

**EDSA**

**RULES**

**AND**

**REGULATIONS**

October 2011



## EDSA RULES AND REGULATIONS

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**Alberta Soccer Association Rules and Regulations apply to any instance not covered in these Rules and Regulations.**

**1.0 Terms of Reference**

**In these Rules and Regulations, the following words have these meanings:**

Act	The Societies Act R.S.A. 2000, c, S-14 as amended, or any statute substituted for it
Adult	Any player <b>eighteen</b> years or older that is properly registered in the EDSA program
Affiliated Association	A non-EDSA league that is sanctioned through the EDSA to the Alberta Soccer Association
Affiliates	Seasonal affiliation between 2 teams that allows for player movement
AGM	Annual General Meeting
Amateur	A player who does not receive money or other compensation for playing soccer
AMSL	Alberta Major Soccer League
Appeal	A written request for the Board of Directors, <b>or a committee designated by the Board of Directors</b> , to review the decision of a Discipline Hearing based on a procedural error
ASA	Alberta Soccer Association
Associate Member	A team that may attend and participate in EDSA meetings, but does not have a vote, as per the EDSA Bylaws
Association and/or EDSA	The Edmonton and District Soccer Association
<b>Attendant</b>	<b>Any properly registered non-playing personnel who is 18 years of age or older and is of the same gender as the youth players listed on the game sheet</b>
Board	The Board of Directors of the Association
Bylaws	The Bylaws of this Association as amended
CSA	Canadian Soccer Association
Change of Name	The renaming of a team, but no change to the ownership of the team
Classics	The 35 years of age and over women's divisions
Cup Competition	Any EDSA game that leads to provincial qualification or that involves a challenge for promotion and relegation
Director	Any person elected or appointed to the Board
Discipline Hearing	A meeting where protests and requests for hearings are held and discipline rulings can be made
ID Card	Player identification card issued by, and the property of, the Edmonton and District Soccer Association, or any other player card issued by an EDSA-recognized program
FIFA	Federation Internationale de Football Association - the international federation governing soccer
Full Member	A team that may participate and vote in EDSA meetings, as per the EDSA Bylaws
Game Official	The referee, assistant referee or fourth official
Game Participant	Also worded in the rule book as to participate in a game, is any individual who is involved in a match either by action or direct or indirect communication to a team which is considered to contribute to the match
Legends	The 45 years of age and over men's division

Masters	The 35 years of age and over men's division
Member	A Member of the Association
Professional and/or Non-amateur	A player who has received money and/or other compensation for playing the game of soccer
Protest	A hearing to contest the result of a game due to a violation of the EDSA Rules
Officer	Board of Director(s) having signing authority on behalf of the Association
Registered Office	The registered office for the Association
Register of Members	The register maintained by the Board of Directors containing the names of the Members of the Association
Reserve Team	A team in the next lowest division that is in the same club, or is properly affiliated through the EDSA office
Senior Player	Any player 35 years of age or older who is properly registered in the Masters, Classics, Legends, or Vintage divisions
Soccer Related Activities	Any act relating to the sport of soccer excluding discipline or appeals, but including administering, playing, coaching, managing, officiating, and serving on an organization's Board of Directors in an activity under the jurisdiction of the EDSA, by any party in person or by proxy
Team Official	Any member of a team who is properly registered and recorded in the EDSA office as a representative of that team
Team Takeover	The transfer of team ownership
Technical Area	The area surrounding a team's bench extending to a maximum of 2 meters around the bench. In this area, only eligible match participants are permitted. Where no bench is present, the Technical Area will be determined based on the referee's discretion
Trialist	Any eligible youth player that is properly registered in a youth program but not registered in any adult program, or any eligible senior player (35 years and older) that is properly registered in the EDSA senior program (Classics, Masters, Vintage, or Legends)
Vintage	The 45 years of age and over women's division
Voting Member	A Member entitled to vote at the meetings of the Association
Youth	Any player eligible to play in a youth league as defined by the ASA

## Interpretation

### **The following rules of interpretation must be applied in interpreting these Rules and Regulations:**

Singular and Plural - words indicating the singular number also include the plural, and vice versa.

Masculine and Feminine - words indicating the masculine gender also include the feminine gender and vice versa.

Headings are in bold type and are included only for convenience. They do not affect the interpretation of these Rules and Regulations.

## **2.0 RESPONSIBILITIES**

### **2.1 General**

- 2.1.1 Players, Team Officials, Game Officials, and spectators may only take part in or attend games on the condition that they observe the published Rules and Regulations and Bylaws of the EDSA.
- 2.1.2 Each player and Team Official is responsible for:
  - 2.1.2.1 Being properly registered with the EDSA.
  - 2.1.2.2 Complying with EDSA Rules and Regulations.
  - 2.1.2.3 Complying with FIFA "Laws of the Game".
  - 2.1.2.4 Respecting the referee's decisions during the course of play.
- 2.1.3 No member, registered participant or Game Official of the EDSA shall bet on any EDSA-sanctioned soccer match, and shall report any such betting to the EDSA.
- 2.1.4 No Game Official, Member, registered participant, or spectator shall use offensive or objectionable language or signs. Such language or actions will be dealt with under Section 12 - Discipline.

### **2.2 Team Responsibilities**

- 2.2.1 Each Club or team, including Affiliated Associations, leagues, teams or clubs is responsible for:
  - 2.2.1.1 The actions and conduct of its Team Officials, players, and spectators.
  - 2.2.1.2 Taking all reasonable precautions necessary to prevent its Team Officials, players and/or spectators from threatening and/or assaulting anyone present at games.
  - 2.2.1.3 Maintaining knowledge and accurate records regarding the current eligibility status of all their Team Officials and players.
  - 2.2.1.4 Ensuring that ineligible Team Officials and players do not enter the playing field, player bench area or participate in any game.
  - 2.2.1.5 Ensuring each manager, coach and player has a valid EDSA recognized ID card.
  - 2.2.1.6 Ensuring that a valid EDSA-recognized ID card is presented to the Game Official for each Team Official and player prior to their participation in any game.
  - 2.2.1.7 Ensuring that Team Officials, players and spectators that conduct themselves in a sporting manner. Failure to do so by the use insulting or improper behavior will result in disciplinary action and may bring the game into disrepute
  - 2.2.1.8 Ensuring that no individual appears on the roster for any two teams competing in the same division.

### **2.3 Player Responsibilities**

- 2.3.1 Prior to participating in any game, each player is responsible for ensuring that the player card that he hands to the Game Official is his EDSA-recognized ID card and that the card is valid.
- 2.3.2 Each player is responsible for presenting his player card to the Game Official prior to the start of the game, or prior to the start of the second half if arriving

before or at half time. Players arriving after the second half has begun will not be permitted to participate in the match.

- 2.3.3 Each player is responsible for ensuring that the registration information, including personal contact information, is accurate.

## 2.4 Sanctions

- 2.4.1 If any Affiliate Association, league, club or team is proven to the satisfaction of the Board of Directors to have violated the Rules and Regulations and/or Bylaws of the EDSA, or to have been involved in any misconduct, the Board of Directors may take disciplinary action against the offenders. Disciplinary action may include suspension for a stated period, fine, or dealt with in a such a way as the Board of Directors deems fit. No member so dealt with shall be eligible for membership in any other Affiliated Association without the special written permission of the Board of Directors.

