

**MHSA**

**RULES**

**AND**

**REGULATIONS**

**April 2008**

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**MHSA**  
**RULES AND REGULATIONS**

**Table of Contents**

<b>Rules and Regulations</b>	<b>Section</b>
<b>General Responsibilities</b>	<b>1.0</b>
<b>Registration of MHSA Participants</b>	<b>2.0</b>
<b>Transfer of Players</b>	<b>3.0</b>
<b>Player Movement</b>	<b>4.0</b>
<b>Substitutions</b>	<b>5.0</b>
<b>League Standings</b>	<b>6.0</b>
<b>Game Sheets</b>	<b>7.0</b>
<b>Referees and Assistant Referees</b>	<b>8.0</b>
<b>Games and Competitions</b>	<b>9.0</b>
<b>Duration of Games</b>	<b>10.0</b>
<b>Player Equipment</b>	<b>11.0</b>
<b>Number of Players</b>	<b>12.0</b>
<b>Professional and Non-amateur Players</b>	<b>13.0</b>
<b>Trophies and Awards</b>	<b>14.0</b>
<b>Discipline</b>	<b>15.0</b>

**Alberta Soccer Association Rules and Regulations will cover any instance not covered in these Rules and Regulations.**

**Definitions:**

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

<b>Act</b>	the Societies Act R.S.A. 1980, Chapter S-18 as amended, or any statute substituted for it
<b>Adult</b>	any player sixteen years or older that is properly registered in the men's or women's league
<b>AGM</b>	Annual General Meeting
<b>Amateur</b>	a player who does not receive money or other compensation for playing soccer
<b>ASA</b>	Alberta Soccer Association
<b>Association and/or MHSA</b>	the Medicine Hat Soccer Association
<b>Board</b>	the Board of Directors of the Association.
<b>Bylaws</b>	the Bylaws of this Association as amended
<b>CSA</b>	Canadian Soccer Association
<b>Director</b>	any person elected or appointed to the Board
<b>ID Card</b>	player identification card issued by, and the property of, the Medicine Hat Soccer Association, or any other player card issued by an MHSA-recognized program (applicable only to members of the Senior Men's League, the High School League, and Crusaders Program)
<b>FIFA</b>	Federation Internationale de Football Association - the international federation governing soccer
<b>Member</b>	a Member of the Association
<b>MHSDRA</b>	the Medicine Hat Soccer District Referees Association
<b>Professional and/or Non-amateur</b>	a player who has received money and/or other compensation for playing the game of soccer
<b>Officer</b>	Board of Director(s) having signing authority on behalf of the Association
<b>Registered Office</b>	the registered office for the Association
<b>Register of Members</b>	the register maintained by the Board of Directors containing the names of the Members of the Association
<b>Soccer Related Activities</b>	all activities relating to the sport of soccer, including, but not limited to, playing, coaching, managing, refereeing, and serving on an organization's Board of Directors
<b>Team Official</b>	any member of a team who is properly registered and recorded in the MHSA office as a coach, assistant coach, or manager of that team
<b>Trialist</b>	any eligible youth player that is properly registered in a youth program but not registered in any adult program
<b>Voting Member</b>	a Member entitled to vote at the meetings of the Association
<b>Youth</b>	any player eligible to play in a youth league as defined by the Alberta Soccer Association

## **Discipline Definitions:**

Foul Language includes but is not limited to:

- Profanities
- Swearing
- Obscenities
- Obscene gestures

Abusive Language includes but is not limited to:

- Threats
- Demeaning barrage of insults
- Persistent criticism
- Dissent

Fighting - a deliberate altercation with intent to harm and/or injure:

- Players
- Team Officials:
  - Managers
  - Coaches
  - Trainers
- Game Officials
  - Referees
  - Assistant Referees

Field of Play

- Indoor - includes field, players' benches, aisles, change rooms etc.
- Outdoor - includes field and surrounding areas

USB – unsporting behavior

PIL - persistent infringement of laws

Dissent - refusal to accept referee's decision (arguing with ref)

Serious Foul Play - conduct/infraction during course of play

Violent Conduct - conduct/infraction towards another individual

Instigator - individual responsible for initiating altercation

Retaliator - individual responding to the instigator

## **1. GENERAL RESPONSIBILITIES**

### **1.1 General**

- 1.1.1 Team officials, players, and spectators may only take part in or attend games on the condition that they observe and comply with the Rules and Regulations and/or Bylaws and/or Codes of Conduct of the Medicine Hat Soccer Association.
- 1.1.2 Each team official and/or player will be responsible to:
  - 1.1.2.1. Be properly registered with the Association.
  - 1.1.2.2. Have knowledge of and comply with “Rules and Regulations” of the Association.
  - 1.1.2.3. Have knowledge of and comply with the “Rules/Laws of the Game”.
  - 1.1.2.4. Have knowledge of and comply with the “Codes of Conduct (where applicable)” of the Association.
  - 1.1.2.5. Respect the referee’s decisions during the course of play.
  - 1.1.2.6. Ensure that no team, team official, player, referee, or assistant referee shall bet on any soccer match, and they are also required to prevent betting.
  - 1.1.2.7. No team, team official, player, referee, assistant referee, or spectator shall be permitted the use of objectionable language or signs.

