

RULES AND REGULATIONS



AFRICAN CUP OF MANITOBA

www.africancup.ca



I. General Rules

1. Participants of the tournament abide by the Canadian Sports Policy and the FIFA rules
2. Participants of the tournament abide by all rules and regulations set forth by the organizing body
3. Participants abide by the Player's Pledge
4. The tournament organizers will cater for all first-aid needs

II. Tournament Location and Dates

1. The Tournament is held in Winnipeg, MB between July and September each year
2. Team registration is by 30th June
3. Games are played at Whittier Park in St. Boniface or other soccer fields available to the organizers of the tournament

III. Registration

1. Every participating team must fill out the Team Registration Form
2. Every participating team must fill out the Team Roaster before the games begin
3. For 2010 there will be a team registration fee of \$400.00.
4. The registration fees of every team is non refundable under any circumstances.

IV. Participating Teams

1. Each team must have a minimum of 8 registered players or a maximum of 20 registered players
2. Each team cannot have more than 20 registered players at any point during the tournament. If a team has 20 registered players, the addition of a new player would require the removal of a previously registered player.



3. Each registered player will have his/her picture taken and identified with a name
4. Teams must be present on the specified field of play at least 30 minutes before the game starts
5. A team that is not present on the field of play 30 minutes after the scheduled start of the game, loses the game and forfeits the maximum points to the opponent team
6. Teams must provide a captains band
7. A coach can also be a player
8. All jerseys must have a number that can be seen clearly by the game officials. There can be no duplicate numbers.
9. All participating players must have a Manitoba Health Card. Players without a Manitoba health card can play at their own risk of incurring a health bill if they get hurt and require treatment that is beyond the needs of the organizers.

V. Tournament Format

- Teams will be seeded depending on the team's previous year's performance
 - a. Previous year's winners will be seeded 1
 - b. Previous year's finalist will be seeded 2
 - c. Previous year's bronze medalist will be seeded 3
 - d. Previous year's semi-finalist will be seeded 4
 - e. Other teams from the previous year will be seeded depending on their position in the previous year's tournament and the number of games won during the previous year's tournament
 - f. New teams will be seeded last
 - g. There will be 2 groups of teams e.g. group A and group B
 - h. Group A will have seeds: 1, 4, 5, 8, 9, 12....
 - i. Group B will have seeds: 2, 3, 6, 7, 10, 11....

- Each group will play round-robin games among themselves. Each team is guaranteed a single game with all the teams in their group.



- After the round-robin, the first 2 top teams in each group move on to the knock-out stages
- The winning team will not receive any monetary reward
- The winning team will receive a trophy
- The following awards will be given if sponsors are available:
 - a. Player of the Tournament
 - b. Fair Play Team

VI. The field of play

The field of play must be rectangular and marked with lines. These lines belong to the areas of which they are boundaries.

The two longer boundary lines are called touch lines. The two shorter lines are called goal lines.

The field of play is divided into two halves by a halfway line, which joins the midpoints of the two touch lines.

The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of 9.15 m (10 yds) is marked around it.

Marks may be made off the field of play, 9.15 m (10 yds) from the corner arc and at right angles to the goal lines and the touch lines, to ensure that defending players retreat this distance when a corner kick is being taken.

Dimensions

The length of the touch line must be greater than the length of the goal line.

Length (touch line): minimum 90 m (100 yds) - maximum 120 m (130 yds)

Width (goal line): minimum 45 m (50 yds) - maximum 90 m (100 yds)

All lines must be of the same width, which must be not more than 12 cm (5 ins).



VIII. The Number of Players

A match is played by two teams, each consisting of not more than eleven players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than seven players.

Up to a maximum of eight (8) substitutes may be used in any match played in an official competition organized under the auspices of ACM

IX. The Players Equipment

Safety

A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewellery).

Jewellery

All items of jewellery (necklaces, rings, bracelets, earrings, leather bands, rubber bands etc.) are strictly forbidden and must be removed. Using tape to cover jewellery is not acceptable.

Referees are also prohibited from wearing jewellery (except for a watch or similar device for timing the match).

Basic Equipment

The basic compulsory equipment of a player comprises the following separate items:

- a jersey or shirt with sleeves – if undergarments are worn, the colour of the sleeve must be the same main colour as the sleeve of the jersey or shirt.
- shorts – if undershorts are worn, they must be of the same main colour as the shorts



- stockings
- shinguards
- footwear

Shinguards

- are covered entirely by the stockings
- are made of rubber, plastic or a similar suitable material
- provide a reasonable degree of protection

Colours

- The two teams must wear colours that distinguish them from each other and also the referee and the assistant referees
- Each goalkeeper must wear colours that distinguish him from the other players, the referee and the assistant referees

The Referee

X. The Authority of the Referee

Referee

Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed. The referee and assistant referees have to follow the FIFA and ACM Rules

Assistance Referee

The assistant referees also assist the referee to control the match in accordance



with the Laws of the Game. In particular, they may enter the field of play to help control the 9.15 m (10 yds) distance.