## 3.0 REGISTRATION (CLUBS AND TEAMS)

### 3.1 General

- 3.1.1 Coaching, management, or team contact changes must be reported immediately in writing to the EDSA Office.
- 3.1.2 Any organization or club which sponsors a team(s) within the EDSA, and is affiliated with the EDSA, shall be acknowledged as the club sponsoring the team or teams. A club may sponsor more than one team by entering teams in different divisions or leagues, but each team must be registered under the same club name.
- 3.1.3 Teams wishing to participate in the EDSA program must submit a team application and the required deposit to the EDSA office by the posted deadline. An administrative fee of \$200 will be charged for applications accepted after the deadline for a maximum period of five business days. Acceptance of team applications after the five day period is at the discretion of the EDSA office, is subject to the \$200 administrative fee, and will result in the team losing placement within the league (for returning teams - based on previous results).
- 3.1.4 Affiliations and declaration of reserve teams must take place between seasons and be registered at the EDSA Office no later than **five business days after** the team application deadline. For the purposes of player movement, teams may be affiliated with only one team from a lower division and one team from a higher division.
- 3.1.5 All teams registering into Classics will have the opportunity to declare to either Tier 1, Tier 2 or non-provincial competition.
  - 3.1.5.1 Any new team entering into the Classics Tier 1 or 2 will be required to submit a roster as per rule 4.5.3 with their team application. The EDSA reserves the right to reassign teams to another tier or division. Teams may be reassigned if it is found that they are trying to avoid promotion or relegation through league re-entry.
  - 3.1.5.2 Any team finishing first or second in Tier 1 Classics will not be permitted to declare into a lower tier or division in the next like season.

### **3.2 Team Takeovers**

- 3.2.1 All team takeovers must be completed on the EDSA take-over form and be submitted to the EDSA Office accompanied by the one hundred dollar (\$100) fee. Except in extenuating circumstances as deemed by the Board, this form must be submitted into the EDSA office **no later than five business days after** the team application deadline for each season.
- 3.2.2 The Board of Directors shall not approve any team takeover that, in the opinion of the Board, has the effect of allowing the teams in question to avoid promotion or relegation as set out in Section 6 of the Rules and Regulations, including, but not limited to:
  - 3.2.2.1 Takeovers between a team due to be relegated from the next higher division and a team due to be promoted from the next lower division; and
  - 3.2.2.2 Takeovers between a team due to be promoted or relegated and a team in the same division (or level for split divisions) not facing promotion or relegation.
- 3.2.3 A team may only be involved in one team takeover per season.

### **3.3 Team Ownership**

- 3.3.1 Ownership of a team for EDSA purposes shall be at the discretion of the Board.
- 3.3.2 Upon receiving the written request by any party involved in a dispute, ownership of a team holding a spot in the EDSA, the Board of Directors, or a committee appointed by the Board, shall decide the issue for EDSA purposes.
- 3.3.3 In determining ownership of a team for EDSA purposes, the Board shall consider all relevant facts provided to it, including but not limited to any of the following:
  - 3.3.3.1 The club or individual who registered the team or took the team over under EDSA takeover rules
  - 3.3.3.2 Incorporation documentation
  - 3.3.3.3 The club or individual(s) who have signing authority for the account from which fees are paid
  - 3.3.3.4 Financial information regarding payment of team expenses including honorariums, purchase of uniforms and equipment, access to fundraising opportunities
  - 3.3.3.5 Information regarding team or club affiliations
  - 3.3.3.6 Understanding /agreements of the parties regarding team ownership
  - 3.3.3.7 Ability of parties to field a team for the spot in question
  - 3.3.3.8 Any other factors as deemed relevant by the Board.
- 3.3.4 Any party to the dispute may provide written documentation to support their position and may also request an opportunity to appear before the Board to provide any additional information they consider relevant to the issue.

## **4.0 REGISTRATION OF EDSA PARTICIPANTS**

### **4.1 General**

- 4.1.1 All Amateur players under the jurisdiction of the EDSA shall be registered on approved EDSA player registration forms.
- 4.1.2 The Team Official of the club or team shall ensure that the player and team portions of the player registration forms are properly completed before submitting same to the EDSA Office.

- 4.1.3 Registration is only possible during EDSA Office hours. Registration requests dropped off after hours will be date and time stamped when the office reopens and will be processed at that time. All applicable time requirements (i.e. 24 Hour, 7 Day, etc.) will commence at that time.
- 4.1.4 No EDSA team shall have more than twenty-five (25) players on its roster at any time and no more than a total of 30 players registered during a given season.
- 4.1.5 Players, coaches, and managers must be registered by April 20<sup>th</sup> in order to be eligible to participate in their team's first regularly scheduled game of the outdoor season. Players, coaches, and managers must be registered by October 12<sup>th</sup> in order to be eligible to participate in their team's first regularly scheduled game of the indoor season. AMSL teams are subject to player registration deadlines as determined by the AMSL regulations.
- 4.1.6 After the first game, players, coaches, and managers must be registered a minimum of twenty-four (24) hours prior to taking part in any subsequent game for that club, team, or affiliated team.
- 4.1.7 Any EDSA team in the Premier Division or higher with ties to the soccer program of a post-secondary institution shall not register more than 3 players who participated to that particular institution's soccer program in the most recently completed season.
  - 4.1.7.1 Any player in the final year of scholarship eligibility is exempt from Rule 4.1.7.
  - 4.1.7.2 Any player that has not played for any other adult team within the EDSA is exempt from Rule 4.1.7.
- 4.1.8 No professional or non-amateur player shall take part in amateur soccer as a player. Players who have been playing in these categories must apply for reinstatement as amateurs, via the EDSA, the ASA and the CSA, and have such reinstatement granted before participating in any amateur game. Full regulations regarding professional and non-amateur players shall be as set out in the handbook of the CSA governing such matters.
- 4.1.9 Only accurate and complete player and team registration forms will be accepted. All registration forms, transfer forms and take-over forms must have the required signatures of individuals authorized to sign the forms.
- 4.1.10 A player removed from a team's roster without transfer to another team cannot be returned to that team's roster for the remainder of that season.
- 4.1.11 Teams shall have a minimum of ten (10) players on their roster. Any roster with fewer than ten (10) players will be not accepted by the EDSA office.

#### **4.2 Out of District Players**

- 4.2.1 A player who resides in a district other than Edmonton shall not be registered until the EDSA office receives written clearance from the district in which he resides. Written clearance must be submitted for each season (indoor or outdoor) for which the player registers.
- 4.2.2 A player from another province or country shall not be registered until the EDSA office receives written clearance from the appropriate provincial or national body.

#### 4.3 Fines and Sanctions

- 4.3.1 Any player found to be using another player's EDSA-recognized ID shall be suspended for one year.
- 4.3.2 Any player or Team Official found participating in Soccer Related Activities while under EDSA suspension shall be suspended for one year.
- 4.3.3 A team using an altered or defaced EDSA-recognized ID card, or providing false information in order to register to participate, shall be fined two hundred fifty dollars (\$250) per offence and will be subject to sanction at the discretion of the Discipline Committee. Note: The accuracy and validity of individual and club or team registration information is wholly the responsibility of the club or team and their Team Officials.
- 4.3.4 Where a registered player, coach, manager or Team Official loses his EDSA ID card, the card will be replaced upon payment of ten dollars (\$10) to the EDSA.

