

EMSA City Finals Rules and Regulations

Coach Information

1. Teams will be required to enter their team rosters into the City Finals Website. Teams will also be sent an e-mail confirming their team's advancement, from there you will be required to enter your team roster.
2. Teams will only need 1 game sheet per game and you will give the game sheet and trialist/guest player form(s) if applicable, to the referee at the start of each game. When the game is complete, we will have a tournament volunteer field marshal collect the game sheets from the referee. Results will be posted immediately on the website once they have been confirmed by tournament staff.
3. All communication 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.
4. When communicating through emails, always state your teams' name, gender and age group, this will save time for tournament staff when replying.
5. Coaches and managers are responsible to communicate important tournament information to their team's players and parents; we ask that players and parents do not contact the tournament staff directly.
6. Coaches and managers are responsible to know, understand and follow all tournament rules, especially the rules for guest players/trialists. Any team found to have played an ineligible player(s) will default the game.
7. Team officials are responsible for the behavior 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.
8. Scores and team stats will be posted on the official City Finals Website.
9. If needed, teams may use one bench attendant to assist the team on the bench. The bench attendant does not need to be listed on the official team roster but need to provide a driver's license or a valid piece of government I.D. and be written on the game sheet. They do not require an EMSA I.D Card. All teams must have at least 1 team official or bench attendant of the same gender as the players.
10. 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
11. All U11 games will comply with the Mercy Rule as they do in regular season play. 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.
12. Once the schedules are posted. They are considered final and changes can only be made if there is an error. As there are coaches coaching multiple teams, we will try to accommodate teams much as possible but cannot guarantee games wont overlap.

13. Each location at City Finals will have a designated tournament headquarters during the tournament. Tournament staff can take statements made in writing, but do not have the ability/authority to resolve the concerns or questions. Please be respectful of our tournament staff and volunteers by ensuring your players/parents/spectators address their concerns/questions through the team officials.
14. All teams are expected to attend their scheduled games. Any team failing to do so will be assessed an administration fee of \$100 per game.
15. **There are NO time outs permitted.**

Team Rosters

After the regular seasons final round results are confirmed all team officials will be sent an e-mail with instructions on how to enter their team rosters into the tournament website.

Teams will be required to enter their team rosters into the City Finals Website. Once your teams' name has been added officially into the website, the team officials will receive an e-mail with login instructions on how to add your team roster in the website. I ask that teams be patient as this does take some time to confirm.

ALL team rosters must be entered in by Wed. February 11 by 4:00PM

Game Sheets

Once the team's roster has been entered; game sheets for each game can be printed by clicking roster next to each individual game. The game sheets will already have the game information and team names filled in. Completed game sheets are to be turned into the game officials prior to kick off. Game sheets will be turned into headquarters by a tournament field marshal.

Teams, who have been granted Special Dispensation by the EMSA Board of Directors to carry over the specified roster size, will be required to send in an e-mail through the City Finals website (Please state your team's name, age group, gender, and tier in your e-mail) and indicate what special dispensation was given. Once confirmed those spots will be added to your roster for you to be able to add those extra players.

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 will have the ability to add guest/trialist player(s) to their roster until 10 PM on February 20, 2026.

Player Eligibility & Guest Players/Trialists

- Community team trialists must be from the same EMSA Boundary as your team in either South or North.
- A total of 4 players can be recruited for 5 City Finals games. Teams may use trialists to increase their game roster size up to the maximum team roster size set out in Rule 4.4.
- The trialist must be noted on your game sheet in the provided trialist space before they participate.
- Trialists do not require player cards.
- **Prior** written approval of the team for which the player is registered must be obtained. The written approval (trialist form) must be surrendered to the referee at the start of the game or prior to the start of the second half if the trialist arrives late. It must be submitted along with the game sheet.
- Teams competing in City Finals in their age group are allowed to use trialists' from the same or lower age group, and the same or lower tier.
- Trialist/guest players must be in compliance with these Rules and Regulations and cannot be from another team advancing to City Finals.
- The player must already be registered on another EMSA team during the current season. If they are not registered on any EMSA team during the current season then they cannot be used as a trialist with the exception of rule 4.8(4)e
- Players who are playing up an age group are not permitted to be a trialist for a team that is in a lower age category than the current team they are registered on even if their birth year is the same as the lower age group.
- Trialists can only play up a maximum of one age group.
- No EIYSA player shall play on an EMSA team as a trialist for City Finals games.
- Club players are ineligible to play as trialists on community teams.
- Players who are currently serving a suspension from EMSA or ASA are ineligible as trialists.
- Teams from out of district who are participating in the EMSA program are permitted to use trialists from their parent organization/zone organizations/zone/district as long as they are an ASA registered player for that season.
- Players officially registered with your team are permitted to participate. Suspended players/team officials are not permitted on or about the field of play nor can they attend other functions representing their team during the City Finals.

