Referee Quick Reference Guide 2025 Outdoor ALL Club Teams & U13 -U19 Community

Game Lengths:

U8/U9: 2 x *30 minute halves (*EMSA modification) (2/3's played is 40 minutes)

U10/U11: 2 x *35 minute halves (*EMSA modification) (2/3's played is 46.66 minutes)

U12/U13: 2 x 40 minute halves (2/3's played is 53.33 minutes)

U15—U19: 2 x 45 minutes halves (2/3's played is 60 minutes)

*2/3's game completion is whatever game time is agreed on by team officials and referees. So if everyone agrees to shorten a game from two 45 minute halves to two 30 minute halves then it will be 2/3's of the 30's to consider the game complete.

Ball Size:

U8—U11: Size 4 ball, U12 CLUB ONLY Size 4 ball & U13—U19: Size 5 ball

Number of Players:

U8/U9: 7 v 7 minimum number of players is 5

Club U10/U11/U12: 9 v 9 minimum number of players is 6 *NOTE: U13 Club is now 9 v 9

U15—U19: 11 v 11 minimum number of players is 7 *Note U13 Community remains 11 v 11

* A game cannot continue (e.g. due to injury) if a team does not have the minimum amount of players on the pitch as stated above.

ID Cards for Team Officials:

• Coach, assistant coach & manager cards/e-cards are mandatory.

• Cards/e-cards must be presented PRIOR to game start for team officials otherwise they cannot be in the technical area for the entire game and must sit with the spectators.

• Cards can be shown on an electronic device.

• NO other forms of ID are acceptable for team officials.

• Referees are to check cards for each team.

ID Cards for Players:

• Cards/ecards are mandatory for all Club players U10—U19 and U13—U19 for Community players.

• Players have until the end of the game to produce their card/ecard. If they don't produce their card/ecard and they have played the game, please ensure you mark this down on the game sheet.

• Cards can be shown on an electronic device.

• No other forms of ID are accepted for players.

Non EMSA I.D. Cards:

Accepted ID cards are St. Albert, CASA, Sher. Park, B. River, R. Deer, Fort Mac, Swan City, Ft. St. John and Tri County (no EDSA cards accepted).

Checking ID Cards:

• Opposing team officials will check each others player and team official cards.

• Teams will come to the referee if there are any questions or discrepancies.

• If a person arrives late, the referee is to check the player card/team official card.

Bench Attendants:

• Bench attendants must be marked down on the game sheet in the bench attendant section.

• Bench attendants do not require a soccer ID card but must show some sort of government issued photo ID.

• Only one bench attendant per game is permitted and they must be at least 18 years old.

• Team officials cannot be written down in the bench attendant section if they forget their ID card.

• Bench attendants are only mandatory when none of the team officials in the technical area are the same gender as the team.

• If a team official on the bench is the same gender as the team then the bench attendant can be any gender.

Game Sheets:

• If a team cannot provide their game sheet by kick off time then the game is **defaulted.** The game sheet can be the downloaded one or a blank one filled out by hand.
• Registered team officials CANNOT be listed on the bench attendant line of the game sheet. If they forget their card/e-card or cannot show you it electronically then they CANNOT be listed as a bench attendant instead.
• BOTH game sheets ALONG WITH ANY TRIALIST FORMS for both teams goes to the HOME TEAM at the end of the game.
• Home team is responsible for sending in BOTH game sheets to EMSA.
• If the referees or away team need a copy of the game sheets, they will need to take a photo using their phone.

Trialist Forms:

• If a team has a player listed as trialist, they need a trialist form for that player to be eligible to play.
• The form must be given to the referee prior to the trialist playing.
• Trialists do not require a player card.
• All trialist forms from BOTH teams must be given to the home team at the end of the game as they need to be submitted with the master of the game sheet to the EMSA office by the HOME team.

Misconduct Reports:

• Please ensure all yellow and red card infractions are noted on the game sheet in the appropriate columns.
• Reports MUST be sent to the EMSA office by 1pm the day after the game.
• U8—U11 Club reports to: martinam@emsamain.com & U12—U19 Club reports to angelad@emsamain.com
• Community Reports to: jennad@emsamain.com
• If a team inquiries as to the length of the suspension that they might receive, please refer them to the EMSA office. Do NOT give out any estimates on how long you think a player or coach that was ejected may be suspended for.

Field Markings:

• Our field crew will be lining the fields every 3 weeks this season.
• Due to weather and traffic on the field, the markings aren't always perfect. As the season is so short please do your best to get the games in even if the field lines are not ideal.

Games Halted Due to Weather:

• Please do your best to get games in by waiting out any storms by following the ASA inclement weather policy.
• If you have to terminate a game due to inclement weather DO NOT record the score in the score boxes. Note on the game sheet the total number of minutes played and what the score was when the game was terminated. The goal scorers will still be recorded as well.

