

# CENTRAL ALBERTA SOCCER ASSOCIATION

## INDOOR PROVINCIAL QUALIFYING PLAY DOWNS RULES & REGULATIONS

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### 1. QUALIFYING TEAM ENTRIES:

- A. Teams registered with CASA (TOURNAMENT TEAMS INCLUDED) are eligible to compete in a qualifying play down to result in proceeding to Alberta Provincial Competitions.
- B. Only teams that have complied to date and met the criteria deadline shall be allowed to participate.

### 2. TEAM LISTS & PLAYER ELIGIBILITY:

Only registered players listed on submitted rosters will be allowed on the field. Playing unregistered players or players not listed on verified rosters will result in DISQUALIFICATION OF THAT TEAM FROM THE PLAY DOWNS AND FROM LEAGUE PLAYOFFS.

### 3. AGE GROUPS: (all players must bring their CASA player identification card confirming their eligibility to play)

- \* U12 Boys & Girls
- \* U14 Boys & Girls
- \* U16 Boys & Girls
- \* U18 Boys & Girls

### 4. NEWLY REGISTERED PLAYERS:

Newly registered players may be added to roster up to seven (7) days prior to the Qualifying Tournament.

**THERE WILL BE NO PICKUPS OR TRANSFERS ALLOWED FROM ANY TEAM TO ANY TEAM DURING ALL AND ANY QUALIFYING PLAY DOWNS. Players transferring from other teams must do so a minimum of 7 days in advance of the Qualifying Playdowns. The players must have played a minimum of two League games on their new team to qualify for tournament participation.**

### 5. GAMES:

- All teams are guaranteed a minimum of (2) games.
  - (a) CANCELLATION OF GAMES DUE TO WEATHER IS AT THE DISCRETION OF THE PLAY DOWN ORGANIZERS.

6.1 If two (2) teams are initially tied on points, then the following formula will be used to determine the final standings, commencing with tie-breaking rule 6.4(a). If three or more teams are tied on points, tie-breaking rule 6.4(b), goal differential. If tie breaking rules 6.4(a) and 6.4(b) are not successful in breaking the tie, then rules 6.4(c), and if necessary, 6.4(d) will be applied.

(b) **Previous Match Results**

The winner of the match between two teams tied in points shall be awarded the higher position;

(c) **Goal Differential**

Goal difference shall be calculated by deducting the total goals against from total goals for, in all of the team's games. The team with the highest goal difference in the entire competition will be awarded the higher standing.

(d) **Most Goals Scored**

If (a) and (b) do not break the tie, the team scoring the most goals in all of their matches will be awarded the higher standing.

(e) **Penalty Shots**

If two or more teams are still tied under criteria (a) – (c), then the higher standings shall be decided by kicks from the penalty mark as follows:

**Two Teams Tied:**

As per FIFA Laws of the Game, at a time and place decided by the CASA Play Down Chairman.

**Three Teams Tied:**

Each team is designated A, B, or C as determined by a random draw done by the CASA Play Down Chairman. Three mini-games shall be played (A vs B, B vs C, C vs A) consisting of 5 penalty kicks at a time and place to be decided by the CASA Committee. All 5 penalty kicks must be taken. Three points shall be awarded for a win, one for a tie. The standings after three mini-games shall be determined according to the criteria (a)-(d) above;

**Four Teams Tied:**

Each team is designated A, B, C or D. Six mini-games shall be played (A, vs B, C vs D, B vs D, D vs A, and C vs B), to decide the final ranking as in the three team case.

This tie breaking procedure must be carried through in its entirety. No tie breaking rule will be used twice.

**6. SCHEDULES**

- The schedules prepared for the play downs shall not be changed for any reason other than weather.
- If a team is unable to field a minimum of four (4) players by fifteen minutes after the scheduled kickoff time then that team shall forfeit the game. The official result in a forfeit is a 3-0 win for the non-offending team.
- \* If both teams are unable to field a minimum required number of players (as stated above) then both teams will be credited with a 3-0 loss.
- If a team fails to show for a play down game then the games scheduled for that team shall be awarded as 3-0 wins to their opponents. A play down no show shall result in a fine of \$100.00 to the team's member association.

**7. WEATHER**

In the event of poor weather, teams must still report to the field at the scheduled time, unless advised otherwise. Any decision to play, postpone or cancel shall be made by the play down organizers.

**8. PROTESTS:**

- The Referee's decision is FINAL. Referees shall have full discretion during games. Protests that relate to the Referee's decision or interpretation of the Laws of the Game shall not be entertained.
- Coaches must channel protests relative to other considered irregularities through the Play Down organizer(s) within 30 minutes of the game ending. The Play Down Discipline Committee shall adjudicate and advise as soon as possible.

**9. DISCIPLINE:**

- Any ineligible player on a team shall result in immediate disqualification of team.
- Two cautions during a game shall result in a one game suspension.
- Three cautions during the play downs shall result in a one game suspension.
- A red card offense shall result in a minimum one game suspension.

- Serious player/coach infractions shall be referred to Play Down Discipline Committee as well as their local leagues, associations and ASA if warranted.
- Any coaches not adhering to the signed Coaches' Code of Conduct may receive one Game (or more) suspension, or may be prohibited from participating in the remainder of the play downs.