### **1.2 Team Responsibilities**

- 1.2.1 Each team will be responsible for:
  - 1.2.1.1. The actions and conduct of its team officials, players, and spectators.
  - 1.2.1.2. Taking all reasonable precautions necessary to prevent its team officials, players, and/or spectators from threatening and/or assaulting anyone present at games.
  - 1.2.1.3. Ensuring that only MHSA registered team officials are in the technical area during a game.
  - 1.2.1.4. Maintaining knowledge regarding the current eligibility status of all their team officials and players.
  - 1.2.1.5. Ensuring that ineligible team officials and/or players do not enter the playing field or technical area and do not participate in the competition.
  - 1.2.1.6. Ensuring each team official and player have a VALID MHSA recognized ID card.
  - 1.2.1.7. Ensuring that the team officials, and players' MHSA ID cards are presented to the game official prior to their participation in any competition.
  - 1.2.1.8. Team officials, players and spectators that conduct themselves in an unsporting manner, use insulting or improper behavior and/or bring the game into disrepute.

- 1.2.2 Every affiliated team is responsible to the Board of Directors for the actions of its team officials, players, and spectators, and is required to take all precautions necessary to prevent spectators threatening or assaulting game officials and players during or at the conclusion of matches.
- 1.2.3 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 MHSA game.
- 1.2.4 All MHSA identification cards shall be returned to the MHSA office by September 30<sup>th</sup> (or the last business day prior to this date) for the outdoor season, and by April 5<sup>th</sup> (or the last business day prior to this date) for the indoor season. Time extensions may be granted by the MHSA to players participating in special events such as tournaments, etc.

### **1.3 Home Team Responsibilities**

- 1.3.1 The home team, as shown on the schedule, is responsible for reporting the scores to the League Director (Senior only), including the list of all cards issued in the game.
- 1.3.2 The home team is responsible to provide the game balls.

### **1.4 Player Responsibility**

- 1.4.1 Each and every player shall check their player card to verify they have the correct card and that it is still valid.
- 1.4.2 Each and every player shall present his player card to the referee or assistant referee prior to entering the field of play, or prior to the start of the second half if arriving before or at half time.

## **2. REGISTRATION OF MHSA PARTICIPANTS**

### **2.1 General**

- 2.1.1 All amateur players under the jurisdiction of the Association shall be registered on the approved Association player registration forms, which shall be supplied by the Association.
- 2.1.2 A player arriving from a district other than Medicine Hat shall not be registered until he/she provides, in writing, clearance from the district in which he/she resides. Such clearance must accompany the MHSA registration form. A release must be submitted for each season (indoor or outdoor) that the player registers for.
- 2.1.3 A player arriving from another province shall not be registered until he/she provides, in writing, clearance from the Registrar of the province in which he/she was previously registered. Such clearance must be copied to the Alberta Soccer Association.
- 2.1.4 Players and team officials must be registered a minimum of seven (7) days prior to taking part in their team’s first game of the season. After the first game, players and team officials must be registered a minimum of twenty-four (24) hours prior to taking part in any subsequent game for that team.
- 2.1.5 Players shall use only the ID card specific to the league they are playing in (ex. a player may only use their High School ID Card for a High School match, they cannot use their Crusader ID card).

- 2.1.6 Any player, or team official, found participating in soccer while under MHSA suspension shall be suspended for one (1) year.
- 2.1.7 A team using altered or defaced ID cards or providing false information to obtain an ID card shall be fined two hundred and fifty dollars (\$250.00) per offence and will be subject to discipline. Note: The accuracy and validity of individual and team registration information is wholly the responsibility of the team and/or their agent.
- 2.1.8 Where a registered player or team official loses his ID card, the card will be replaced upon payment of ten dollars (\$10.00) to the MHSA.
- 2.1.9 All team officials of teams participating in the Alberta Soccer Association Youth or Senior Provincial Championships shall clear a security clearance check (CPIC) every two years.
- 2.1.10 No MHSA team shall have more than twenty-five (25) players on their roster at any time.

## **2.2 High School Program – UNDER REVIEW**

The MHSA High School League is a soccer league designed to encourage camaraderie, sportsmanship and high school spirit under the guidance of the MHSA with cooperation from the various high schools in Medicine Hat and its surrounding area. It is the goal of the MHSA to form each team from eligible students within each school from grades 10, 11, and 12. The following are the criteria by which a player may participate as part of the High School League:

- 2.2.1 The athlete must be a bona fide student of the High School they are competing for. A student becomes a bona fide student of a school on the first day of classes beginning the term or semester in the school in which he/she is registered.
- 2.2.2 The student must register in a minimum of 800 instructional minutes (i.e. 10 credits or two full time courses) per week during the time of participation in that activity for which Alberta Learning credits are granted. Distance education courses can be considered as regular instructional minutes.
- 2.2.3 A student who becomes 19 before September 1<sup>st</sup> shall be ineligible for a high school team. NOTE: A student who becomes 19 on or after September 1<sup>st</sup> shall remain eligible for the entire school year, provided they do not contravene any other eligibility rule.
- 2.2.4 Students shall be eligible for three (3) consecutive years after registering in grade 10. The first year in grade 10 is considered the first year of eligibility.
- 2.2.5 Any student who is, or has been, registered and in attendance at a post secondary institution shall not be eligible for a high school soccer team.
- 2.2.6 Home schooled students shall tryout for the High School they would attend based on their geographic area of residence.
- 2.2.7 All eligible grade 10 students must try out for the high school that they are registered in.
  - 2.2.7.1 If a student does not make the team roster, the student may play for another high school team if that high school team has an insufficient number of Grade 10, 11, and 12 players to form a team.
  - 2.2.7.2 If a student does not make the team roster, the student may play in the MHSA House League, if they are eligible.