Mercy Rule U8 - U11:

• The U8/U9 and U10/U11 age groups will be following the mercy rule.
• Please do not record a more than 5 goal spread on the game sheets for the final score.
• You can still mark the correct amount of scorers in the appropriate column.
• Example: if a team wins 8-1, please only record a score of 6-1 on the game sheet

Ivor Dent & EMSA Charpentier West Complex Rain Out Line:

• These two complexes are privately owned and therefore have their own field conditions number.
• 780-490-5789 updated by 3pm on weekdays and 10am on weekends.
• For Ivor Dent, on odd dates (1st, 3rd, 5th, 7th, 9th, 11th, etc.) linespersons will need to run on opposite sides of field.

Number of Team Officials in the Technical Area:

• Teams are permitted to have a maximum of four (4) officials in the technical area (coaches and/or managers).
• If a team uses a bench attendant, that attendant is included in the maximum of 4.
• One of the persons in the technical area MUST be the same gender as the team.
• Technical Directors can be added as a 5th official but must be marked down on the appropriate line of the game sheet.

Team Equipment:

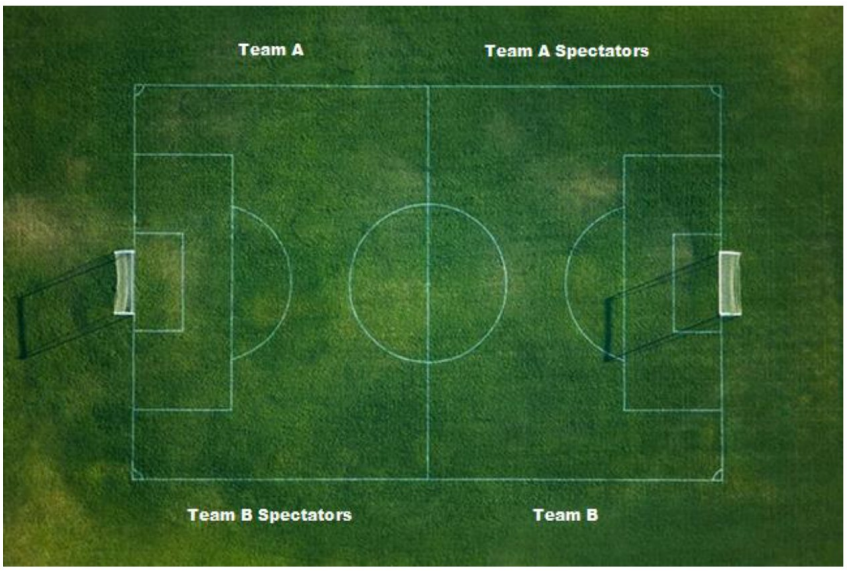
• Both teams are required to bring a goal net and three flags.
• If a team does not try to provide a net by kick off time then they **default** the game. If they have the wrong size net, please try to make due. They do not default the game if they have attempted to provide a net.
• If they arrive without flags, the game proceeds. Try your best to mark the flag areas with cones.
• Home team supplies two game balls.

Referee Liaison:

• All teams must provide a referee liaison for each game (both home and away) that is at least 18 years old.
• Teams have a 15 minute grace period to provide one otherwise the game is **defaulted.**
• The name of the liaison must be marked down on the game sheet. The ref is required to verify one has been provided.
• They must wear the bright yellow lanyard and tag.
• If teams switch out their liaison mid game, the new liaison's name needs to be marked on the game sheet.

Location of Teams/Spectators on Field Sidelines:

• For EMSA league play, teams will sit on opposite sides of the field from one another.
• The spectators of a team should sit on the same side as their own team but will be separated from their team by the center flag.
• The home team will have the choice as to what side they would prefer.
• We do realize that several fields in the City or surrounding areas do not allow teams to be set up this way. In this case, the referee has the final say on how the teams and spectators will be set up.



EMSA Air Quality Procedure

This is the link that teams and referees are required to use for any Air Quality Index Readings: https://weather.gc.ca/airquality/pages/provincial_summary/ab_e.html

For games in the City of Edmonton, as the AQI can vary all over the City, we will be using the sub-station readings:

- Edmonton East – for the area south of the river and east of Calgary Trail.
- Edmonton McCauley – for the area north of the river and east of highway 2.
- Edmonton Lendrum - for the area south of the river and west of Calgary Trail.
- Woodcroft - for the area north of the river and west of highway 2.

Here is the link for the substations: https://weather.gc.ca/airquality/pages/multiple_stations/abaq-001_e.html

For games in the City of Spruce Grove, please use the St. Albert AQI reading.

