and Fines](#)).**
3. The orange arm band provided by CMSA is required to be worn by the individual who will be identified as the Field Marshal during the game. CMSA Field Marshal arm bands are available at no cost for pickup from the CMSA office.

Responsibilities

1. The Field Marshal is to position themselves in the middle of their team’s spectators’ seating area.
2. The Field Marshal is expected to monitor the behaviour of their team’s spectators.
3. The Field Marshal is expected to act on behalf of the referee(s) by reminding their spectators to keep any comments to themselves and refrain from vocalizing any complaints during the game.
4. The Field Marshal is expected to diffuse any potential problems that may arise during the game by either being visible or calmly speaking with the individual(s) involved.
5. The Field Marshal is expected to deal with and act on, any inappropriate comments, gestures and/or general unsporting behaviour directed at any of the players, team officials, referees,

spectators or any other individual by their team’s spectators, but careful to avoid any direct confrontation. If someone is still hostile after being asked to refrain from any unwelcome behaviour or actions, try and gather as much information to provide to CMSA but without putting yourself in a dangerous situation.

6. The Field Marshal is **not** expected to put themselves in any situation that may compromise their own safety and asked to contact CMSA referees@calgaryminorsoccer.com.
7. The Field Marshal is expected to support the referee(s) when requested by the referee(s) to do so.
8. Any questions, comments, complaints or concerns regarding the referee(s) should be submitted through the [CMSA Referee Evaluation Form](#) which can be found on the CMSA website under the “Coach/Manager” tab.
9. Any incidents that may have occurred before, during, following the game, on or off the field, which include a spectator, the Field Marshal may be contacted by CMSA to collect more information regarding the incident in question.

Discipline Notices and Fines

The name/signature of the Field Marshal **must** be listed on all three copies of the CMSA Goalline generated game sheets. Failure to list the name/signature of the Field Marshal on all three copies of the game sheet, the following sanctions shall apply:

Offence	Fines
First Offence	Field Marshal Warning Letter
Second Offence	Field Marshal Notice Letter & \$50 Fine
Third Offence	Field Marshal Notice Letter & \$50 Fine
Fourth Offence	Field Marshal Notice Letter & \$50 Fine

Any team found not to be consistently participating in the Field Marshal Program shall be subject to further disciplinary action.

SECTION XVIII - POST LEAGUE PLAY

CMSA regular season league rules shall apply to provincial rosters in addition to the ASA Competition Rules. ASA Competition Rules are applied for replacement players. Only Member Clubs who are part of District 4 (City of Calgary) may qualify for provincial competition through CMSA league play. Member Clubs that are physically located within the City of Calgary limits will qualify for provincial competition through CMSA league play. All Out-of-District Member Clubs must qualify and declare for any provincial competition through their own district:

1. All teams qualifying for ASA competitions must confirm their player roster for said competitions in writing to CMSA prior to the deadline dates set by CMSA.

2. One team official from each team involved in provincial competition must fulfill the coaching requirements for the appropriate level as per the chart below:

Competition	Coaching Requirement
U15, U17 Tier I	C-License Trained or Higher
U13 Tier I	Soccer for Life & MED or C License Trained or Higher
U15+, Tiers II, III, IV	Soccer for Life Trained or Higher
U13, Tier II, III, IV	Learn to Train or Soccer for Life or Higher

Teams that do not meet the requirement must apply, with the support of CMSA, to the ASA Competitions Department for an exemption.

***Note: The exemption may only be used for one season of provincial competition before the requirement must be met.**

Older licenses or licenses from another country will not be accepted. For recognition of coaching licenses from another country, a coach must apply for the Canadian Equivalency Process through CSA.

3. If any ongoing regular league play prevents CMSA from determining which team(s) will represent CMSA in any ASA provincial competition, all teams that are still in contention to represent CMSA must comply with the above rule and deadlines set by CMSA.
4. CMSA may host challenge games in designated age groups and tiers to determine who will represent Calgary in the ASA provincial competition.
5. A player cannot play for and be registered with, more than one team in the youth ASA provincial competition.
6. A Member Club whose team withdraws from provincial competition, or CMSA Final Four, prior to, or during the tournament for any reason (including the inability to field a team), will be subject to a financial penalty of a minimum of \$250 up to a maximum of \$1000 as determined by CMSA. ASA may also apply financial penalties in addition for withdrawal from provincial competition.