#### 4.4 Security Clearance

- 4.4.1 All Team Officials **for teams using youth players or who qualify for the ASA competition must submit a copy of their security clearance check (CPIC) to the EDSA Office by February 1<sup>st</sup>, 2012. For the 2012 outdoor season, all Team Officials must submit a copy of their security clearance check (CPIC) to the EDSA Office with their registration form. Security clearances must have been issued within three years of the date of registration.**
- 4.4.2 Anyone whose security check does not clear will be reviewed by the EDSA Executive Director and two (2) independent parties appointed by the EDSA who may grant conditional clearance to participate in the EDSA program.

#### 4.5 Adult and Senior Players

- 4.5.1 Except for players on the roster of a designated Alberta Major Soccer League Reserve team who are exempt from this rule, or as part of EDSA sanctioned Tournaments, no Adult or Senior player shall sign for more than one Adult or Senior team in any season, unless properly transferred.
- 4.5.2 As per Alberta Soccer Association rules, all Masters and Classics players **competing in divisions that lead to ASA Provincial competition** must have attained the age of 35 years prior to January 1<sup>st</sup> of the current year.
  - 4.5.2.1 As per Alberta Soccer Association rules, a Classics team may register underage players to a maximum of five (5) as per the following:
    - 2011-12 the minimum age is 33 years old prior to January 1<sup>st</sup>;
    - 2013-14 the minimum age is 34 years old prior to January 1<sup>st</sup>;
    - 2015 all players must be a minimum of 35 years of age prior to January 1<sup>st</sup>.
- 4.5.3 **Masters and Classics players who compete in divisions that do not lead to ASA Provincial competition shall be 35 years of age prior to registering for the appropriate Masters or Classics team. Underage players will not be permitted, except for players who had registered as Classics underage players during the 2011 outdoor season.**
- 4.5.4 Vintage and Legends players must be a minimum of forty-five (45) years of age to register.

#### **4.6 Youth Players**

- 4.6.1 As per Alberta Soccer Association rules, there is no minimum age to register and participate in the EDSA program. Any player less than 18 years of age must have parental/guardian permission to participate in the EDSA program.
- 4.6.2 All Adult clubs operating a Youth team(s) may sign, as Adult EDSA players, any player on their Youth team(s) during the current season without payment of a fee to the Youth team.
- 4.6.3 Youth players who are registering to an adult team must complete the appropriate EDSA registration form and submit a copy of their current youth card with the form.
- 4.6.4 All Adult clubs may sign, as Adult players, any player on a Youth team during the current season, provided the player has registered with the Youth team prior to registering with the Adult team.
- 4.6.5 All Youth players shall be entitled, under written "release-to-play" form from his Youth coach or manager, to play as a Trialist during the regular season on an Adult team without affecting his Youth status. This form must be completed and handed in to the Game Official for each player for each game played and must be submitted by the Game Official to the EDSA office with the game sheets. Only forms with original signatures will be accepted. The player must also be indicated as a Trialist on the game sheet.
- 4.6.6 Except when prohibited by rules 6.1.2, a Youth player properly registered with a Youth team within the district may play as a Trialist for development purposes an unlimited number of games for an unlimited number of teams within the Adult league within that district, without effecting his Youth status or eligibility for Youth provincials.
- 4.6.7 Once a Youth Trialist has registered with an Adult team, he can not return to Trialist status during that season.
- 4.6.8 Any team with a player or players under the age of 18 years must have at least one attendant (an adult 18 years of age or older of the same the gender as the players), identified as one of their non-playing personnel. An attendant must be present at each league game and identified on all game sheets. Failure to do so will result in the offending team forfeiting the game, and the coach shall appear before the Discipline Committee.

#### **5.0 TRANSFER OF PLAYERS**

- 5.1 A player who has signed a registration form for a club or team affiliated with the EDSA during a current season shall be allowed to transfer his registration to any other club or team.
- 5.2 The club or team granting the transfer shall have the transfer form signed by its coach or manager and returned to the player who shall then take it to his new club or team for signing.
- 5.3 The transfer shall be effective when the fully completed and signed transfer form has been submitted to the EDSA Office and date stamped by the EDSA, and the transfer fee of fifty dollars (\$50) plus GST has been paid. As of that date, the player ceases to be part of his former team and may play immediately for his new team.
- 5.4 The transfer fee is payable for all transfers within a given season, including those between affiliated teams and teams in the same club.

- 5.5 A player being refused his right to transfer **by his previous team should submit the form with the other authorized signatures to the EDSA office for resolution. The EDSA office will contact the previous team's contacts to verify the transfer.**
- 5.6 A registered player can only be deemed a "Free Agent" if the Provincial Association has deliberated the case in accordance with the Constitution and Regulations of the CSA.
- 5.7 A player shall not play for more than one team in any one Cup Competition, even though he has since been legally transferred.
- 5.8 A player may only transfer once in a thirty calendar day period.
- 5.9 To be processed, an application for transfer of players within the territorial limits of the EDSA must be received before the close of business on the 31st day of July for outdoor and the 31st day of January for indoor.

## **6.0 PLAYER MOVEMENT**

### **6.1 General**

- 6.1.1 There will be no player movement permitted in any Cup, Challenge, or provincial qualifying competition.
- 6.1.2 There will be no Trialists permitted in any Cup, Challenge or provincial qualifying competition.
- 6.1.3 An Adult or Senior player can only play in one Provincial Championship including playdowns to said Provincial Championship in a single season.
- 6.1.4 If a registered player, including a Senior player, plays in any competition leading to a Provincial Competition, that player shall be cup tied to the team that the player is registered with as of the transfer deadline.
- 6.1.5 Player movement in the Senior divisions is as follows: Only players registered in the Masters and Classics Divisions may play in those divisions. Masters and Classic registered players may play for any other EDSA men's or women's team (whichever is appropriate) as a Trialist. All other player movement sections shall apply to the Masters and Classics Divisions as stated above.
- 6.1.5.1 **Only players registered in the Legends or Vintage Divisions may play in those divisions. Legends or Vintage registered players may play for any other EDSA Masters or Men's or Classics or Women's team (whichever is appropriate) as a Trialist. All other player movement sections shall apply to the Legends or Vintage Divisions as stated above**
- 6.1.6 No team shall draw players from both a Reserve and Affiliate team as per rule 3.1.4.

### **6.2 Outdoor**

- 6.2.1 A team playing in the outdoor season shall not have more than three (3) players on the game sheet who are either Trialists, Reserve or Affiliate players. Clubs with two (2) or more teams shall only move players to the next highest team. There will be no player movement laterally, and no player movement down.
- 6.2.2 Registered EDSA players playing for an AMSL Reserve Team will be allowed to play as a Reserve player for a single AMSL team.

### **6.3 Indoor**

- 6.3.1 A team playing in the indoor season shall not have more than three (3) players on the game sheet who are either Trialists, Reserve or Affiliate players. Clubs

with two (2) or more teams shall only move players to the next highest team. There will be no player movement laterally, and no player movement down.