- 2.2.8 The athlete must have the approval of the high school administration to represent their high school.
- 2.2.9 Grade 9 students are only eligible for athletic participation on their applicable high school team if:
- 2.2.9.1 the applicable high school team does not have enough players to form a team, and has given first opportunity to any Grade 10, 11, or 12 players cut from other high school teams.
  - 2.2.9.2 the high school team has less than eleven players for a MHSAA sanctioned game
- 2.2.10 A grade 9 student can not be used to replace any grade 10, 11, or 12 player on the high school team.
- 2.2.11 If a student plays for their High School team while in Grade 9, they are still eligible to play in Grades 10, 11, and 12, to a maximum of four years after which they must enter a Senior Program.
- 12.2.3 In order to participate in the MHSAA High School League, International/Foreign Exchange students must meet all eligibility requirements as listed above. In addition, they must not have graduated from high school or its equivalent before enrolling in their high school of choice in Alberta.
- 2.2.13 All members of the MHSAA High School League must pay "soccer fees" to their respective soccer association before playing in the league.

### 2.3 Senior Program

- 2.3.1 To register and participate in the MHSAA Senior program, a person must be a minimum age of sixteen (16) years old. **Players beneath the age of 16 will not be permitted to train with a senior team.**
- 2.3.2 No senior player shall sign for more than one (1) senior team in any season, unless properly transferred.
- 2.3.3 All **Senior** teams shall be privileged to sign, as **senior** players, **any youth player,** **provided that player is currently registered in the youth program and has met all other restrictions contained within this regulation.**
- 2.3.4 All **youth** players shall be entitled, under written "release-to-play" form from **the MHSAA Head Coach,** to play, as a trialist, games during the regular season on **a Senior** team without affecting his/her minor status. This form must be filled in for each player for each game played. **The MHSAA Head Coach must sign it,** and it must be submitted by the referee to the MHSAA office with the game sheets.
- 2.3.5 A youth player properly registered with a youth team within the district may play (as a trialist) for development purposes a maximum of three (3) games within **a Senior** league within that district, without effecting his/her youth status or eligibility for youth provincials.
- 2.3.6 Once a youth trialist has registered with **a Senior** team, he can not return to trialist status.
- 2.3.7 **Youth players within the senior program must make the youth program the highest priority (i.e. in the event of conflict then the player must attend the youth program).**

**Senior teams/coaches must endorse the item above, and must sign a written agreement to do so. Youth coaches must provide senior teams with a schedule to ensure that players are at the right place. Open lines of communication must be maintained between club and senior coach.**

**2.3.8 From time to time, and for developmental purposes, the MHSA will consider allowing U16 & U18 Crusader Teams to participate in the Senior Men's or Women's Leagues. In these instances, clause 2.3.1. will not apply.**

### **3. TRANSFER OF PLAYERS**

- 3.1 A player who has signed a registration form for a team affiliated with this Association during a current season shall be allowed to transfer his registration to any other team. Such notice shall be made on the form provided by the Association for this purpose. Once this form has been completed, signed and copied, by the player, to the Senior League Director the player ceases to be part of his/her former team.
- 3.2 A player may only transfer once in a thirty calendar day period.
- 3.3 The team granting the transfer shall have the transfer form signed by their coach or manager and returned to the player who shall then take it to his/her new team for signing. The fully completed original must then be submitted to the Senior League Director.
- 3.4 The transfer shall be complete when the original transfer form has been completed and received by the Senior League Director.
- 3.5 A player being refused their right to transfer is eligible to appeal without fee to the MHSA Board of Directors or a Committee set by it to handle such.
- 3.6 A player shall not play for more than one (1) team in any one (1) Cup Competition, even though he has since been legally transferred.
- 3.7 There shall be no application for transfer of players within the territorial limits of the Association received after business hours on the 31st day of JULY for Outdoor and the 31st day of JANUARY for Indoor.

### **4. PLAYER MOVEMENT**

- 4.1 A Men's or Women's team playing in the Outdoor Season shall not have more than FIVE (5) players on the game sheet who are trialists from the youth leagues.
- 4.2 A team playing in the Indoor Season shall not have more than TWO (2) players on the game sheet who are trialists from the youth league.
- 4.3 There will be no player movement in any Cup, Challenge, or provincial qualifying competitions.
- 4.4 A senior player can only play in one (1) Provincial Championship including playdowns to said Provincial Championship in a single season.

- 4.5 If a registered player, including senior division players, plays in any competition leading to Provincial Competition, that player shall be cup tied to the team that the player is registered with as of the transfer deadline.

## **5 SUBSTITUTIONS**

- 5.1 Substitutions shall be permitted in all outdoor games, competitions, and league games, etc., as follows:
- 5.1.1 Substitutions shall only be made when the ball is out of play because of: a) goal scored, b) goal kick, c) injured player, d) half time, e) between overtime periods; and substitutions made at times other than these shall be at the referee's discretion.
- 5.1.2 No substitutions shall be permitted for a player ordered from the field of play by the Referee for misconduct.
- 5.1.3 All leagues will have unlimited substitutions.

