

EWZSA Slush Cup Rules and Regulations

These rules are intended to be as inclusive as possible, containing all important tournament information. Tournament organizers ask that you read through all the rules and regulations before contacting the staff for questions regarding the tournament.

The Slush Cup Tournament is an indoor boarded arena-style soccer tournament for U9 – U17 Tier 1 – 5 and boardless 9v9 for U13 – U17 tier 1 & tier 2.

Registration Information:

1. All registrations will be online through the tournament website www.ewzsaslushcup.com after you complete your team's registration, you will receive a confirmation email that your registration has been received.
2. Tournament registration will close on January 10, 2023 at 11:59 pm.
3. Registration is not considered complete until payment has been made. Payment can be made online through the registration website, e-transfer to finance@ewzsa.com or by cheque mailed to 15430 – 93 Avenue Edmonton, AB T5R 5H3 (must be paid prior to January 10, 2023 at 11:59 pm).
4. When registering your team, you can post notes for your team if you are coaching more than 1 team in the tournament or if you know of a league game conflict. Tournament organizers will do their best to accommodate requests, but that is not always possible.
5. Local teams (Edmonton and the surrounding area) may play their first game on Thursday evening. Out of town teams that live within a 3.5 hour radius of Edmonton should be prepared to play their first game on Friday evening.
6. We cannot confirm a team's acceptance into the tournament until registration is closed and final tournament groups have been formed. Please do not ask for confirmation before that date. The Slush Cup Tournament is not responsible for teams that book hotels without a cancellation policy and are not accepted into the tournament.
7. After your team is accepted into the tournament, you can upload your official team roster to the website (rosters need to be pdf or word document) and then add the players to the tournament roster. All players that will be playing in the tournament need to be added and activated on the tournament roster. Be sure to check the rules to confirm the correct number of players allowed for your age group.
8. Official team rosters need to be uploaded and tournament rosters finalized by February 24, 2023.
9. Players need to be listed on the tournament roster on the website by February 24, 2023.
10. The schedules will be posted online by February 6, 2023, and you will then be able to print your game sheets. You will need to provide 1 copy of the game sheet for each game and hand it to the referee at the start of the game
11. After the schedules are posted, they are considered final, and changes will only be made if an error has occurred. It will be the team's responsibility to check the website for any changes that may happen.
12. For further help with the registration process, please watch the helpful videos on the website
13. Waiting List: The Slush Cup Tournament is a very popular tournament. Registering early is the best way to avoid being placed on the waiting list, but there are also other parameters that determine whether a team is placed on the waitlist:
 - We group the teams for the tournament into groups of 4 or 6, and we do our best to ensure that every team has teams of equal calibre to play. This also includes trying to create groups where there are equal number of Calgary, Edmonton and other out-of-town teams as most teams do not want to travel to play teams they already play in their regular leagues. Please note this is dependent on registering teams.

- Availability at the indoor soccer facilities. Most soccer facilities do not confirm our tournament hours until January, therefore we are not sure how many teams we can accept until after our hours have been confirmed.
- The Slush Cup usually has 1 or 2 groups for every tier (tier 1 – tier 5) for most age groups, we do our best to review online league standings to get the most competitive group for each team. We will not place a team that registered early, but their group was already full into a group that is above or beneath their calibre. Tournament organizers reserve the right to move teams within pools.
- Teams accepted into the tournament and teams placed on the waiting list will not be notified until after the tournament deadline of January 10, 2023. We cannot confirm a team's acceptance into the tournament until registration is closed and final tournament groups have been formed. Please do not ask for confirmation before that date. We have moved the registration deadline so teams can cancel hotel bookings if needed. The Slush Cup Tournament is not responsible for teams that book hotels without a cancellation policy and are not accepted into the tournament.