## 7.0 LEAGUE STANDINGS

- 7.1 Official league standings shall be kept by the EDSA Office and published within a reasonable time after each game.
- 7.2 Points are awarded as follows:  
Three (3) points for a WIN  
One (1) point for a TIE  
Zero (0) points for a LOSS
- 7.3 If two (2) teams are tied on points in the standings in a single round robin competition, the winner of the game between the two (2) tied teams will be awarded the higher position.
- 7.3.1 If the two (2) teams tied in the game between them, the higher placing will go to the team that had the higher goals difference in league play.
- 7.4 If two (2) teams are tied on points in the standings in a double or triple round robin competition, the team with the best record between the two (2) tied teams will be awarded the higher position.
- 7.4.1 If the two (2) tied teams share identical win-loss records against each other, the next tie-breaker will be goals difference, with the higher placed team being the team with the highest goal difference based on games among the tied teams only.
- 7.4.2 If the two (2) teams remain tied, the higher of the two (2) teams will be the team that has the best goal differential in league play
- 7.5 If more than two (2) teams are tied on points in the standings, the team with the highest point total, based on games among the tied teams only, will be awarded the higher position.
- 7.5.1 If the teams remain tied, the team with the highest goal difference between the tied teams will be awarded the higher position.
- 7.5.2 **If the teams remain tied, the higher placed team will be the team that has the best goal differential in league play. The next team will be the team with the second best goal differential in league play, and so on.**
- 7.6 If a tie exists after all of the above tie-breaking criteria have been applied, a penalty shoot-out will take place between the teams tied, with the winner of the penalty shoot-out being awarded the higher placing.
- 7.7 If it is not feasible to hold a penalty shoot-out, the placing of the teams will be determined by a coin toss.
- 7.8 If a team folds at any point during the season, all games involving that team (played or not) will be treated as exhibition and not be considered towards the league standings. Any discipline received prior to the folding of the team will be upheld.

## 8.0 PROMOTION AND RELEGATION

- 8.1 Promotion and relegation shall be decided as per the final league standings in the previous applicable season (indoor or outdoor).
- 8.2 Except in exceptional circumstances that shall be dealt with at the discretion of the Board of Directors and subject to rules 8.5 - 8.10, teams that finish first and second in a division shall be promoted to the next highest division for the next applicable season. In

- divisions with two (2) groups, the top two (2) teams in each group within the division will be promoted to the next highest division for the next applicable season.
- 8.3 Except in exceptional circumstances that shall be dealt with at the discretion of the Board of Directors and subject to rules 8.5 - 8.10, teams that finish last and second from last in a division shall be relegated to the next lower division for the next applicable season. In divisions with two groups, the bottom two teams in each group within the division will be relegated to the next lowest division for the next applicable season.
- 8.4 A team in a club may be promoted or relegated into a division where that club already has a team or an affiliated team. In divisions with multiple groups, when possible the promoted or relegated team shall be placed in the opposite group to the existing team.
- 8.5 Promotion and relegation between divisions where the lower division has a larger number of groups will be as follows:
- The first placed teams in each of the lower divisions will be automatically promoted;
  - The two (2) bottom placed teams in the higher division will be automatically relegated;
  - If both teams elect to do so, the two (2) second placed teams from the lower division will play a one game playoff and the winner of this game will challenge the third from bottom placed team from the higher division in a one game challenge to determine which team will play in the higher division for the next like season. If only one (1) of the second place teams from the lower division wishes to play this game, that team shall be declared the winner and have the opportunity to play the one game challenge.
- 8.6 Promotion and relegation between women's teams in Division 3 and the Division 4 and Tier 4 Qualifying Division shall be as follows:
- The bottom two teams in each of the Division 3 groups will be relegated (8 teams total). Relegated teams will be able to declare if they wish to enter Division 4 or the Tier 4 Qualifying Division for the next like season.
  - Six (6) teams from the Tier 4 Qualifying Division will be promoted into Division 3.
  - Two (2) teams from Division 4 will be promoted into Division 3.
- 8.6.1 Promotion and relegation between men's teams in Division 3 and the Division 4 and Tier 4 Qualifying Division shall be as follows:
- The bottom three teams in each of the Division 3 groups will be relegated (12 teams total). Relegated teams will be able to declare if they wish to enter Division 4 or the Tier 4 Qualifying Division for the next like season.
  - Eleven (11) teams from the Tier 4 Qualifying Division will be promoted into Division 3.
  - One (1) team from Division 4 will be promoted into Division 3.
- 8.7 Promotion and relegation between the Premier Men's Division and the Major League Men's Division (indoor) will be as follows:
- The first placed team in the Premier Division will be automatically promoted;
  - The bottom placed team in the Major League will be automatically relegated;
  - If it elects to do so, the second placed team from the Premier Division will play a one game playoff against the second from bottom placed team from the Major League to determine which team will play in the Major League for the next like season.
- 8.8 Promotion and relegation between the Premier Women's Division and the Major League Women's Division (indoor) will be as follows:
- The first placed team in the Premier Division will be automatically promoted;
  - The bottom placed team in the Major League will be automatically relegated.

- 8.9 Promotion and relegation between the Premier Master's Division and the Major League Master's Division for both indoor and outdoor will be as follows:
- The first placed team in the Premier Division will be automatically promoted;
  - The bottom placed team in the Major League will be automatically relegated;
- 8.10 Promotion and Relegation between the Classics Tier 1 and Tier 2 will be follows:
- The first and second place teams in Tier 2 Classics will be automatically promoted to Tier 1. Teams promoted to Tier 1 must play the next like season to the division which they are promoted before being able to declare into a lower division in subsequent years.
  - There will be no forced promotion or relegation from non-provincial competition to Tier 2 Classics.
- 8.11 If an existing team does not register for a particular season, or folds during the previous corresponding season, the spot within the league it previously filled will be awarded to the next best team from the division below. Promotion will be based on the standings from the previous (corresponding) season. All open spots within divisions created as a result of this promotion will be filled by the same method. Promotion of any teams in this process is mandatory.
- 8.12 All realignment of league divisions will consist of promotion only during expansion of the number of teams per division, and relegation only during reduction of number of teams per division.
- 8.13 At the end of the outdoor season only the 1st place team in the EDSA Premier standings shall have the right to challenge (for Provincials and/or for the AMSL spot) the lowest place northern team in the AMSL. Notification of intent to challenge must be received by the EDSA in writing by May 8<sup>th</sup> and the EDSA shall notify the ASA in writing of the intent challenge at that time. No reserve or affiliated team of an AMSL team may be a challenger for promotion to the AMSL.

## 9.0 GAMES AND COMPETITIONS

### 9.1 General

- 9.1.1 The EDSA Office is responsible, and accountable to the EDSA Board of Directors, for setting schedules for EDSA games including dates, times and venues.
- 9.1.2 The EDSA shall distribute schedules to clubs and teams a minimum of forty-eight (48) hours prior to the first game for the league in question. The distribution of schedules shall be considered sufficient notice for participation purposes.
- 9.1.3 The EDSA Office shall inform a member of the club or Team Official, as well as Game Officials, etc., of any change of location, time or date of a scheduled game. **Seventy-two (72)** hour notice must be given unless both teams agree to play with less notice.
- 9.1.4 Any league game cancelled or postponed because of ground or weather conditions, or games which may be directed by the Board of Directors to be replayed, shall be played with a minimum notice of seventy-two (72) hours, unless both teams consent to play with less notice.
- 9.1.4.1 Any playdown or promotional challenge game cancelled or postponed because of ground or weather conditions, or games which may be directed by the Board of Directors to be replayed, shall be played with a

minimum notice of forty-eight (48) hours, unless both teams consent to play with less notice.