## **6 LEAGUE STANDINGS**

- 6.1 Official League Standings are kept in the League Office and will be published whenever possible.
- 6.2 Points are awarded as follows:
- 3 points for a WIN  
1 point for a TIE  
0 points for a LOSS
- 6.3 If teams are tied in the standings in a single round robin competition, the winner of the game between the two teams tied will be declared the higher position. If more than two teams are tied, the team with the highest goal difference will be declared as the higher team.
- 6.4 If only two teams are tied in the standings in a double round robin competition, the team with the best record against the other team that they are tied with will be awarded the higher position. If the two tied teams share identical win-loss records against each other, the next tie breaker will be goals difference, with the higher team being the team with the highest goal difference from the entire league play. If the two teams remain tied, the higher of the two teams will be the team that has scored the most goals in the league play. If the two teams still remain tied, the tie will be broken by a scheduled penalty shootout.
- 6.5 If more than two teams are tied in the standings, the team with the largest positive goal spread will be awarded the higher position in a double round robin competition. The next item considered will be most goals for in the entire league play.

## **7 GAME SHEETS**

- 7.1 A team official, or a designated player, must enter all required information on a game sheet for each game.
- 7.2 Both teams will fill out a game sheet and present the sheet to the game official at least 10 minutes prior to kick off for outdoor games, and prior to entering the field for indoor games.
- 7.3 The team official, or designated player, that enters the players' information (name, ID card number and jersey number) on the game sheet must verify that all information is correct and sign the game sheet.
- 7.4 The game sheet must be fully and properly completed identifying the players' first and last names, jersey numbers, MHSA ID numbers as well as the names and MHSA ID numbers for the team officials participating at the game.
- 7.5 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 not present at the field by half time shall be removed from the game sheet by the referee after conferring with the missing player's coach. This includes indoor and outdoor games.
- 7.6 All trialists must be identified on the game sheet.
- 7.7 All players entering the field of play must be on the game sheet before playing.
- 7.8 Individuals who have been listed on a game sheet will be deemed to have participated in that game.
- 7.9 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.
- 7.10 Any individual placing their signature on a game sheet is verifying its accuracy and will be held accountable for the information recorded.
- 7.11 The team official, or a designated player, shall present the fully completed game sheet to the game official (referee) prior to the start of each game. Upon completion of each match, the game official will return completed copies of the game sheets to a team official from each team.
- 7.12 Failure to comply with any of the aforementioned rules shall result in a \$50 fine.

## **8 REFEREES AND ASSISTANT REFEREES**

- 8.1 All referee and assistant referees shall be under the jurisdiction of the Association through the Board of Directors or Committee appointed for that purpose.
- 8.2 Referees and assistant referees shall be graded in accordance with the CSA "Referee Standards" and the Board of Directors or higher authority has the right to remove any referee or assistant referees from the official list when this is desirable.
- 8.3 The referee or assistant referees (when required) for each game shall be appointed by the Association official designated for such duties, and such appointments shall be from the official lists of referees.

- 8.4 Referees have been assigned for all scheduled games, but if through unforeseen circumstances a referee or assistant referee on the official list is unable to act, the team captains may agree (by signing the game sheets) on another certified and registered referee or assistant referees.
- 8.5 A game may not be cancelled in the event of a referee no show. Both teams should try to agree upon a registered and certified referee to complete the game. If not, the game will be rescheduled, time and weather permitting.
- 8.6 In the case of games, where there are no assistant referees, each team shall provide one assistant referee. In cases where there is one assistant referee required, each team shall supply an assistant referee for half of the match.
- 8.7 The official dress for Association referees and assistant referees shall be black shirt, black shorts, black socks with white stripes at top, and appropriate footwear. The alternate shirt color shall be yellow.
- 8.8 Any team playing in black shirts must supply an alternately colored shirt for the Referee to wear, if required.
- 8.9 Referees and assistant referees shall receive fees as laid down by the Board of Directors in respect of games handled by them.
- 8.10 All referees shall, within (48) hours following completion of a game in which they officiate, and in which red cards were issued, forward a game report in accordance with ASA/CSA regulations to the MHSA office. If requested, referees will be given up to five (5) business days to provide a full report to the Discipline Chair of the Association.
- 8.11 The referee shall verify that the ID card is valid and that the photo and name coincide with the player, or team official, presenting the card.
- 8.12 The referee shall have the power to decide the fitness of the ground in all matches and his/her decision in this regard shall be final.
- 8.13 Complaints by or against referees shall only be considered when made in writing to the League Director and/or the MHSDRA President and/or the Discipline Chair of the Association. No action will be taken on verbal complaints.
- 8.14 The Board of Directors or the Committee appointed for such purpose shall reserve the right to summon any referee or assistant referee before a specified meeting to clarify his report or to answer for his/her conduct within the jurisdiction of the Association.
- 8.15 Each team is responsible to provide an assistant referee for any MHSA game if the game official requests.
- 8.16 Failure to comply with the aforementioned rules shall result in a \$50 fine to the game official and/or team. Failure to comply may also result in non-payment to the game official and/or loss of future assignments.