14. All teams are expected to attend their scheduled games with a minimum of 4 players for boarded games and 5 players for non-boarded games and are expected to compete in every game until completion. Any team failing to do so will be assessed an administration fee of up to \$500.
15. All teams receiving a medal are expected to attend medal ceremonies. Any medal-winning team that does not attend medal ceremonies without receiving prior permission from the main tournament headquarters will be assessed a fee of \$100

Coach Information

1. All communication (phone calls and emails) between teams and tournament staff is to be done through the team officials, coach, assistant coach or manager that are listed on the official team roster. We will accept emails from a tournament rep that is not listed on the roster as long as the coach is copied on all emails.
2. When communicating through emails, always state your team name, gender and age group.
3. Coaches and managers are responsible to communicate important tournament information to their team's players and parents. We ask that players and parents not contact the tournament staff directly.
4. Coaches and managers are responsible for knowing, understanding and following all tournament rules, especially the rules for guest players/trialists. Any team found to have played an ineligible player(s) will forfeit the game.
5. Team officials are responsible for the behaviour of their players, parents and spectators at all times during the tournament. Any team showing unsportsmanlike behavior will be disciplined and unruly spectators may be asked to leave the facility. Any verbal abuse to referees, staff and volunteers by any team may result in immediate expulsion from the tournament.
6. We are asking all teams to check in for the tournament and pick up their coach packet at the center where they play their first game. We ask that coaches/managers sign in to the team before playing your first tournament game.
7. Coach packets will contain important tournament information and giveaways from our tournament sponsors.
8. Scores and team stats will be posted on the official Slush Cup website.
9. All teams are required to provide their own first aid kit and ice packs in case of injury. Some soccer centers do not have ice on hand.

10. If needed, teams may use bench parents to assist the team on the bench. Bench parents do not need to be listed on the official team roster. All teams must have at least 1 team official or bench parent of the same gender as the players.
11. In the event that both teams are wearing like colors, the home team will be required to change jerseys or wear pinnies as determined by the referee

Field Locations

- Edmonton Soccer Centre West – 17415 – 106A Ave.
- Edmonton Soccer Centre East – 12720 Victoria Trail
- Edmonton Soccer Centre South – 6520 Roper Road
- Servus Credit Union Place – 200 Campbell Rd, St. Albert
- Millennium Place – 2000 Premier Way, Sherwood Park
- Soccer Dome – 3105 – 101 Street SW, Edmonton

The following are subject to change depending on the number of teams and field space at the centers.

- U9 Boys and Girls teams will play in the West Soccer Centre and St. Albert - Servus Place.
- U11 Boys and Girls teams will play in the South Soccer Centre and Sherwood Park Millennium.
- U13 Boys and Girls teams will play in the West Soccer Centre and St. Albert Servus Place.
- U15 boys and Girls teams will play in the East Soccer Centre
- U17 boys and Girls teams will play in the East Soccer Centre
 - All boardless games will be played in the Soccer Dome

General Tournament Rules

Section 1 - Registration

1. When registering your team, you must register in the tier or division that your team is currently registered for the current season.
 - i. ● Tier 1 teams are teams that will be challenging for Tier 1 Provincials
 - ii. ● Tier 2 teams are teams that will challenge for Tier 2 Provincials
 - iii. ● Tier 3 teams are teams that will challenge for Tier 3 Provincials
 - iv. ● Tier 4 teams are teams that will challenge for Tier 4 Provincials
 - v. ● Tier 5 is for all community or house league teams (Tier 5-7)
2. *Teams that wish to play in a higher age group or tier than currently registered must first register in their current age group and tier, and then email tournament organizers to discuss tournament placement – email tournament@ewzsa.com
3. **No team will be allowed to play in a lower age group or tier

2. **U9 Developmental teams** – we recognize U9 developmental teams as club soccer teams. If your soccer organization does not post league results and standings online we will group your team as follows:
 - If your team is a second-year team (U9) you are considered tier 1
 - If your team is a first-year team (U9) you are considered tier 2
 - If your team is a mixture of both age groups, does not have tryouts or cut any players at tryouts as a club policy, you can register in tier 3
 - If you feel your team cannot compete at these indicated levels, it is your responsibility to discuss placement with tournament organizers prior to registration ending to be sure we have your team tiered correctly.
 - Tournament organizers may require game sheets or a letter/email from your organization to be placed in a different group than as outlined above.
 - It may be helpful to indicate in your team's notes if your team is winning most games, or losing most games.
3. Tournament organizers reserve the right to adjust tiers and groups as needed to provide balanced pools or ensure teams are competitively balanced. Sometimes this may result in combining tiers to create the pools for the tournament.
4. Teams may request to play in a higher age group or tier, but will not be allowed to play in a lower age group or tier.
5. A maximum of four (4) team officials can be listed on the roster. One of the team officials must be the same gender as the players.
6. Players are only permitted to play on one team for the tournament.
7. All coaching staff and players (including guest players) must be currently registered with their provincial youth soccer association, recognized and in good standing with Canada Soccer for the current season in order to be eligible to participate in the tournament.
8. Player cards, where mandated for regular league play, are not required for this tournament, however must be shown upon request by tournament officials. All players that do not have player cards should carry government issued ID that proves birth date in case of a dispute.
9. All mixed gender teams are required to register in the corresponding male age group and tier. 10. Coaches or managers that are suspended by ASA or any other cooperating associations are not allowed in the tournament as a team official. The team is welcome to participate.