- 9.1.5 Competitions, leagues, or exhibition games of the EDSA shall take precedence over all other games or competitions, except schedules or games presented by the ASA or the CSA.
- 9.1.6 Except under extenuating circumstances that shall be dealt with by the League Directors or the EDSA Executive Director, the EDSA will not reschedule games because a team involved has lost the service of one or more players due to injury, illness, holidays, or other personal reasons.
- 9.1.7 Games may be rescheduled in the case of Youth competitions only in accordance with ASA Rules and Regulations.
- 9.1.8 Requests from clubs or teams not to be scheduled on specific dates throughout the season can be considered, provided a written request is in the EDSA Office by the team application deadline for the upcoming season. Circumstances may dictate that some requests cannot be accommodated.
- 9.1.9 Clubs or teams intending to partake in exhibition games or competitions outside of the ASA jurisdiction, other than those scheduled by the ASA or CSA, must first obtain permission to do so by applying in writing to the EDSA Office.
- 9.1.10 The EDSA retains the right of granting or refusing admission to any EDSA game of any person or persons whose presence there may be considered detrimental to the game.
- 9.1.11 The Board of Directors shall have the right to charge admission to any game.
- 9.1.12 Each member of the Board of Directors, Honorary Members and Life Members of the EDSA shall be furnished with a ticket (not transferable) which will admit them to all games played under the jurisdiction of the EDSA, and they shall be entitled to be accompanied by and escort under such admission without charge. Each affiliated team shall be issued with two such tickets with like privileges.
- 9.1.13 Teams owing more than five hundred dollars past due ninety (90) days are subject to a review by the Board of Directors regarding eligibility and may, at the discretion of the Board, be suspended until such time as the outstanding dues are paid in full.
- 9.1.14 To be eligible for ASA competition, members must be Full or Associate Members in good standing.

## **9.2 Team Responsibilities**

- 9.2.1 In the Premier Men's Division, the home team is responsible to provide and put up both goal nets and all of the corner flags.
- 9.2.2 In all divisions other than Premier Men, as well as in games between Premier Men's teams and lower division teams, each team shall provide and put up one goal net, as well as, supply three corner flags.
- 9.2.3 Flags and nets must meet FIFA minimum standards. Bicycle flags are not acceptable. Failure to do so will result in forfeiture of the game and a one hundred dollar (\$100) fine, of which half of the fine will be credited to the opposing team.
- 9.2.4 The home team is responsible to provide the game balls.
- 9.2.5 The visiting team shall wear their primary color uniform as registered with the league. The home team shall change uniforms in the event of their uniforms not being distinguishable from the visiting team. Training "bibs" or "pinnies" are not allowed in any EDSA Game. Failure to do so will result in forfeiture of the

game and a one hundred dollar (\$100) fine, of which half of the fine will be credited to the opposing team.

- 9.2.6 In the event that a team forfeits a game due to lack of players (see section 9.4 for regulations on number of players required), the team must give written notice of the forfeit a minimum of one EDSA business day prior to the match. Failure to do so will result in forfeiture of the game and a fifty dollar (\$50) fine. Failure to provide notice within one EDSA business day will result in forfeiture of the game and a one hundred dollar (\$100) fine, of which half of the fine will be credited to the opposing team.
- 9.2.7 In the event of a forfeit, the score will be recorded as a 3 - 0 loss against the forfeiting team.
- 9.2.8 Any team which forfeits three (3) games in a season will be required to appear before the Discipline Committee and maybe subject to sanctions, including a bond up to five hundred dollars (\$500) to be held against future forfeits.
- 9.2.9 The home team as shown on the schedule is responsible for phoning in the scores to the EDSA Office, including the list of all cards issued in the game.

### 9.3 **Game Sheets**

- 9.3.1 Both teams will fill out a game sheet and present the sheet to the Game Official at least ten (10) minutes prior to kick off for outdoor games, and prior to entering the field for indoor games.
- 9.3.2 The Team Official or designated player that enters the players' information (name, card number and jersey number) on the game sheet must verify that all information is correct and sign the game sheet.
- 9.3.3 The game sheet must be fully and properly completed identifying the players' first and last names, jersey numbers, EDSA ID numbers as well as the names and EDSA ID numbers for the coaches and managers participating at the game.
- 9.3.4 Additions may be made to the game sheet at half time, but no additions will be allowed on the game sheet after the second half has commenced. Players **and/or non-playing personnel** not present at the field by half time shall be removed from the game sheet by the missing player's coach after conferring with the referee. This includes Indoor and Outdoor games.
- 9.3.5 All Trialists and Reserve Players must be identified as such on the game sheet.
- 9.3.6 All players entering the field of play must be on the game sheet.
- 9.3.7 Individuals who have been listed on a game sheet as players will be deemed to have participated in that game.
- 9.3.8 A team playing an ineligible player may be required to forfeit the game in which the ineligible player was either playing or registered on the game sheet. The decision will be at the discretion of the Board of Directors or a Committee of the Board in consideration of the full facts of the case presented.
- 9.3.9 Any individual placing his signature on a game sheet is verifying its accuracy and will be held accountable for the information recorded.
- 9.3.10 Failure to properly complete the game sheet in compliance with the aforementioned rules shall result in a fifty dollar (\$50) fine.

## **9.4 Number of Players**

### **9.4.1 Outdoor**

- 9.4.1.1 A team playing in an EDSA outdoor competition will be allowed to dress a maximum of twenty (20) players and have a maximum of four non-playing personnel on the game sheet and in the technical area.
- 9.4.1.2 A team with a minimum of seven (7) players must begin promptly.
- 9.4.1.3 A team with less than seven (7) players has a fifteen (15) minute grace period commencing from the time that the game was scheduled to start. After the fifteen (15) minute grace period, any team with less than seven players will be considered to have lost by default. In circumstances where neither team has seven (7) players within the allotted time, the Board of Directors or a Committee of the Board will review the case, and may impose sanctions as deemed appropriate.

### **9.4.2 Indoor**

- 9.4.2.1 A team playing in an EDSA indoor competition will be allowed to dress a maximum of twenty (20) players and have a maximum of four non-playing personnel on the game sheet and in the team bench.
- 9.4.2.2 A team with a minimum of four (4) players must begin promptly.
- 9.4.2.3 A team with less than four (4) players has a ten (10) minute grace period commencing from the time that the game was scheduled to start. After the ten (10) minute grace period, any team with less than four (4) players will be considered to have lost by default. In circumstances where neither team has four (4) players within the allotted time, the Board of Directors or a Committee of the Board will review the case, and may impose sanctions as deemed appropriate.

## **9.5 Player Equipment**

- 9.5.1 All player equipment must meet standards as per the FIFA Laws of the Game.
- 9.5.2 All player jerseys must be visibly numbered.
- 9.5.3 Players with casts are not permitted to play.
- 9.5.4 Players with orthotic braces will be permitted to play at the referee's discretion.

## **9.6 Substitutions**

- 9.6.1 Subject to rule 9.6.1.1, substitutions shall be permitted in all indoor and outdoor games, competitions, and league games, etc.,
  - 9.6.1.1 All divisions will have unlimited substitutions.
- 9.6.2 In the outdoor season, all substitutions will be made at the discretion of the Game Official during a stoppage in play.
- 9.6.3 In the indoor season, substitutions can be made during game play, without a stoppage, but are subject the following regulations.
  - 9.6.3.1 No player shall enter the field by jumping over the boards.
  - 9.6.3.2 Substitutions can only be made when the exiting player has left the field. A player is considered to have left the field when he is inside the restart line between the ends of his team's bench area, and as long as he is not interfering with play.

## **9.7 Duration of Games**

- 9.7.1 In all games, the Game Official shall be the official timekeeper and he shall be in complete charge on the field in accordance with the Laws of the Game.