## 9 GAMES AND COMPETITIONS

- 9.1 All soccer games played by teams affiliated with the Association shall be controlled by the Board of Directors or member of a committee set for the purpose (i.e. League Director), and with such authority they shall decide the schedules of the dates, times, and venues for all games.
- 9.2 The Association shall distribute schedules to teams; such schedule shall be considered sufficient notice to such team for participation. Schedules must be made available a minimum of forty-eight (48) hours before the first game.
- 9.3 The League Director shall inform a member of the team executive, as well as game officials, etc., of any change in a scheduled game. For any change of field, or a rescheduling of a game, a forty-eight (48) hour notice must be given unless both teams agree to play.
- 9.4 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 forty-eight (48) hours, unless both teams consent to play by waiving this minimum notice requirement.
- 9.5 Competitions, leagues, or exhibition games of the Association shall take precedence over all other games or competitions, except schedules or games presented by the Alberta Soccer Association or the Canadian Soccer Association.
- 9.6 Games scheduled cannot be changed or postponed because a team involved has lost the service of a player or players due to injury, illness, holidays, etc, unless mutually agreed upon by both teams and the League Director, and with required facilities available.
- 9.7 Teams requesting clearance (not to be scheduled) on specific dates throughout the season can be considered, provided their written request for such is in the Association office before the 5th day of MAY each year for Outdoor, and the 5th of OCTOBER for Indoor. Circumstances may dictate that some requests cannot be accommodated.
- 9.8 Teams intending to travel outside the area of the Association to partake in exhibition or competition games other than those scheduled by this Association or the Provincial Association, must first obtain permission to do so by applying in writing to the Board of Directors. If the intent is to travel outside the Province or area governed by the Provincial Association, then the approval of the governing body of the other area must be obtained by the Board of Directors before such trip can be undertaken (mainly for insurance purposes).
- 9.9 The Association retains the right of granting or refusing admission to any game of any person or persons whose presence there may prove to be detrimental to the game.
- 9.10 Games defaulted will be treated as a 3 - 0 loss. In the event there are questionable circumstances regarding a default, or at the discretion of the Discipline Chair, a team may be required to appear before the Discipline Committee.
- 9.11 To be eligible for ASA competition, members must be Full or Associate Members in good standing.

## 10 DURATION OF GAMES

- 10.1 Outdoor games shall be divided into two (2) equal time periods as mandated by the CSA, with the half time period not exceeding ten (10) minutes, unless the half time period is extended with the consent of the Referee, or on the direction of the Board of Directors or Committee for promotional purposes. Because of local conditions the game may be shortened under the following rules.
- 10.1.1 If, before the start of the game, the referee feels that because of threatening bad weather or light conditions it might not be possible to play a full game, he/she shall call the captains together from both teams and ask them to agree on the shortened time to be played, the Referee shall at once set the time to be played, and his/her decision shall be binding and final to both teams.
- 10.1.2 When a game is started under normal conditions, or as under clause 10.1.1, and the Referee later believes that early darkness or adverse weather conditions may lead to player injuries, he/she shall “call the game”, and the score in the game at this time will stand as the final score, and the game regarded as completed as both teams have played an equal length of time, provided that the minimum of 2/3 of the game has been played, the Referee being the only timekeeper.
- 10.1.3 In the event of serious injury to a player or to the referee which results in the suspension or abandonment of a game, a minimum of 2/3 of the game must have been played for the game to be considered official and complete.
- 10.2 Indoor games will be played in two (2) equal periods of twenty-five (25) minutes. The periods may be shortened 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-seven and one-half (37 1/2) minutes for the game to be considered official and complete.
- 10.3 Games suspended by the Referee because of player or spectator demonstrations or violence must be reported directly to the Discipline Chair 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.
- 10.4 There shall be no overtime periods played in Outdoor League games. If Outdoor Cup or Trophy games are tied for score at the end of regular time and weather or lighting conditions permit, two 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.
- 10.5 When the score is tied in Cup or Trophy games and the weather or lighting conditions do not permit the thirty (30) minute overtime period, then the game will be decided by penalty shots.
- 10.6 There shall be no overtime played in Indoor games. Should a tie need to be broken in an Indoor Cup or Trophy competition, the game shall be decided by penalty shots.
- 10.7 In all games, the Referee shall be the only official timekeeper, and he/she shall be in complete charge on the field in accordance with the Laws of the Game.
- 10.8 The final two (2) minutes of an Indoor game shall be stop time, provided the score is within two (2) goals at the two minute mark. Stop time will not occur if this is not the case. Once initiated, stop time will be in effect for the full two minutes, regardless of how the score changes during the final two minutes.

## **11 PLAYER EQUIPMENT**

- 11.1 All player equipment must meet standards as per the FIFA Laws of the Game.
- 11.2 All jewelry must be removed prior to match play. This includes, but is not limited to, necklaces, rings, bracelets, earrings, leather or rubber wrist bands. Players are not permitted to tape jewelry.
- 11.3 All player jerseys must be visibly numbered.
- 11.4 Players with hard casts are not permitted to play.

## **12 NUMBER OF PLAYERS**

### **12.1 Outdoor** (applicable only to teams playing 11-a-side games)

- 12.1.1 A team with less than seven (7) players has a fifteen (15) minute grace period. After the fifteen 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 players within the allotted time, the Board of Directors or a Committee of the Board will review the case.
- 12.1.2 A team with a minimum of seven (7) players must begin promptly.
- 12.1.3 A youth team playing in an MHSA Outdoor Competition (excluding Cups leading to Provincials) will be allowed to register a maximum of twenty (20) players per season and dress a maximum of twenty (20) players per game. A senior team playing in an MHSA Outdoor Competition (excluding Cups leading to Provincials) will be allowed to register a maximum of twenty-five (25) players per season, but may only dress a maximum of twenty (20) players per game.