Section 2 – Team Rosters

1. All registering teams are required to upload their official provincial team roster in their online team profile prior to completing their online tournament roster. This includes all Edmonton West Zone and EMSA teams.
2. All teams are required to register their completed roster and identify any guest player(s) no later than February 24, 2023.
3. All players must be listed to the tournament roster on the website by February 24, 2023. 4. No changes to a team's roster can be made after the team's first tournament game. 5. Players not on the team roster prior to the team's first tournament games are deemed ineligible.
4. Players cannot be registered on more than one team roster.
5. The maximum number of players permitted on a team roster is as follows:
 - U9 - 11 teams – 16 players
 - U13 - U19 teams – 20 players
 - A team can only dress and play the number of players that corresponds with their age group for any game in the tournament.

- If you are bringing guest players to replace players that cannot make all tournament games you will need to cross off the players from the game sheet that are not participating in that particular game.
6. The Edmonton West Zone will recognize any EMSA teams with existing special dispensation to carry more players than regularly permitted. Any non-EMSA teams will need to submit a letter of approval along with their official team roster from their soccer organization to carry more players than regularly permitted.
 7. **Out of Province Teams** – Along with their official team roster all out of province teams must submit travel permits from their provincial soccer association listing all the players traveling with the team to the tournament. Travel permits can be emailed to tournament@ewzsa.com

Section 3 – Guest Players (Trialists or Call-Ups)

1. Each team is permitted three guest players during the tournament.
2. Guest players must be currently registered with a youth soccer association recognized by A.S.A. and/or C.S.A for the Indoor 2022/2023 season to participate in this tournament.
3. EMSA trialists can only come from within the same zone (example West Zone to West Zone or North Zone to North Zone. You cannot use North Zone player as a trialist on a West Zone team). Out of district teams can only use trialists from their own district.
4. A guest player will be allowed on the following basis: Tier 1–2: can only be from a lower age / lower category or lower division as the age group of the receiving team’s tournament category in order to be registered on that team’s roster with written approval as noted below; Tier 3-6: can be from the same or lower age / same or lower category or same or lower division as the age group of the receiving team’s tournament category in order to be registered on that team’s roster with written approval as noted below.
5. Teams must submit guest forms and one copy of the game sheet to the referee prior to the start of the game. Coaches must submit a copy of the guest form for each game a guest player participates in. A guest form can cover a range of play dates.
6. All guest player(s) must have written approval from their original team with signatures from their original team Coach as well as their tentative tournament team.
7. Guest players must be identified on the team roster/game sheets.
8. No player will be allowed to play on more than one team for the tournament.
9. Any team found to have played an ineligible player will forfeit the game.
10. Teams competing in Tiers 4 and lower (Community Soccer) are not permitted to use trialists to increase their current roster size (total number of players listed on a teams’ regular roster). Trialists can only be used to replace missing players, not increase team size to attend the tournament.
11. Guest and trialist mean the same thing and the wording can be interchanged without changing the meaning.
12. Any player listed on the game sheet, but is not participating in that particular game will need to be crossed off the game sheet. The game sheet is to correctly represent the players that will participate in the game as indicated on the game sheet, this includes all guest players