TIMELINES	FINES
1 week or less out from competition	\$1000
2 weeks or less out from competition	\$800
3 weeks or less out from competition	\$650
4 weeks or less out from competition	\$500
5 weeks or less out from competition	\$250

7. If provincial competition is held in Calgary, the qualifying team(s) for those competitions must supply at least one (1) volunteer for a minimum of four (4) hours to assist with the running of the event. Any team that fails to provide a volunteer shall have to pay \$100 volunteer fee.

SECTION XIX - TRAVEL OUTSIDE OF ALBERTA

Teams will not be permitted to travel at this time – CMSA registered teams will only be permitted to participate in league play during the duration of the 2021 Outdoor Season (June 15, 2021 – July 29, 2021).

A. GENERAL

1. All players who are listed on a travel permit **must** be actively participating in the CMSA league.
2. Travel permit rosters will be subject to a maximum of 20 players per team per travel permit.
3. The minimum number of players required on a travel permit will consist of the following:
 - a. U9 – U12 teams will require a minimum of 11 players who are listed on the same CMSA league roster.
 - b. U13 – U19 teams will require a minimum of 14 players who are listed on the same CMSA league roster.

B. TRAVEL PERMITS (NOT APPLICABLE OUTDOOR 2021)

All teams travelling outside of Alberta, to compete in a tournament or attend any type of training camp **must** complete and submit a travel permit application prior to travel. **Please see [travel permit deadlines](#) on the CMSA website under the “Coach/Manager” tab. Travel permits serve three main purposes:**

1. They provide protection to the travelling team. Travel permits are only approved if the tournament or training camp is sanctioned by the associated provincial, state or national soccer association. Restricting travel to a tournament, not affiliated with a parent body reduces the risk of teams, as they know they are travelling to a real tournament with universal standards.
2. They provide protection to the tournament. By requiring a travel permit, tournament organizers know who will attend their event. Travel permits reduce the risk to the tournament organizers ensuring that teams and players are properly registered and in good standing with their league.
3. They provide protection to the players. All players and team officials attending a sanctioned event in Alberta are covered under ASA’s insurance policy. Travel permits extend this coverage beyond Alberta’s borders for the duration of the tournament.

Travel Permit Approval Process

All travel permit applications should follow the approval process below:

1. All required forms (dependent on travel location) are submitted by the team or club to CMSA.
2. CMSA will approve the travel permit and roster and submit it to ASA for approval.
3. ASA will approve the permit and send it back to CMSA.
4. If necessary, ASA will obtain permission from CSA before returning the approved permit to CMSA.

5. ASA will forward any necessary documents to the insurance company for coverage. Once processed, the insurance company will provide an insurance certificate. The certificates are not necessary for travel, but available upon request from ASA.
6. The travel permit fees will be collected from the team by CMSA prior to team travel.
7. CMSA will send the approved travel permit and roster back to the team via email, along with the insurance link for any necessary claims.

To access the travel permit forms and list of requirements for travel outside of Alberta please visit the CMSA website to find "[Travel Permits](#)" under the "Coach/Manager" tab.

Please ensure that all travel permit requests are received by CMSA by the deadlines listed on the CMSA website to avoid any additional late fees.

Any team that travels outside of Alberta for any reason, without an approved travel permit shall be noted as being in breach of the CMSA Rules and Regulations and will face immediate sanctioning, which may result in suspensions, fines or both and may be required to appear before the CMSA Discipline Committee to address the breach.

APPENDIX A

IMPORTANT DATES

Recruiting Contact Period

The permissible contact period for the 2021 Outdoor Season is from March 15, 2021, until the CMSA roster registration date, May 17, 2021.

Please see Recruitment Rules and Guidelines found on the CMSA website under "[CMSA Rules and Regulations](#)" under the "League" tab.

Member-to-Member Player Transfer Deadline

- Tier IV and below: Friday, July 2, 2021
- Tier I -III: Friday, July 9, 2021

New Player Registration Deadline

Thursday, July 29, 2021

ASA Cup Tied Dates (NA Outdoor 2021)

- ~~1. Tier I, II and III – July 9, 2021~~
- ~~2. Tier IV – July 2, 2021~~

Post Season (Provincial Competition) Opt-Out Deadline

Provincial Competition Cancelled for Outdoor 2021