### **12.2 Indoor**

- 12.2.1 A team with less than six (6) players on the field at 10 minutes past kick off time will lose by default and may be required to appear before the Discipline Committee.
- 12.2.2 At any point during the game, if less than four (4) players are on the field, the game will be recorded as either a 3-0 default or the result at the time, whichever is higher.
- 12.2.3 A youth team playing in an MHSA Indoor Competition (excluding Cups leading to Provincials) will be allowed to register a maximum of twenty (20) players per season and dress a maximum of twenty (20) players per game. A senior team playing in an MHSA Indoor Competition (excluding Cups leading to Provincials) will be allowed to register a maximum of twenty-five (25) players per season, but may only dress a maximum of twenty (20) players per game.

## **13 PROFESSIONAL AND NON AMATEUR PLAYERS**

- 13.1 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 Association, the Alberta Soccer Association and the Canadian Soccer Association, 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 Canadian Soccer Association governing such matters.

## 14 TROPHIES AND AWARDS

- 14.1 All Cups and Trophies provided by or donated to the Association shall remain property of the Association at all times, and shall be competed for annually in perpetual competition. Such Cup or Trophy shall be returned to the Association by the previous winners one (1) month prior before such Cup or Trophy is due for competition again. Cup and Trophy winners shall be held responsible for safety of such Cup or Trophy while it is in their care and for the correct engraving or repairs necessary. When the Trophy or Award is returned to the Association any charges shall be charged to the previous holder.
- 14.2 Awards made to players or other members by the Association as individuals shall remain the property of that player or other member honored.

## 15 DISCIPLINE

### 15.1 Yellow Cards (CAUTIONS)

- 15.1.1 The following suspensions for Yellow Card accumulation during a season shall be automatic:

15.1.1.1	3 cautions	1 game suspension
15.1.1.2	2 additional cautions	1 game suspension
15.1.1.3	1 additional caution	2 game suspension
15.1.1.4	1 additional caution	4 game suspension and/or a Discipline hearing

- 15.1.2 Two (2) Caution Cards (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 (Red Card). Any instance of a player receiving two (2) cautions in the same match for 'persistent criticism or disputing decision of a game official' will be dealt with under clause 15.10.1.1. The following suspensions are automatic:

15.1.2.1	1 <sup>st</sup> occurrence	1 game suspension
15.1.2.2	2 <sup>nd</sup> occurrence	2 game suspension
15.1.2.3	3 <sup>rd</sup> occurrence	4 game suspension
15.1.2.4	4 <sup>th</sup> occurrence.....	Discipline Hearing

- 15.1.3 It is the responsibility of the coach/manager to keep track of all his/her player's accumulated cards/penalties during each soccer season.
- 15.1.4 Respecting Caution Cards (yellow cards), every player may start each soccer season with a clean record. Accumulated yellow cards will be removed from his/her 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.
- 15.1.5 Players serving a suspension under clause 15.1.1 or 15.1.2 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).

- 15.1.6 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.

## 15.2 Red Cards (EJECTIONS)

- 15.2.1 Any player receiving an Ejection (Red Card), or team official asked to leave the field during the course of a game, must leave the field of play and/or facility immediately.
- 15.2.2 A team official, manager, coach or player ejected from a game may not reenter the facility or return to the field of play.
- 15.2.3 Where applicable, the MHSA card of the player ejected shall be retained by the game official and turned into the MHSA office forthwith.
- 15.2.4 A player issued an Ejection (Red Card) shall be considered suspended immediately and will serve a minimum one (1) game suspension.
- 15.2.5 Players serving a suspension resulting from an ejection (red card), excepting clause 15.1.2, are prohibited from participating in any soccer related activities until the suspension has been served with games of the team that the player was registered with at the time of the offense(s).
- 15.2.6 The Manager or Coach of the player in question shall be sent notification of the terms of the player's suspension as outlined in section 15.3.5.
- 15.2.7 The player may choose to accept the terms of the suspension as outlined or the player may have his/her Manager or Coach formally appeal the decision and request a hearing. See Section 15.5.
- 15.2.8 Where applicable, any player given an Ejection (Red Card) for an incident, while on the field of play, either prior to the start of the game or after the conclusion of the game, must surrender his/her MHSA players "ID" card to the referee, forthwith. Subsequent to the start or conclusion of a game, the referee has jurisdiction over players from the time they enter on to the field of play until the time they leave the field of play.
- 15.2.9 Where applicable, team officials, managers, or coaches ejected from the game must forthwith surrender their MHSA cards to the referee or the MHSA office.
- 15.2.10 Team officials ejected from the game shall be dealt with in the same manner as outlined for the player. If necessary, the team official will be asked to appear before the Discipline Committee.
- 15.2.11 Any player who, at the end of regular season play, has not completed their required match suspension, will have said suspension carry over to the next season for completion (i.e. Outdoor to Indoor). In the event of a High School player, serving a suspension in the High School Program, still being suspended at the conclusion of the High School Program, they will receive dispensation to complete their suspension in an alternate league(s) in which they are playing.
- 15.2.12 Players assessed suspensions during tournament play in the District of Medicine Hat shall have suspensions carry over to regular season matches should they not be served in their entirety during the tournament.

