

A.K. Soccer Academy Rules and Regulations

1. Objectives:

1.1 The objectives of A.K. Soccer Academy (AKSA) are:

- a) To foster and support the development of organized youth soccer and youth soccer players in Manitoba area.
- b) To govern the playing of organized soccer at the youth age level in Manitoba.
- c) To foster the development of qualified soccer coaches and referees to serve Manitoba athletes.
- d) To do the aforementioned in full liaison with other youth soccer associations of Manitoba and in concert with the objects of the Manitoba Soccer Association.

2. Affiliation:

2.1 AKSA Shall be affiliated with Manitoba Soccer Association (MSA).

3. Fees and Finances

3.1: AKSA shall pay to the Manitoba Soccer Association an affiliation fee as may be established by the MSA at its semi-annual meeting.

3.2: AKSA shall pay to MSA registration fees for AKSA teams participating in Provincial championship competition respectively, and registration fees only for inter-Provincial competition.

3.3: All teams shall be responsible for entry fees, if any, for all tournaments, cup matches, or inter-Association cup or tournament play.

3.4: Referee fees will be assessed by AKSA based on a fee schedule as approved by MSA and all accredited referees will be paid by AKSA based on this fee schedule.

4. Age Group

4.1: The following categories shall be recognized for AKSA, Provincial, Inter-Provincial and National competitions:

- U18- player becomes 18 years of age during the current year;
- U17- player becomes 17 years of age during the current year;
- U16- player becomes 16 years of age during the current year;
- U15- player becomes 15 years of age during the current year;
- U14- player becomes 14 years of age during the current year;

U13- player becomes 13 years of age during the current year;
U12- player becomes 12 years of age during the current year;
U11- player becomes 11 years of age during the current year;
U10- player becomes 10 years of age during the current year;
U9- player becomes 9 years of age during the current year;
U8- player becomes 8 years of age during the current year;
U7- player becomes 7 years of age during the current year;
U6- player becomes 6 years of age during the current year; and
U5- player becomes 5 years of age during the current year.

5. Registration

5.1 All All players must be registered on age appropriate registration forms supplied by AKSA.

5.2 All players must be registered on age appropriate registration forms supplied or approved by MSA for MSA Competitions.

5.3 Proof of age shall be the responsibility of AKSA each year. Discrepancies may result in forfeiture of all games played, involving that player.

5.4 Players conforming to Article 5.1 and 5.2 must be registered 24 hours before league games. This condition also applies to players signing forms to play in a higher age group.

5.5 No team shall have more than 18 registered players at a time, except as provided for in Article 14.9.

6. Age Advancement

6.1 Teams operating more than one team may occasionally utilize the services of a player registered in a lower Division or in a lower Age Division. The following provisions must be met:

- The permission of the coach of the lower Division or Age Division team must be obtained.
- The name of the player from the lower Division or Age Division must appear on the game sheet with appropriate designation.

6.2 A player is allowed five (5) games in a higher age group without registering, in league play. A maximum of three (3) such players will be allowed for any one game.

6.3 No player shall be permitted to advance to a higher age group for league play or championship playoffs unless he/she has been formally registered.

6.4 No player shall be permitted to advance to a higher age group if a team exists at his/her age appropriate category at the level of play, unless assessed otherwise .

6.5 No player, regardless of age, shall be allowed to play in a lower age group than that in which he/she is registered within MSA leagues.

6.6 Players are permissible to play in lower age group within house league if deemed necessary for player development.

7. Match Schedules and Regulations

7.1 AKSA shall be responsible for scheduling games in leagues organized under its immediate jurisdiction, and shall ensure that games arranged by the MSA shall have equal preference.

7.2 All games shall be played as scheduled. Unless the owner of the field has declared a field to be unplayable, the referee shall be the only authority to determine if a game shall be postponed due to weather and/or field conditions. In this event, the convenor shall arrange a new date.

7.3 The team defaulting a game shall lose the game and points, and shall be assessed referees fees for that game, providing the official referee is present at the field. The Executive Committee shall define a defaulted game after details have been presented to AKSA.

7.4 Should a team withdraw from the league, thereby failing to complete its schedule, its entire record shall be declared null and void. All of the Team Bond/Registration Fee will be forfeited.

7.5 All games shall be played in conformance with the C.S.A./MSA Code of Conduct.

8. Substitutions

8.1 There may be unlimited substitutions in all games. But no more than three (3) substitutions may be made at any one time.

8.2 Outdoor substitutions may only be made with the consent of the referee, during play stoppage, and except for injuries or at kick-off, only the team having possession of the ball may initiate substitutions. The team without possession of the ball may then follow suit.

8.3 Indoor substitutions can be made on the fly. Players must be off the field prior to new player entering, or may result into "too many men" penalty.