- 9.7.2 Outdoor games shall be divided into two equal periods of forty-five (45) minutes each, with the half time period not exceeding five (5) minutes, unless the half time period is extended with the consent of the Game Official, or on the direction of the Board or Committee for promotional purposes.
- 9.7.3 Because of local conditions, the ninety (90) minute game may be shortened under the following rules:
- 9.7.3.1 If, before the start of the game, the Game Official feels that it might not be possible to play a full ninety (90) minute game because of threatening bad weather or light conditions, he shall call the team captains together and advise them of the shortened time to be played and ask them for their input. The Game Official shall at once set the time to be played, and his decision shall be final and binding on both teams.
- 9.7.3.2 When a game is started under normal conditions, or as under rule 9.7.2.1, and the Game Official later believes that early darkness or adverse weather conditions may lead to player injuries, he shall "call the game". In such cases, provided that the minimum time of sixty (60) minutes have been played according to the timekeeping of the Game Official, the score at the time the game is called will stand as the final score and the game regarded as completed.
- 9.7.4 If a serious injury to a player or to the referee results in the suspension or abandonment of a game, a minimum of sixty (60) minutes must be played for the game to be considered official and complete.
- 9.7.5 If a game is called with less than sixty (60) minutes having been played, the game shall be considered incomplete and shall be rescheduled by the EDSA Office.
- 9.7.6 There shall be no overtime periods played in outdoor league games.
- 9.7.7 If the score in an outdoor playdown or promotion/relegation game is tied at the end of regular time, and weather or lighting conditions permit two (2), fifteen (15) minute overtime periods shall commence without delay. Should the score still be tied at the end of this extra time, the game shall be decided by penalty shots.
- 9.7.8 Indoor games will be played in two (2) equal periods of twenty-five (25) minutes. The periods may be shortened at the discretion of the Game Official due to booking times being a maximum of fifty-five (55) minutes. The maximum half time shall be three (3) minutes. The minimum time to be played shall be thirty-four (34) minutes in order for the game to be considered complete and the score final.
- 9.7.9 If the score in an indoor challenge or promotion/relegation game is tied at the end of regular time, the game shall be decided by penalty shots.
- 9.7.10 Games suspended by the Game Official because of player or spectator demonstrations or violence must be reported directly to the Discipline Director or Committee who shall decide whether the score at the time of the suspension of play shall stand, or the game shall be replayed, or such other decision as may be deemed necessary under the circumstances.
- 9.7.11 All discipline issued in a game that is forfeited, suspended or abandoned will be binding.

## **10.0 GAME OFFICIALS**

### **10.1 General**

- 10.1.1 All Game Officials shall be under the jurisdiction of the EDSA through the Board of Directors, the Director of Referees, or Committee appointed for that purpose.
- 10.1.2 Game Officials shall be graded in accordance with the CSA "Referee Standards" and the Board of Directors or higher authority has the right to remove any Game Official from the official list when this is desirable.
- 10.1.3 The Game Officials for each game shall be appointed by the EDSA official designated for such duties, and such appointments shall be from the official lists of referees.
- 10.1.4 The EDSA Office assigns Game Officials for all scheduled games, but if through unforeseen circumstances a Game Official on the official list is unable to act, the team captains may agree (by signing the game sheets) on another certified and registered Game Official.
- 10.1.5 If a Game Official does not show up for a scheduled game and the teams cannot agree upon an alternate registered and certified Game Official to complete the game, the teams must notify the EDSA Office and the game will be rescheduled. The game is not cancelled.
- 10.1.6 Game Officials shall receive fees as laid down by the Board in respect of games handled by them.

### **10.2 Team Responsibilities**

- 10.2.1 In the case of Premier games where there are no Assistant Referees, each team shall provide one Assistant Referee. In cases where one Assistant Referee doesn't show up, the home team shall supply the Assistant Referee.
- 10.2.2 Each team is responsible to provide an assistant referee for any EDSA game if the Game Official requests.
- 10.2.3 Any team playing in black shirts must supply an alternately colored shirt for the Game Officials to wear, if required.

### **10.3 Game Officials Responsibilities**

- 10.3.1 The official dress for EDSA Game Officials shall be as per current FIFA Laws.
- 10.3.2 The Game Official has the authority to determine the fitness of the ground in all games and his decision shall be final.
- 10.3.3 Game Officials shall:
  - 10.3.3.1 Within forty-eight (48) hours following completion of a game in which they have officiated, forward any game report in accordance with ASA/CSA regulations to the EDSA office, either via post, fax or electronic form.
  - 10.3.3.2 Verify that the EDSA-recognized ID card is valid and that the photo and name coincide with the player, coach, manager or Team Official presenting the card.
- 10.3.4 Failure on the part of a Game Official to comply with rule 10.3.3 may, at the discretion of the Director of Referees, result in non-payment of fees and/or loss of future assignments.
- 10.3.5 Complaints by or against Game Officials shall only be considered if made in writing to the Director of Referees. No action will be taken on verbal complaints.

10.3.6 The Board, the Director of Referees or a Committee appointed for such purpose has the right to summon any Game Official before a specified meeting to clarify his report or to answer for his conduct within the jurisdiction of the EDSA.

## **11.0 TROPHIES AND AWARDS**

- 11.1 All trophies provided by or donated to the EDSA shall remain property of the EDSA at all times, and shall be competed for annually in perpetual competition. Such trophies shall be returned to the EDSA by the previous winners one month prior before such trophies are due for competition again. Trophy winners shall be held responsible for the safety of such trophy while it is in their care and for the correct engraving or repairs necessary. When the trophy is returned to the EDSA, any charges required to bring the trophy into good repair shall, at the discretion of the EDSA, be charged to the previous holder.
- 11.2 Individual awards made to players or other members by the EDSA as individuals shall remain the property of that player or other member honored.

## **12.0 DISCIPLINE**

### **12.1 Yellow Cards (Cautions)**

12.1.1 The following suspensions for yellow card accumulation during a season shall be automatic:

3 cautions	1 game suspension
2 additional cautions	1 game suspension
1 additional caution	2 games suspension
1 additional caution	4 games suspension and a Discipline hearing

12.1.2 The player incurring the yellow cards must sit out the game immediately following the game in which he received the last caution.

12.1.3 Two (2) cautions (yellow cards) received by a player in a single game will not be calculated in the above, but will be dealt with as an ejection which will merit an automatic one (1) game suspension.

12.1.4 It is the responsibility of the Team Officials to keep track of all players' accumulated cards and penalties during each soccer season.

12.1.5 Respecting cautions, every player may start each soccer season with a clean record. Accumulated yellow cards will be removed from his record at the start of the new season. This section does not apply to players currently suspended, or those in the process of being suspended.

12.1.6 Players serving a suspension resulting from the accumulation of yellow cards are prohibited from playing with any team(s) until the suspension has been served with games of the team that the player was registered with at the time of the offense/s.

12.1.7 All fines and/or bonds incurred by any player, coach, manager or team must be paid in full before the individual or team concerned may resume any soccer activity after a suspension.

## **12.2 Red Cards (Ejections)**

- 12.2.1 Any Team official or player receiving an ejection during the course of a game must leave the field of play immediately.
- 12.2.2 A team official or player ejected from a game may not re-enter or return to the field of play.
- 12.2.3 A player issued an ejection shall be considered suspended immediately.
- 12.2.4 The Manager or Coach of the player or team official in question shall be sent notification of the terms of the suspension as outlined in section 12.7.5 or section 12.10.
- 12.2.5 The player may choose to accept the terms of the suspension as outlined in the section, or, the player may have his Manager or Coach request a Discipline Hearing.
- 12.2.6 Team officials ejected from the game shall be dealt with in the same manner as outlined for the player.
- 12.2.7 Failure to comply is an offence and shall be dealt with by the Discipline Director and /or a Discipline Committee.