· **Weekdays at 4:00pm (regardless of the time it was last calculated at)**

· **Weekends 1 hour prior to your game start time (regardless of the time it was last calculated at)**

NOTE: Games being played in Red Deer or for those teams travelling from Red Deer to the City (or surrounding area) 3 hours prior to game start time (regardless of the time it was last calculated at):

If the Air Quality Health Index is listed as:

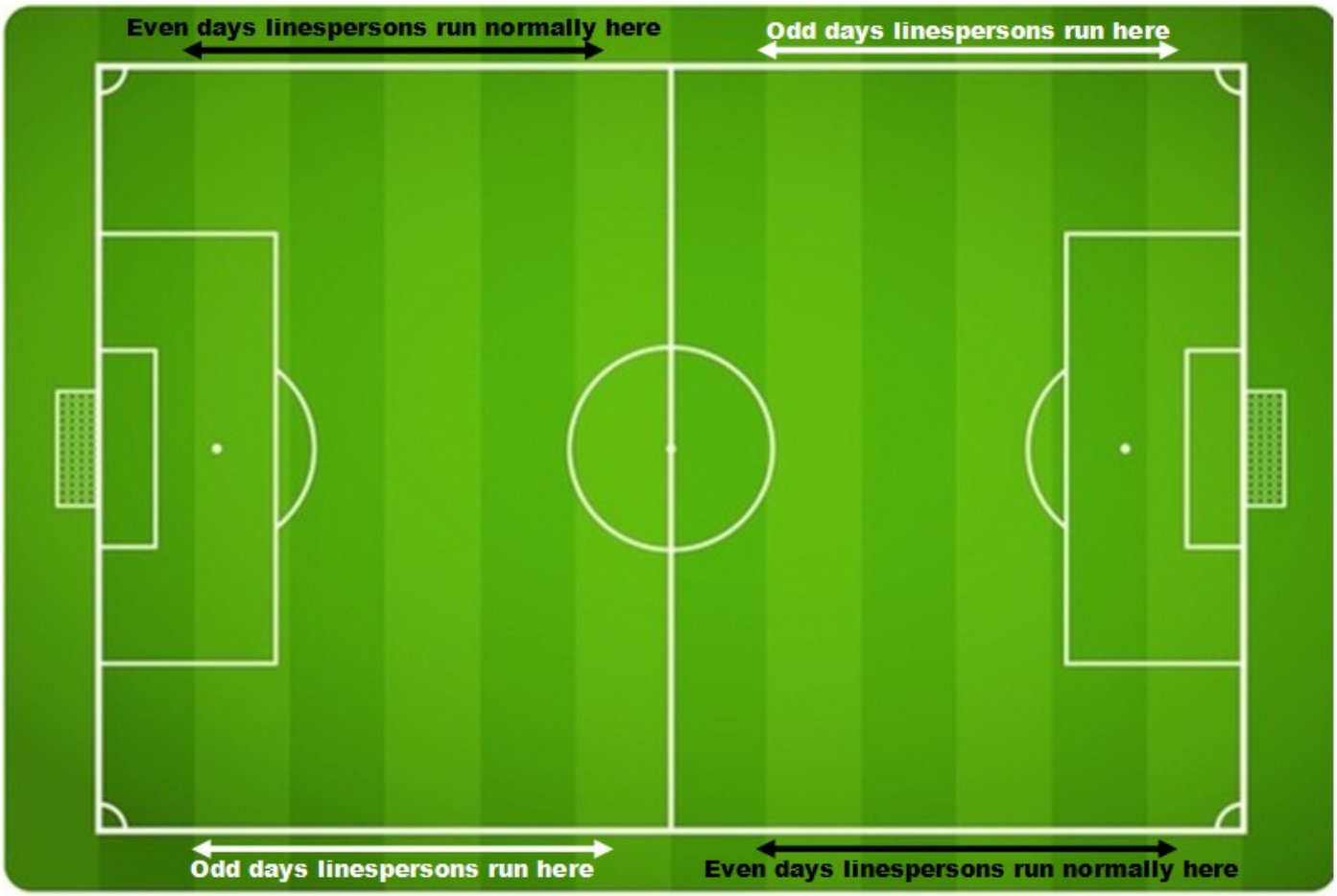
● **AQI between 1 and 6**: the game will proceed as scheduled. Teams are expected to show to the field or will forfeit the game. If the AQI rises to 7 or above just before game start or during the game, the game will be cancelled at the field by the referee. If 2/3's of the game has not been played already, the game will be rescheduled. See reschedule procedure on next page.

● **AQI is at a 7 or higher**: the game will be automatically cancelled and rescheduled. No need for teams or referees to show up at the field.

If the AQI is N/A at 4pm for the location of your game, the last available reading for that particular location will be the accepted reading.

Please note games being played at the Edmonton Scottish Soccer Dome or the Red Deer Dome are not affected by the AQI as those games are being played indoors on artificial turf. Games will proceed at these locations regardless of the outside air quality.

Ivor Dent Linesperson Guide

The Ivor Dent Facility Manager has requested to change up the route the linesperson would normally run in order to preserve the grass on the complex fields. As the fields are moveable, it's important not to create ruts in the grass/ground from overuse.

- On ODD dates of the current month please have the linespersons run opposite of where they normally run (odd dates: 1st, 3rd, 5th, 7th, 9th, 11th, 13th, 15th, 17th, 19th, 21st, 23rd, 25th, 27th, 29th, 31st)
- On EVEN dates of the current month please have the linespersons run their normal lines placement (2nd, 4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, 20th, 22nd, 24th, 26th, 28th, 30th)