8.3 No substitution is allowed to replace a player who has been ordered from the field of play for misconduct.

9. Penalties, Protests and Appeals

9.1 All games shall be played in conformance with MSA Code of Conduct.

9.2 Protests and appeals arising from events associated with games played under auspices of AKSA shall first be dealt with by AKSA discipline committee within seven (7) days, with the right of appeal to the Disciplinarian.

9.3 AKSA Disciplinarian shall administer the MSA Code of Conduct, undertaking hearings and applying the penalties specified herein.

9.4 Teams may be barred from league play of any breach of Article 5.

10. General Rules

10.1 The rules of the game are those of the Canadian Soccer Association (C.S.A. Inc., 1923), current edition. MSA and CSA shall govern and shall take ascendance in that order.

10.2 Each coach or manager must have his certified team players list available at each game. Picture identification cards for players, stamped by the AKSA and shall be available for inspection by the assigned referee. ***(Will be acquired once Sanctioned)***

10.3 No games shall be considered an official game unless at least eight (8) players of each team take part at the commencement of the game. Team(s) will be allowed a period of fifteen (15) minutes of "grace time" (5 minutes in mid-week games in the fall) to acquire sufficient players to start the game. At no time may the number of active players on the field of play be fewer than seven (7). The team with fewer than seven (7) players, for whatever reason, will forfeit the game. In this case, the points will be awarded to the remaining team.

For Indoors, no game shall be considered official unless at least four (4) players of each team take part at the commencement of the game. The team with less than four (4) active players on the court of play will forfeit the points.

10.4 Any team playing an ineligible player shall forfeit the game and the points shall be awarded to the opposing team. Such games shall not be replayed. The AKSA Discipline Committee shall deal with any team, coach, other official or parent participating in a scheme that results in a team using an ineligible player.

10.5 If at the end of league play or cup competition two or more teams are tied, the following tie breaking criteria shall be applied:

- a) Wins and losses between or among the tied teams;
- b) Least goals against in games between or among the tied teams;
- c) Most wins in league or round robin play;
- d) Goal difference; goals for minus goals against in round robin play, with a maximum of five (5) goals difference per game;

- e) Goal difference; goals for minus goals against in round robin play, with a maximum of five (5) goals difference per game;

10.6 The AKSA shall provide a match ball, but both teams must have available reserve balls in good condition. The referee has the final decision on the suitability of any ball.

10.7 In case where colours or uniforms are similar, the home team shall change.

10.8 AKSA is responsible for the correct marking of the field and for the provision of corner flags.

10.9 No game shall be considered an official game unless at least two-thirds of the scheduled playing time has been played. In playoff or cup competitions, games will normally be played in their entirety.

10.10 Teams not having an adult of the same gender, will result in the game being cancelled and points awarded to the opponents (grace time will apply as with the players).

11. Cup Competitions

11.1 All games shall be played in conformance with the MSA Code of Conduct.

11.2 Each age group shall play a spring schedule of not less than 15 games. Points will be awarded 3 points for a win, 1 point for a tie. Tiebreakers in league play or playoff competition will be applied in accordance with Article 11.5.

11.3 Cup finals shall be one game. In the event of a tie, teams will play two 10-minute overtime periods followed by a shootout to determine a winner. The "Golden Goal" rule shall be in effect.

12. Trophies and Awards

12.1 Trophies and/or cups awarded by AKSA, are and remain the property of AKSA. Teams winning trophies or cups shall be entitled to retain these until May 1st of the year following. Trophies must be returned to the AKSA President.

12.2 Gold and silver medallions may be given to individual players on teams that win their division or cup final. Medallions are to be kept by individual players and not returned to AKSA.

12.3 Individual awards to players ie. MVP, Player of the games, Goalie MVP, Top Goal Scorers are to be kept by the individual players and not returned to AKSA.

13. Academy Teams

13.1 AKSA shall register all members with the MSA.

13.2 There are not set boundaries determined.

13.3 The Technical Director and staff will select the coaches and managers of the AKSA Teams.

13.4 Open tryouts will be held for all AKSA teams, with final team selection being the sole responsibility of the appointed coach and technical director.

13.7 Player registration fees will be set by AKSA. A player cannot play for an AKSA team until the AKSA player registration fees have been paid.

13.8 AKSA teams may not carry more than eighteen (18) players and the rules of MSA concerning the number of players carried on a Premier team until August 1st in each year shall apply to divisions having teams of the same gender in the Premier program. The roster limits include two (2) goalkeepers.

13.9 AKSA will provide balls, nets, flags, and uniforms for each AKSA team.

14. Coaches

14.1 AKSA recognizes and encourages the need for qualified coaches.

14.2 AKSA leaves the selection and training of coaches to the technical staff. Training and certification requirements must be in accordance with C.S.A.\ MSA policy.

14.3 The conduct and qualifications of coaches will be governed by directives that may be issued by the Technical Committee from time to time.