**\*\*Failure to comply is an offence and shall be dealt with by the Discipline Committee.**

### **15.3 Misconduct/Violation of Offences**

- 15.3.1 Any team, team official, or player reported for misconduct/discipline shall be dealt with by the Association through the Board of Directors or the Discipline Committee.
- 15.3.2 All cases of misconduct involving alleged physical assault, attempted physical assault or threatening behavior towards a game official by any team, team official, or player, shall be dealt with by the Alberta Soccer Association.
- 15.3.3 In addition to matters referred to in any other Bylaw, Rule or Regulation of the Association, it shall be misconduct if any 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:
  - 15.3.3.1 Violated the Laws of the Game and/or Bylaws and/or Rules and Regulations and/or Codes of Conduct of the Medicine Hat Soccer Association
  - 15.3.3.2 Bet on any game other than on registered lotteries or pools
  - 15.3.3.3 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.
  - 15.3.3.4 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 Association, is considered to be unsportsmanlike, insulting or improper behavior or likely to bring the game into disrepute.
- 15.3.4 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 accumulated caution has been noted unless it is contained in the report of the Referee (refer to 15.1.1.4).
- 15.3.5 Members ejected from a game for misconduct shall receive their suspension within three (3) working days from the Discipline Committee on consideration of the reports at hand.
- 15.3.6 When a hearing is called by the Board of Directors or the Discipline 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 Committee to the team representative concerned, or other executive officer of the team, 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.

- 15.3.7 A minimum of two (2) working days notice will be given for attendance at a Discipline Hearing. The ejected member(s) have the right to waive notice of the hearing.
- 15.3.8 Where a team has been suspended from the Association for misconduct, all players shall be suspended for one (1) year and team officials shall be suspended for two (2) years. The Board of Directors may review the suspension and reinstate any player or team official upon appeal before the suspension has expired.
- 15.3.9 Any player or member failing to appear before a discipline hearing after due process has been served will be automatically suspended and fined \$25.00 plus GST for each no show following subsequent due process. The fine may be waived where extenuating circumstances are demonstrated.

#### 15.4 Hearings

- 15.4.1 Each discipline hearing held within the jurisdiction of the Association and its Members shall be conducted in accordance with the following:
  - 15.4.1.1 A discipline hearing committee shall have no less than three members, one of whom shall act as Chairman.
  - 15.4.1.2 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.
  - 15.4.1.3 An accused may be accompanied by legal counsel only with the permission of the Association.
  - 15.4.1.4 The accused or his/her accredited representative shall be present or the hearing shall not proceed.
  - 15.4.1.5 Failure to appear at a discipline hearing when due process has been given shall result in suspension of the accused until he/she requests, in writing, another hearing.
  - 15.4.1.6 A request for another hearing shall be accompanied by a non-refundable fee of \$75.00 in the form of a certified cheque or money order.
  - 15.4.1.7 Postponement of a hearing may be granted by the Committee on terms published in advance of the hearing.

## 15.5 Appeals

- 15.5.1 An appeal in regards to the decision of the Disciplinary Committee may be made in writing to the Board of Directors, through the MHSA office, within FORTY EIGHT (48) HOURS of notification of the decision excluding weekends and statutory holidays, and must be accompanied by ONE HUNDRED DOLLARS (\$100.00) 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.
- 15.5.2 An appeal in regards to the decision of the Board of the Directors of this Association may be made in writing to the President/Chair (official representative) of the Medicine Hat Soccer Association within FORTY-EIGHT (48) HOURS, excluding weekends and statutory holidays, of the decision appealed against and be accompanied by a fee of ONE HUNDRED AND FIFTY DOLLARS (\$150.00). In turn, the decision of the Medicine Hat Soccer Association may be appealed to the Alberta Soccer Association accompanied by ONE HUNDRED AND FIFTY DOLLARS (\$150.00) and within SEVENTY-TWO (72) HOURS, excluding weekends and statutory holidays, of the Soccer Association's decision. In either case, the decision of the other body stands pending the further hearing of the appeal.
- 15.5.3 Suspensions will remain in effect until the decision of the MHSA appeal hearing is released.
- 15.5.4 The MHSA will not accept appeals on a Discipline Committee decision unless the Discipline Committee is in deviation of the MHSA, ASA, or CSA Rules and Regulations and/or Bylaws.

Protesting parties must check with the Board of Directors before submitting appeals to either the Medicine Hat Soccer Association 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.

## 15.6 Protests

- 15.6.1 Any protest in regards to games must be made in writing to the Discipline Committee within FORTY-EIGHT (48) HOURS of the incident excluding weekends and statutory holidays, and must be accompanied by the protest fee of FIFTY DOLLARS (\$50.00), 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.
- 15.6.2 All parties directly involved in a protest hearing shall be notified of the protest hearing and have the option to attend the proceeding.
- 15.6.3 The decision of the Discipline Committee may be appealed as per Rule and Regulation 15.5.

## 15.7 Timelines and Notices

- 15.7.1 Any 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.
- 15.7.2 Any Team, Team Official, or Player shall be given a minimum of two (2) working days notice of any scheduled discipline hearing if their presence is required by the Discipline Committee.
- 15.7.3 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.
- 15.7.4 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.
- 15.7.5 The result of the hearing shall be sent to the accused no later than fifteen (15) working days after the hearing.

## 15.8 Procedure

- 15.8.1.1 With all required persons present, the hearing shall proceed as follows:
- 15.8.1.2 The Chairman shall read the report and state the offence.
- 15.8.1.3 The person(s) writing the report(s), if present shall be given the opportunity to amplify or qualify the report(s).
- 15.8.1.4 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.
- 15.8.1.5 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.
- 15.8.1.6 The Chairman and any Discipline Committee Member may question the accused or any witnesses
- 15.8.1.7 The person(s) writing the report and the accused shall be allowed to make any final summations before withdrawing
- 15.8.1.8 The Discipline 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 15.7.4.
- 15.8.1.9 The accused shall be notified in writing of the result of the hearing, in accordance with section 15.7.5.