Tournament Locations

1. Edmonton Soccer Centre East 12720 Victoria Trail
2. Edmonton Soccer Centre South 6520 Roper Rd.
3. Edmonton Soccer Centre West 17415 106A Ave

Player Cards/E-Cards

Players are not required to have player's cards for the competition. However, players are required to provide proof of their birthdate upon request. Team officials please have your ASA team roster on hand for each game scheduled game.

Coach/Assistant Coach/Manager Cards/E-Card

Coach/Manager card/E-cards are required to have available upon the request of the referee or tournament headquarters. A maximum of five non playing personnel may be on the bench. Of those five non-playing personnel, one must include a member of the same gender as the team. If this person is not a registered team official then they must be marked on the game sheet as the "bench attendant" and provide a driver's license or government issued I.D. to the referees. The bench parent does not require an EMSA I.D. card/E-card.

Referee Liaison

It is mandatory that all teams have a ref liaison present for all games. They must sit with the spectators and wear the appropriate yellow lanyard. Teams will have a 5-minute grace period to provide a ref liaison if one is not already appointed at game start. After 5 minutes has elapsed and a ref liaison is still not present then the team will forfeit the match.

Length of Games & Time Outs

All games shall consist of two twenty-five-minute halves. Warm-up time is usually two to three minutes on the field prior to kick off (determined by the game officials – time permitting). **There are NO time outs permitted.**

Points

All teams will receive 0 points for a loss, 1 point for a tie and 3 points for a win. All round robin games can end in a tie. Mercy rule is only in effect for U11 age groups. A forfeit or a default score will be entered as a 5-0.

Format of Games

Four Team Round Robin: Each team play's 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. 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.

Three Team Round Robin: Medals are determined from the standings after all matches have been played. 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.

Six Team Round Robin Bracket: Each team plays 3 games. Medals are determined 1st from Bracket A plays 1st in Bracket B in the Gold/Silver match, 2nd plays 2nd in Bronze/4th match followed by 3rd plays 3rd in a consolation match. Only the final games in this pool for gold, silver, and bronze can not end in a tie. All final games require a result, if the games are tied after regulation time, then they go straight to penalty kicks to determine a winner.

Equipment

The home team is required to provide two game balls. The home team will be responsible for changing their jersey should the two teams' jersey colours conflict. Indoor soccer shoes or runners are the only footwear permissible to be worn by players. It is at the discretion of the game official what will constitute dangerous equipment which must be removed in order for play to be allowed. Under no circumstance will splints and/or casts be permitted to be worn on the field during game play. Players, who wear braces (knee, ankle, wrist etc.), will be permitted to wear these during game play provided that the brace does not have the potential to injure others. The decision to allow specific braces is left to the game official. Players refusing to remove any type of jewelry at the request of the referee, including all external body piercings, will not be permitted to play. Taping is not permitted.

Delayed Games

On-field issues that delay or interrupt a game, such as facilities cleaning carpet, will result in shortened playtime as the clock will be running as if a normal game were in progress. There will be no additional make-up time allocated.

City Finals U11 teams will adhere to the EMSA Boarded Rule Modifications.

Discipline

U11 Yellow and Red Cards

Cards are issued. Player sits in box for allotted time but then returns to their bench. If a player is yellow carded, they can return to play. If a 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. Cards will be recorded on the player's file and if an accumulating card pattern is noticed, the EMSA Discipline Committee may choose to call a meeting.

If a 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.