Section 4 – Games

1. Format of Games

- All games will consist of two 25 minute halves with the last minute of each half being stop time.
 - Community U9's: Two 20 minute halves. – 10 minutes of practice/warm up before start of the game
- There is no overtime for any game in the tournament
- Tournament organizers reserve the right to shorten game times as necessary during the tournament
- All games are boarded, arena-style indoor soccer or 7v7 format for boardless
- All round robin games can end in a tie, only games that need a result will go to penalty kicks to decide a winner
- Each team will play a minimum of three (3) games and medals will be presented after the last games in the group are played
- The Mercy Rule will be in place for the tournament. No team will be given more than a 5 goal win differential. Tie-Breaking procedures will use stats AFTER the mercy rule is applied. For example if a team wins 6-0, they will only receive credit for 5-0 regardless of actual score
- All referees are ASA certified or equivalent and are assigned by the tournament referee assignor. Their decisions on their interpretations of the Laws of the Game are final
- Teams are allowed unlimited substitutions
- There are **NO TIMEOUTS** in the tournament

2. Pool Format

- Teams will be grouped into Pools for the tournament (Pool A, Pool B, Pool C, etc.)
- Depending on the number of teams in each group, the Pool Format will be determined as follows:
 - Three Team Knockout – teams will play a three team round robin, the 2nd and 3rd place team will play-off to determine who plays the first place team for the final game. Gold and Silver medals will be awarded in a three team knockout.
 - Four Team Round Robin – each team plays three matches (playing each team in the group). Medals are determined from standings after all games have been played. Gold, Silver and Bronze medals will be awarded to the top three teams in the group.
 - Six Team Crossover – each team plays 2 round robin games against the other teams in their group. After all regular matches are finished, 1st of Group 1 plays 1st of Group 2 in Gold and Silver match, 2nd plays 2nd in Bronze and 4th place match and 3rd plays 3rd in consolation match.
- All round robin games can end in a tie, if teams are tied in points after the round robin please see the tie-breaking rules to determine placement
- All Final games need a result, if the games are tied after regulation time then they go straight to penalty kicks to determine a winner. There is no overtime in the tournament.

3. Game Sheets

- Official Slush Cup Tournament game sheets will be used throughout the tournament and are available to print off the website. When your team's registration is at 100% and the schedules have been posted, you will see the green button "Download Game Sheets" and you can then print your game sheets.

- Also can be printed at all Main Tournament Headquarters (South, East, West, Dome and St. Albert) No printer at Sherwood Park.
- Tournament Game sheets are to be completely filled out and given to the game official prior to the start of each tournament game.
- Ensure all players (including all guest players, labeled as “guest”) are listed on the game sheet. Any player not listed on the game sheet prior to kick off will not be eligible to play.
- If there are players not playing in that particular game, but are listed on the game sheet, you are required to cross off their names. The players listed are to be the actual players that participated in that game.
- Teams are to ensure that the jersey numbers for each player are correct on the game sheet and correspond with the jersey numbers the players are wearing during the game.

4. **Game Balls**

- The home team is required to provide a game ball(s) each game.
 - U9 - U11 Teams – Size 4
 - U13 - U19 Teams – Size 5

5. **Point System**

- Win – Team is awarded 3 points
- Tie – Team is awarded 1 point
- Loss – No points awarded
- **NO** bonus points will be awarded for a shutout win

6. **Tie-Breaking Procedures**

- **2-Way Tie**

- Head to Head
- Goal Differential
- Least Goals Against
- Penalty Kicks

- **3-Way Tie**

- Goal Differential
- Least Goals Against
- Penalty Kicks

NOTE: Most goals for cannot apply due to Mercy Rule

7. **Forfeiting Games**

- Any teams that forfeits a scheduled game the opposing team will be awarded a 3-0 win as well as 3 points
- Should both teams forfeit a scheduled game the final score will be recorded as N/S (no show) and no points will be awarded

8. **On-Field Medical Emergencies**

- Injuries occurring that require on-field medical attention will not result in additional “makeup game time” being allocated
- If 50% of the game has been played and the clock runs out the game is considered legal and the score will stand
- If less than 50% of the game has been played then the game will be cancelled and the score set at zero for both teams. Rescheduling of cancelled games will only occur if there is available field space and time to do so.