## **12.3 Misconduct/Violation of Offenses**

- 12.3.1 Any Club, team, team official, or player reported for misconduct shall be dealt with by the EDSA through the Board of Directors or the Discipline Director and/or Discipline Committee.
- 12.3.2 All cases of misconduct involving alleged physical assault, attempted physical assault or threatening behavior towards a game official by any club, team, team official, or player shall be dealt with by the Alberta Soccer Association.
- 12.3.3 In addition to matters referred to in any other Bylaw, Rule or Regulation of the EDSA, it shall be misconduct if any club, team, team official, or player is proved, at a hearing, to the satisfaction of a Discipline Hearing Committee to have done, or permitted, or assisted in doing or permitting any of the following:
  - 12.3.3.1 Violated the Laws of the Game and/or Bylaws, and/or Rules and Regulations of the Edmonton and District Soccer Association.
  - 12.3.3.2 Bet on any game other than on registered lotteries or pools.
  - 12.3.3.3 Offered or attempted to offer, directly or indirectly, any consideration whatsoever to any Association, Club, Team, Team Official, Player or Official of any Association, or to any Game Official with a view to influencing the results of any game or accepting any such consideration.
  - 12.3.3.4 Committed any act or made any statement either verbally or in writing, or been responsible for conduct, continuing misconduct or any other matter which, in the opinion of the EDSA, is considered to be unsportsmanlike, insulting or improper behavior or likely to bring the game into disrepute.
- 12.3.4 Players cautioned on the field of play and not sent out of the game shall not be dealt with by the Discipline Committee until the seventh such caution has been noted unless it is contained in the report of the Game Official
- 12.3.5 Members ejected from a game for misconduct shall be dealt with as soon as possible by the Discipline Committee on consideration of the reports at hand.

- 12.3.6 The decision of such hearings will be given as soon as possible to all involved and such decision will not be suspended pending further appeal or protest from any of the parties concerned.
- 12.3.7 When a hearing is called by the Board of Directors or a Committee, the player(s) or other team members required in attendance shall be informed of the time, date, and place of such hearing by a notice from the Discipline Director to the club or team representative concerned, or other executive officer of the team or club, and it shall then be their duty to inform the player(s) or team member of the hearing and ensure that they attend. The representative shall speak on behalf of the player or member if he/she so desires at the hearing. Others required to be present shall also be given notice by the Board of Directors.
- 12.3.8 A minimum of forty-eight (48) hours notice will be given for attendance at a discipline hearing which the ejected member(s) have the right to waive. The onus is upon the ejected member(s) to contact the EDSA office to acquire the time and location for their discipline hearing.
- 12.3.9 Where a club has been suspended from the EDSA for misconduct, all players shall be suspended for one (1) year and club officials shall be suspended for two (2) years. The Board of Directors may review the suspension and reinstate any player or club official upon appeal before the suspension has expired.
- 12.3.10 Any player or member failing to appear before a discipline hearing after due process has been served will be automatically suspended and fined **one hundred dollars (\$100)** plus GST for each no show following subsequent due process. The fine may be waived where extenuating circumstances are demonstrated.

#### 12.4 Protests

- 12.4.1 Any protest in regards to games must be made in writing to the Discipline Director within forty-eight (48) hours of the incident excluding weekends and statutory holidays, and must be accompanied by the protest fee of fifty dollars (\$50), which will be refunded only if the appeal, dispute, or protest is upheld. No written document can be considered as a protest unless it is accompanied by the fee stated and is received within the proper time limit. The Disciplinary Committee shall review the circumstances as required, make a ruling, and notify the involved parties of the decision.
- 12.4.2 All parties directly involved in a protest hearing shall be notified of the protest hearing and have the option to attend the proceeding.
- 12.4.3 The decision of the Discipline Committee may be appealed as per Rule and Regulation 12.6.

#### 12.5 Discipline Hearings

- 12.5.1 Each discipline hearing held within the jurisdiction of the EDSA and its Members shall be conducted in accordance with the following:
  - 12.5.1.1 A discipline hearing committee shall have no less than three (3) members, one of whom shall act as Chairman.
  - 12.5.1.2 One of the Committee shall act as the recording secretary or a non-voting secretary (not one of the committee) shall be appointed to be present for the hearing.

- 12.5.1.3 An accused may be accompanied by legal counsel only with the permission of the EDSA.
- 12.5.1.4 The accused or his accredited representative shall be present or the hearing shall not proceed.
- 12.5.1.5 Failure to appear at a discipline hearing when due process has been given shall result in suspension of the accused until he requests, in writing, and attends another hearing.
- 12.5.1.6 A request for another hearing shall be accompanied by a non-refundable fee set by the EDSA, in the form of a certified cheque or money order.
- 12.5.1.7 Postponement of a hearing may be granted by the Committee on terms published in advance of the hearing.

#### **12.5.2 Timelines and Notices**

- 12.5.2.1 Any Club, Team, Team Official, or Player accused of misconduct shall be dealt with as soon as possible by the Discipline Committee on consideration of the reports on hand.
- 12.5.2.2 Any Club, Team, Team Official, or Player shall be given a minimum of forty-eight (48) hours notice of any scheduled discipline hearing if their presence is required by the Discipline Committee.
- 12.5.2.3 The decision of the Discipline Committee at such hearings will be given as soon as possible to all involved and such decision will not be suspended pending further appeal or protest from any of the parties concerned.
- 12.5.2.4 If the Committee requires further evidence, the hearing will be adjourned pending a follow-up investigation. The Committee must reconvene at the earliest opportunity and arrive at a decision.
- 12.5.2.5 The result of the hearing shall be sent to the accused no later than fifteen (15) working days after the hearing.

#### **12.6 Appeals**

- 12.6.1 An appeal in regards to the decision of the Disciplinary Committee may be made in writing to the Board of Directors within forty-eight (48) hours of notification of the decision excluding weekends and statutory holidays, and must be accompanied by one hundred and fifty dollars (\$150) which will be returned only if the appeal is upheld by the Board of Directors. The operations of the Disciplinary Committee decision shall not be suspended pending the hearing, unless so ordered by the Board of Directors.
- 12.6.2 The appeal in regards to the decision of the Board of the Directors of the EDSA may be made in writing to the Agent (official representative) of the Soccer Federation of Edmonton within forty-eight (48) hours of the decision appealed against and be accompanied by a fee of one hundred and fifty dollars (\$150). In turn, the decision of the Soccer Federation of Edmonton may be appealed to the Alberta Soccer Association accompanied by one hundred and fifty dollars (\$150) and within three (3) days or seventy-two (72) hours of the Soccer Federation's decision. In either case, the decision of the other body stands pending the further hearing of the appeal.
- 12.6.3 Suspensions will remain in effect until the decision of the EDSA appeal hearing is released.

- 12.6.4 The EDSA will not accept appeals on a Discipline Committee decision unless the Discipline Committee is in deviation of the EDSA, ASA, or CSA Rules and Regulations and/or Bylaws.
- 12.6.5 Protesting parties check with the Discipline Director before submitting appeals to either the Soccer Federation of Edmonton or the Alberta Soccer Association, so that they can be made aware of current regulations regarding same by these Associations, and therefore, protect themselves from misfiling their appeals. The Board of Directors shall confirm in writing the instructions they give in such instances.