In the event of undue interference or improper conduct, the referee will relieve an assistant referee of his duties and make a report to the appropriate authorities.

XI. The Duration of the match

Period of play

The match lasts two equal periods of 45 minutes, unless otherwise mutually agreed between the referee and the two teams. Any agreement to alter the duration of the periods of play (for example, to reduce each half to 40 minutes because of insufficient light) must be made before the start of play and must comply with competition rules.

Half-time Interval

Players are entitled to an interval at half-time.

The half-time interval must not exceed 15 minutes.

Allowance for Time Lost

Allowance is made in either period for all time lost through:

- Substitutions
- Assessment of injury to players
- Removal of injured players from the field of play for treatment
- wasting time
- Any other cause

The allowance for time lost is at the discretion of the referee.

Play Off (Quarter final, Semi Final, 3rd Position Game, Final)



The play off rules require there to be a winning team after a match tie, the only permitted procedures for determining the winning team are those approved by the International F.A. Board, namely:

- extra time (must not exceed 15 minutes)
- kicks from the penalty mark

XII. Fouls and misconduct

Disciplinary Sanctions

The yellow card is used to communicate that a player, substitute or substituted player has been cautioned.

The red card is used to communicate that a player, substitute or substituted player has been sent off. Only a player, substitute or substituted player may be shown the red or yellow card.

The referee has the authority to take disciplinary sanctions from the moment he enters the field of play until he leaves the field of play after the final whistle.

A player who commits a cautionable or sending-off offence, either on or off the field of play, whether directed towards an opponent, a team-mate, the referee, an assistant referee or any other person, is disciplined according to the nature of the offence committed.

Cautionable Offences

A player is cautioned and shown the yellow card if he commits any of the following seven offences:

- Unsporting behavior
- Dissent by word or action



- Persistent infringement of the Laws of the Game
- delaying the restart of play
- Failure to respect the required distance when play is restarted with a corner kick, free kick or throw-in
- entering or re-entering the field of play without the referee's permission
- Deliberately leaving the field of play without the referee's permission

A substitute or substituted player is cautioned if he commits any of the following three offences:

- Unsporting behavior
- Dissent by word or action
- delaying the restart of play

Tackles

A tackle (from behind, from the side or from the front), which endangers the safety of an opponent, must be sanctioned as serious foul play.

Sending-off Offences

A player, substitute or substituted player is sent off if he commits any of the following seven offences:

- Serious foul play
- Violent conduct
- spitting at an opponent or any other person
- denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
- denying an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
- using offensive, insulting or abusive language and/or gestures
- receiving a second caution in the same match



A player, substitute or substituted player who has been sent off must leave the vicinity of the field of play and the technical area.

XIII. Control of Sideline Conduct

Players, reserve players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of "the laws of the game" and comply with ACM'S Code of Ethics. The site official has the authority and the responsibility to remove any person from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority. In addition to good manners, the following rules will apply to this tournament.

- A. The site official will designate one sideline to be for the sole use of the players listed on the game roster and three managers/coaches from each teams. While the game is in progress, the manager/coach and the reserve players must remain on their respective benches and may not roam the sidelines.
- B. The site official will designate the opposite sideline for the spectators.
- C. Managers/coaches will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off any coach whose fans behave in an abusive or disruptive manner.

Coaching

- A. Each team will only be allowed two (2) coaches on the sidelines. Coaches must be registered to the team and noted.
- B. All coaches have total responsibility for the conduct of their players, substitutes and spectators at all times.
- C. Coaching from the sidelines (giving direction to one's own team on points of strategy, positioning and positive reinforcement) is permitted, provided:
 - No mechanical devices are used;



- The tone of voice is instructive and not derogatory;
- Each coach stays within his/her coach's area and ensures all substitutes remain on the team bench at all times.
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators;
- No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

XIV. Post Game Procedures

As a mutual courtesy, both teams meet at the center circle and congratulate each other for a game well played.