## 15.9 Punishments

- 15.9.1 On misconduct or the violation of an offence being proved to its satisfaction, the Discipline Committee shall have the power to order the offender:
- 15.9.1.1 to be suspended from all specific soccer related activities either permanently, indefinitely or for a stated period of time.
  - 15.9.1.2 to be suspended for a specific number of games in a designated competition(s).
  - 15.9.1.3 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 Association.
  - 15.9.1.4 to be censured (verbal reprimand).
- 15.9.2 A Discipline Committee shall set timelines for the payment of any costs, fines or bonds and may set further terms of punishment for non-compliance.
- 15.9.3 Notwithstanding 15.9.1.1, 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 related activities until the case has been decided by Alberta Soccer Association.
- 15.9.4 Notwithstanding 15.9.1.1, in all cases where a person has been charged in Criminal Court as a result of soccer related activities, the cases must have been concluded in the Criminal Court before the Association or League in Membership may decide if further proceedings are warranted pursuant to the Rules and Regulations. A person will be under suspension by the MHSA from all soccer related activities until the Criminal Court decision is final and a decision by the Association or League in Membership has been made.
- 15.9.5 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.
- 15.9.6 Suspensions for specific offences are set out in Section 15.10. The suspensions may, at the discretion of Association and/or Board of Directors and/or Discipline Committee, be modified if extenuating circumstances prevail.

## 15.10 Offences and Suspensions

\*\* The Association and/or Discipline Committee have the right to convene a Discipline Hearing if the severity of the incident necessitates. As well, time period suspensions may be lengthened due to breaks in league schedules.\*\*

### 15.10.1 EJECTIONS (Red Cards) for actions against the GAME OFFICIALS (referees):

#### 15.10.1.1 Persistent criticism or disputing of decision:

First offense	two (2) week suspension, and player/team must submit \$500.00 bond to be returned following a 6 month 'Ejection Free' period completed by the player
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Charging	2 game	4 games
Push from behind	2 games	4 games
Boarding	3 games	6 games
Indiscriminately kick opponent	3 games	6 games
FIFA Cynical Foul	1 game	2 games
FIFA Hand Ball Preventing a Goal	1 game	2 games
Other Extenuating Circumstances	Hearing	Hearing

15.10.2.4	Violent Conduct (with intent to injure)	
	<u>First Offense</u>	<u>Second Offense</u>
Kick (attempt to kick)	4 games	Hearing
Push (attempt to push)	5 games	Hearing
Strike (attempt to strike)	6 games	Hearing
Punch (attempt to punch)	6 games	Hearing
Elbow (attempt to elbow)	6 games	Hearing
Head Butt (attempt to head butt)	8 games	Hearing
Throw object that strikes player	6 games	Hearing
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
Spit at/on	1 Year	Life Time

15.10.2.5 Other Offenses

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
Spitting on indoor playing surface (health issue)	4 games and/or hearing	Hearing

15.10.3 ACCUMULATION of Ejection (Red Cards) by a TEAM

15.10.3.1 Teams that accumulate greater than one (1) suspension under clause 15.10.1.1 or clause 15.10.1.2 in a season shall be subject to the following:

Second Suspension	team must submit a \$500.00 bond to be returned following a 12 month 'Ejection Free' period completed by the team
Third Suspension	team must submit a \$500.00 bond to be returned following a 24 month 'Ejection Free' period completed by the team
Fourth Suspension	one (1) year team ban, and a \$1000.00 bond must be submitted prior to the start of the season following the one year ban

15.10.3.2 Teams that accumulate greater than two (2) suspensions under clause 15.10.2 in a season shall be subject to the following:

Third Suspension	team must submit a \$500.00 bond to be returned following a 12 month 'Ejection Free' period completed by the team
Fourth Suspension	team must submit a \$1000.00 bond to be returned following a 12 month 'Ejection Free' period completed by the team
Fifth Suspension	team must submit a \$1000.00 bond to be returned following a 24 month 'Ejection Free' period completed by the team
Sixth Suspension	one (1) year team ban, and a \$1000.00 bond must be submitted prior to the start of the season following the one year ban

### **15.11 Bonds**

- 15.11.1 Bonds must be posted by the date indicated as a condition of the bond.
- 15.11.2 Bonds will be held, in trust, by the Association for the term of the bond.
- 15.11.3 Bonds are posted by a team or individual to ensure that the same will comply with the rules and regulations of the Association or any terms as outlined by the bond.
- 15.11.4 In the event that the said team or individual contravenes any of MHSA's Rules and regulations or any term of the bond, the bond may be forfeited.
- 15.11.5 The bond will be returned to the team or individual once the term is successfully completed.
- 15.11.6 No interest will be paid on any bonds, returned or not, by the Association.
- 15.11.7 Any team or individual wishing to contest a bond must make application in writing to the Association within two (2) working days of the bond being issued.

### **15.12 Fines**

- 15.12.1 All fines must be paid within the time allowances made by the Discipline Committee.
- 15.12.2 Teams or individuals with outstanding fines are considered suspended until the fine is paid in full.
- 15.12.3 Any team or individual wishing to contest a fine must make application in writing to the Association within two (2) working days of being issued the fine.