## 12.7 **Procedure**

- 12.7.1 With all required persons present, the hearing shall proceed as follows:
- 12.7.2 The Chairman shall read the report and state the offence.
- 12.7.3 The person(s) writing the report(s), if present shall be given the opportunity to amplify or qualify the report(s).
- 12.7.4 The accused shall be allowed to ask relevant questions of the author of the report if he/she is present or make submissions on the report and testify on his/her own.
- 12.7.5 The accused and the person(s) writing the report shall have the opportunity to call witnesses limited in number at the discretion of the Committee.
- 12.7.6 The Chairman and any Discipline Committee Member may question the accused or any witnesses
- 12.7.7 The person(s) writing the report and the accused shall be allowed to make any final summations before withdrawing
- 12.7.8 The Discipline Hearing Committee shall consider the report and any further evidence provided and shall either decide on the case or adjourn the hearing in accordance with section 12.5.2.4.
- 12.7.9 The accused shall be notified in writing of the result of the hearing, in accordance with section 12.5.2.5.

## 12.8 **Punishments**

- 12.8.1 On misconduct or the violation of an offence being proved to its satisfaction, the Discipline Committee shall have the power to order the offender:
  - 12.8.1.1 To be suspended from all specific soccer related activities either permanently, indefinitely or for a stated period of time.
  - 12.8.1.2 To be suspended for a specific number of games in a designated competition(s).
  - 12.8.1.3 To be fined and/or bonded(with or without suspension), where the player is not a registered youth player, the fine amount to be at the discretion of the EDSA.
  - 12.8.1.4 To be censured (verbal reprimand).
  - 12.8.1.5 A Discipline Hearing Committee shall set timelines for the payment of any costs, fines or bonds and may set further terms of punishment for non-compliance.
- 12.8.2 Notwithstanding 12.9.1, in all cases of alleged physical assault or attempted physical assault of, or threatening behavior towards a game official, the accused shall be suspended from all soccer activities until the case has been decided by Alberta Soccer Association.
- 12.8.3 Notwithstanding 12.9.1.1, in all cases where a person has been charged in Criminal Court as a result of soccer activities, the cases must have been

concluded in the Criminal Court before the EDSA or League in Membership may decide if further proceedings are warranted pursuant to their Rules and Regulations.

- 12.8.4 Suspensions shall be served for a continuous period or for consecutive games, except where there is a break in the competition, in which case the suspension may continue accordingly.
- 12.8.5 While suspended, a player is prohibited from participating as a Trialist, Affiliate or Reserve player the EDSA.
- 12.8.6 Suspensions must be served with the team the player is registered with, and only games missed from this team will be counted towards the suspension. If the offence occurred during a match where the player was participating as a Trialist, Reserve, or Affiliate the EDSA office will determine with which team the suspension shall be served.
- 12.8.7 Suspensions for specific offences are set out in Section 12.9. The suspensions may, at the discretion of the EDSA and/or Board and/or Discipline Director and/or Discipline Committee, be modified if extenuating circumstances prevail.

**12.9 Offences and Suspensions**

12.9.1 The EDSA and/or Discipline Director and/or Discipline Committee have the right to increase or decrease the suspension according to the circumstances and severity of the incident.

12.9.2 Ejections (Red Cards) for Abusive, Insulting, and/or Offensive Language or Gestures against the game officials:

First Offense	2 game suspension
Second Offense	4 game suspension
Third Offense	Hearing

Deliberate physical contact (ie: pushing, pulling, charging, etc.) or attempted physical contact or threats - ASA matter

12.9.3 Ejections (Red Cards) Abusive, Insulting, and/or Offensive Language or Gestures against other players, team officials, spectators and/or are loud enough, in the opinion of the Game Officials, to be audible to others on the field:

First Offence	1 game suspension
Second Offence	2 game suspension
Third Offence	Discipline Hearing

12.9.4 Serious Foul Play:

	<u>First Offense</u>	<u>Second Offense</u>
Dangerous tackle	2 games	4 games
Charging	2 games	4 games
Push from behind	2 games	4 games
Boarding (Level 1)	1 game	2 games
Boarding(Level 2)	4 games	8 games
Indiscriminately kick opponent	3 games	6 games
Cynical Foul	1 game	2 games
Hand Ball Preventing a Goal	1 game	2 games

Other Extenuating Circumstances	Hearing	Hearing
Elbow	3 games	6 games
Denies obvious goal-scoring opportunity	1 game	2 games

12.9.5 Violent Conduct:

	<u>First Offense</u>	<u>Second Offense</u>
Attempt to strike	2 games	6 games
Strike	6 games	10 games
Punch	6 games	10 games
Elbow	6 games	10 games
Push	5 games	8 games
Boarding	4 games	8 games
Kick	4 games	10 games
Throw object that strikes player	6 games	10 games
Cause bodily harm	Hearing	Hearing
Bite/scratch/gouge	Hearing	Hearing
Drawing blood	Hearing	Hearing
Fighting:		
- cause bodily harm	Hearing	Hearing
- instigator	Hearing (min. 6 games)	Hearing (min. 12 games)
- retaliator	Hearing	Hearing
Head Butt	8 games	16 games
Spit at/on	1 Year	Life Time
Other Extenuating Circumstances	Hearing	Hearing

12.9.6 Other Offenses

	<u>First Offense</u>	<u>Second Offense</u>
Illegal Entry:		
- onto the field	8 games	Hearing
- altercation/fighting	16 games	Hearing
- return after ejection	Hearing	Hearing
- return and commit another offence	Hearing	Hearing
Dissent:		
- gestural	3 games	Hearing
- verbal	2 games	Hearing
Other Extenuating Circumstances	Hearing	Hearing

12.9.7 Exception where otherwise indicated, players ejected for the same offence a second time will be required to appear before the Discipline Committee. The Discipline Committee will determine a suitable discipline.

12.9.8 In addition to the suspensions as outlined above, "Fines" and/or "Bonds" may be issued to the individual or team or both.

12.9.9 The EDSA has a zero tolerance stance on Abusive, Offensive and/or Insulting Remarks. Any players using Abusive, Offensive and/or Insulting remarks will subject to disciplinary action.

#### **12.10 Bonds**

- 12.10.1 Bonds must be posted by the date indicated as a condition of the bond.
- 12.10.2 Bonds will be held, in trust, by the EDSA for the term of the bond.
- 12.10.3 Bonds are posted by a club or team or individual to ensure that the same will comply with the rules and regulations of the EDSA or any terms as outlined by the bond.
- 12.10.4 In the event that the said club or team or individual contravenes any of EDSA's Rules and Regulations or any term of the bond, the bond may be forfeited.
- 12.10.5 The bond will be returned to the club or team or individual once the term is successfully completed.
- 12.10.6 No interest will be paid on any bonds, returned or not, by the EDSA.
- 12.10.7 Any club or team or individual wishing to contest a bond must make application in writing to the EDSA within forty-eight (48) hours of the bond being issued.

#### **12.11 Fines**

- 12.11.1 All fines must be paid within the time allowances made by the Discipline Committee or Board appointed Committee.
- 12.11.2 Clubs or teams or individuals with outstanding fines are considered suspended until the fine is paid in full.
- 12.11.3 Any club or team or individual wishing to contest a fine must make application in writing to the EDSA within forty-eight (48) hours of being issued the fine.