- A. Referees will return players cards and completed game reports and Red card Player Cards with report to tournament officials.**
- B. As a courtesy to the game that is starting directly after you please vacate the bench area immediately after the game. If you are going to give a speech to your team or warm them down, please do it off the playing field and to the side as to not delay the start of the next game.**
- C. All teams should clean up their bench area after their game by picking up all bottles, cups, tape, ice bags, orange peels, boxes, papers, plastics and trash from the ground and place them in the trash receptacles located at each field. Please help keep the team areas clean. If the team area is not kept clean the team would fine \$25 and this amount will be pay before the next game. Thank You!**



XV. Discipline

1. It shall be solely the team's responsibility to determine the status of its players. Any suspension from a tournament, etc. is the responsibility of the team to notify the Game Official of this suspension at the time of the player's check in. If any suspended player plays the game the team will automatically loose that game.
2. The Tournament Committee shall have a Discipline Committee of no less than three members. The Discipline Committee will review and rule on all reports of unacceptable conduct by players, managers, coaches, referees, spectators, etc. using the ACM standards.
3. All players and managers/coaches shall be subject to 2 years suspensions for unacceptable conduct in accordance with ACM's discipline procedures, ACM Section XII- Disciplinary Sanctions.
4. A player or manager/coach ejected (Red Card) will have at least **one-game suspension and \$20 fine** based on the severity of the actions. The suspension will be served in the next scheduled tournament game. .
5. Depending on the severity of the unacceptable conduct of the player/coach, fan etc, the Discipline Committee may recommend the suspension for the rest of the tournament or furthermore may ended up being suspended for the life time.
6. The Discipline Committee's recommendations must be made available to affect parties no later than their next scheduled game.
7. Any coach or team official shall be held responsible for the actions of any individual(s) at any game that in the opinion of the referee is a supporter of that team.
8. At the conclusion of the tournament, all players cards will be returned to the ACM Committee even if suspensions have not been completed.



XVI. Determination of Group Winners

In the first round, there will be no overtime games. Standings in a group will be determined by:

GAME POINTS:

1. (3) Three points for a win
2. (1) One point for a tie
3. (0) Zero points for a loss

The team at the end of the bracket or pool play with the highest total points will be declared the bracket winner.

IN CASE OF TIE POINTS.

Tiebreakers:

- A.** Max Goals Scored
- B.** Minimum goals Against
- C.** If tie still exists, in accordance with FIFA. ACM Committee will proceed with a random draw by flipping a coin, in presence of the two representatives for both teams.

POOL PROTECTION:

In the playoff rounds, a team may not play another team from the same pool. In this case the first team of group A will play against the second of group B and the First team of Group B will play against the second of Group A.



Determination of semi-final game winners:

1. In the semi-final and final game, overtime will be played in accordance with the law of soccer if a clear winner is not decided after regular time.
2. If a clear winner is not decided after the overtime period, penalty kicks will take place in accordance with FIFA regulation
3. All overtime periods will be played to their conclusion, No Golden goal or Silver Goal will be permitted.

XVII. Forfeits

A team will be allowed a 25-minutes grace period from the scheduled game time before awarding the game to the opponent. The Game Official has the discretion to extend the grace period per extenuating circumstances. Failure to meet scheduled play will automatically require a payment of forfeiture fine of **\$50**. A game shall be started as soon as the minimum number of 8 players is reached. A forfeited game shall be recorded as 3-0 score in favor of the opponent.

Important: If a team forfeits a game during the playoff's, they will not be eligible to play the tournament the following year (mean they will be suspended for a year).

XVIII. Terminated / Suspended Games

Games terminated for other than inclement weather, i.e. violent or uncontrollable situations will not be replayed. The exception to this rule is as follows: The Tournament committee will decide the outcome of the game based on the circumstances involved in the termination if said circumstances produce an unusual or unfair outcome.



If in the opinion of game officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team(s) could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Matches that, for one reason or another, do not reach half time will be considered a 0-0 tie.

I. PROTEST

For a protest to be considered, the following procedure will be followed:

1. No protest on referee judgment or discretion calls will be accepted.
2. Verbal notification of intention to protest must be given to the Game Official immediately following the game and noted in the game report.
3. All protest must be in writing, delivered by the team coach to the Game Official within one hour following the conclusion of the match. A protest fee of \$75.00 must accompany the protest, delivered to the Game Official. This fee must be a money order or cash. Personal checks will not be accepted. The Game Official will then deliver the fee and written protest to the committee. The decision of the committee will be binding on all parties, allowing the competition to proceed. The protest fee will not be refunded.
4. The Tournament Committee will investigate the facts of the protest and rule on the protest within two (2) hours of receipt of all materials needed.

XIX. General

- A.** The Tournament Committee agrees to have a copy of the tournament rules at all game sites.
- B.** The ACM is not responsible for the behavior of players, coaches, and spectators off the field, or damages resulting from such behavior. Coaches and players committing breaches of the law may be ejected from the tournament at the discretion of the tournament committee.



- C.** Alcohol, illegal drugs and unauthorized prescription drugs shall not be possessed, consumed or distributed before during or after any game or at any other time at the field and/or game complex.
- D.** Any player, coach or spectator found in possession of alcohol, illegal drugs, or weapons will be banned from the tournament and appropriate notifications made to the local law enforcement.