Section 5 – Rules of Play/Discipline/Protests

1) Rules of Play

- The tournament follows FIFA Laws of the Game and the current EMSA/ASA rules. EWZSA reserves the right to amend parts of these laws as outlined in these tournament rules.
- All players, coaching staff, assisting personnel and team supporters are expected to obey the laws of the game and respect all tournament officials.
- Foul or abusive language towards players, coaches, referees and tournament staff/volunteers will not be tolerated. Failure to comply may result in expulsion from the tournament. The team is responsible for the behavior of its players, coaches and spectators.

2) Discipline

- **No Red or Yellow, or Blue Cards for U9 games-** No cards issued or recorded. Referees can ask for a player to be substituted for a small amount of time.
- Players can return to play after. Team does not play short and the player does not sit in the referee box. No further suspensions are issued. If a serious boarding offence occurs, the player is not to play for the remainder of the game
- U11- Cards are issued. Player sits in the box for allotted time but then returns to their bench. If a player is yellow carded they can return to play.
- If a U11 player is red carded that player cannot play for the rest of the game and must serve the 5 minutes in the penalty box. Once the penalty time is up they return to their bench for the remainder of the game. The team does not play shorthanded. No further suspensions are issued
- If a U11 goalie incurs a time penalty (blue card or yellow) no one serves the penalty. However, if the goalie receives 2 yellows (Red) the goalie, like all players, must be substituted and cannot play the remainder of the game. After a time penalty the player in the box must wait until a stoppage of play to return to their team's bench.
- At no time do the teams play shorthanded at the U9-U11 level
- U13 - U19 teams – Any player receiving two yellow cards in a single game will be suspended from the remainder of the game. Any player that receives a red card for Level 1 boarding (incidental contact as determined by the referee) will be ejected from the match for the remainder of the game. These 2 situations will not result in additional games suspensions.
- Players receiving a red card ejection for any other reason will be suspended from the remainder of the game and may serve an additional 1 game suspension. The tournament Discipline Committee will review all red card ejections (with the 2 exceptions noted) and will determine whether additional suspensions will be levied against the sanctioned player.
- Any player that receives a second red card in the tournament, the player and coach must report to tournament headquarters immediately following the team's game. The player will not be permitted to participate in any further tournament games and the offenses may be reported to their association for further disciplinary action
- It is the coach's responsibility to ensure that their players serve their discipline during the tournament.
- U13 - U19 players serving red card game suspension must immediately leave the area of play and are not permitted on the team bench during the game they are serving the suspension.
- Players serving suspensions from red cards in league play prior to the tournament will need to contact tournament organizers to determine eligibility to participate in the tournament.
- Any coach serving a suspension from their associating league will not be allowed on the bench as a team official for the tournament. The team is welcome to attend.
- Team officials can be issued yellow and red cards and also suspended as per EMSA rules

3) Protests

- Protests of any tournament game result or player eligibility will be reviewed by tournament organizers if the protest is in writing and received within 1 hour of the protests game's completion.
- Protests in reference to the "laws of the game" and protests of decisions by game officials will not be accepted.
- No appeals will be accepted for a red card, 1 game suspension of any player.
- Playing ineligible players will result in the forfeit of any game the ineligible player participated. Teams found to have played an ineligible player will forfeit the game and the opposing team will receive a win of 1-0 for the game as well as 3 points.

Section 6 – Rules for Penalty Kicks

Procedure

- Before the start of kicks from the penalty mark, teams shall be required to equalize the number of players on each team e.g. if one team has 14 players and the other team has 16 players, the team with 16 players must reduce their team size by 2 players. These 2 players will be outside the technical area during the duration of the penalty kicks.
- The referee chooses the goal at which the kicks will be taken
- The referee tosses a coin and the team whose captain wins the toss decides if they will kick first or second.
- The referee keeps a record of the kicks being taken.
- Subject to the conditions explained below, both teams take five kicks.
- The kicks are taken alternately by the teams.
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
- If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken
- Only the eligible players and match officials are permitted to remain on the field of play when penalty shots are being taken
- All players, except the player taking the kick and the two goalkeepers, must remain within the center field area.
- The goalkeeper who is the team-mate of the kicker must remain on the field of play, beside the corner mark on the side of the field where the kicks are being taken.