U13 - U19 Yellow and Red Cards

- Players who receive two yellow cards in the same game will be suspended for one game.
- It is the coach's responsibility to ensure that their players serve their suspension during the City Finals.
- Red cards are an automatic minimum one (1) game suspension. It is the coach's responsibility to ensure their player sits out the next game should they receive a red card. If it is deemed that the red card offence was more serious in nature, teams will be contacted with further suspension or discipline action. **All suspensions will adhere to EMSA Official Rules and Regulations.**

Players serving red card game suspensions must immediately leave the area of play and are not permitted on the team bench, in the dressing room or the dressing room area/hallway at any time after ejection or during the game they are serving the suspension.

If a team official is suspended, they cannot be inside the building where the game is taking place for the indoor season. Any coach serving a suspension from their associating league will not be allowed on the bench as a team official for the tournament.

Protests of Game Results/Appeals of Suspensions

Protests/Appeals of game results/suspensions will be reviewed provided they have been given to the tournament headquarters in writing with cash or cheque payable to the Edmonton Minor Soccer Association in the **amount of \$150.00 within one hour of the conclusion of the match**. Appeals are not accepted for a one game suspension are NOT appealable. **Protests/Appeals in regards to the laws of the game and decisions by the game officials will not be accepted.**

Medals

Gold, silver and bronze medals shall be awarded in each of the divisions, following the final game on the schedule for your grouping. After all the games in your tier are complete **one team official will be responsible for going to headquarters to pick up their teams' medals. Team officials will present medals to their players.** Please remember that your team is not the only team receiving medals and we must confirm all qualifying teams' results prior to giving medals.

Tie Breaking Procedures

The referees have been informed which games cannot end in a tie. All round robin games are ok to end in a tie. All gold/silver games cannot end in a tie, as they require a result.

In Round Robin play – if there are TWO teams with the same number of points:

- Step # 1: Head-to-Head Game
- Step # 2: Fewest Goals Scored Against
- Step # 3: Overall Goal Differential (of all games played)
- Step # 4: Penalty Kicks (as scheduled by the Tournament Director)

In Round Robin play – if there are THREE or MORE teams with the same number of points:

- Step # 1: Fewest Goals Scored Against
- Step # 2: Overall Goal Differential (of all games played)
- Step # 4: Penalty Kicks (as scheduled by the Tournament Director)

A Reminder

This tournament is for the enjoyment of all teams. Spectators should be reminded that they are there to support and encourage their team. Respect should be shown for all players, coaches, and game officials. The tournament organizers have the right to remove any and all persons that are not showing sportsmanship either on the pitch or in the stands/building. **COACHES, PLEASE ENSURE YOU CONTROL YOUR TEAMS, YOUR SPECTATORS, ETC.** If issues do arise, the tournament committee has the right to issue disqualifications for those teams involved.

These rules are intended to be as inclusive as possible; however, in the event of unforeseen circumstances the EMSA Executive Committee and/or EMSA Discipline Director reserve the right to make binding decisions upon all participants.

Penalty Kick Procedure

1. Each team is required to pick any group of five (5) dressed players and one goalie (who may be one of the five shooting players).
2. The referee will even out the benches. Any player at the end of the match who is serving a time penalty, for an offence they committed cannot take part in the penalty kicks and must remain in the penalty box. All other ineligible players (as per evening out procedure), must remain on the bench along with coaches.
3. A flip of the coin will determine which team goes first.
4. All players apart from the goalkeepers and the player taking the penalty kick must remain in front of their team benches. The goalkeeper of the team not taking the penalty kick must remain on the corner mark designated by the referee. The goalkeeper facing the penalty kick is on the goal line, facing the player taking the penalty kick.
5. The ball will be placed on the penalty mark, and the goalkeeper will be on the goal line between the posts. The game official will whistle to indicate when the player may take the penalty kick.
6. The ball must be kicked forward to be in play. Until the ball is kicked, the goalkeeper can only move sideways and not forward.
7. The penalty kick is completed when the ball stops moving, hit the goal wall, or the netting above goal wall.
8. No player from the same team may take a second penalty kick until all players on the team (including the goalkeeper) have taken a kick. Should the teams be tied after the initial round of five kicks each, teams will move to a sudden death round whereby the teams alternate single kicks until a winner is decided.
9. Please have your players picked out ahead of time as there will be no available time to do so at the end of the game. The referees will start the penalty kicks immediately. The list of kickers is not required to be handed to the referee
10. If, both teams have taken 5 kicks, one team has scored more goals than the other team could score, even if they were to complete 5 kicks, no more kicks are taken.