



## 2017 Canada Summer Games Soccer Technical Package



Technical Packages are a critical part of the Canada Games. They guide the selection of athletes by prescribing the age and eligibility requirements, assist the organizing committees by detailing tournament formats and scoring procedures, assist Chefs de Mission in verifying eligibility, help with budgeting by describing the number of participants permitted, advance coaching certification by stating minimum requirements and generally contribute to athlete development by identifying each National Sport Organization's (NSO) version of athletes in the "training to compete" phase of its Long Term Athlete Development Model (LTAD), or other suitable phase of the model as justified by the NSO, discussed with the LTAD expert group, and approved by the Canada Games Council (CGC) Sport Committee.

Every Games' coach, manager, Sport Chairperson and Mission staff has an obligation to read and understand every aspect of the Technical Package. Failure to do so could cost an athlete his or her eligibility for the Games or could affect final standings or the conduct of the competition. If someone does not understand an aspect of a Technical Package, he or she is to seek clarification from the CGC Sport Committee through his or her Chef de Mission or NSO.

Technical Packages are developed 36 to 24 months prior to Games primarily by NSOs, following principles outlined in this document, guidelines and requirements of the CGC. As the overall governing body of the Games, the CGC has the ultimate authority over Technical Packages, but this authority is exercised only with the knowledge and understanding of the concerned NSO. Technical Packages are developed by sport, not disciplines.

If an individual wishes to seek clarification or initiate a change to a Technical Package leading up to a Games, the request should be first directed to the NSO or the Chef de Mission. The NSO or Chef de Mission will evaluate the merits of the request and will, if it has merit, submit the requested change or clarification to the CGC's Sport Division for consideration. The NSO or Chef de Mission will submit the rationale for the request. Changes to age groups, eligibility requirements, team sizes or staff complements will not be considered after 36 months prior to the Games. Additions or changes to events/competition formats that result in a significant cost increase to the Host Society will not be considered after 24 months before the Games, unless approved by the CGC and the Host Society. Substantive changes to events or competition formats will not be considered after 18 months before the Games, unless approved by all participating provincial/territorial associations and the CGC. Minor corrections will be considered at almost any time, but will be increasingly difficult to achieve within six months of the Games. These time frames reinforce the importance of complete understanding of the Technical Package by Games' participants early.

National Partners/Partenaires nationaux

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**2017 Canada Summer Games  
Soccer Technical Package**

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**1. SPORT: SOCCER**

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**2. PARTICIPANTS:**

2.1. Competitors:

Male 18

Female 18

2.2. Staff:

Men's Team: 1 Manager and 2 Coaches; at least one of the coaches must be male.

Women's Team: 1 Manager and 2 Coaches; at least one of the coaches must be female.

2.3. Additional Team Staff\*:

- Apprentice Coach
  - See [Women in Coaching Canada Games Apprenticeship Program](#)
  - See [Aboriginal Apprentice Coach Program](#)
  - Apprentice coaches have same access as competitors and team staff.
  
- Venue Pass Holder
  - See [Venue Pass Holder Policy](#)
  - Venue Pass Holders do not have access to the field of play
  - Venue Pass Holder's access:
    - Front of House (Spectator areas)
    - Team Areas (athletes lounge, change rooms)

\* Additional Team staff positions are administered by the Provincial/Territorial (P/T) Mission Team. Positions must be applied for based on each P/T Missions process. For information pertaining to the process in your P/T contact your Chef de Mission.

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**3. CLASSIFICATION:**

U18 age category (18 years of age and younger)

Born on or after January 1, 1999.

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#### 4. ELIGIBILITY:

##### 4.1. Coaches:

Head Coach: B License-National + Theory 3 old or NCCP comp dev modules (9)

Assistant Coach: B License-Provincial + Theory 3 old or NCCP comp dev modules (9)

These coaches must be so certified not later than 180 days before the opening of the Games (January 30, 2017).

##### 4.2. Competitors:

Excluded from the Canada Games are:

- Athletes that have held an SR1 or SR2 card (as defined by Sport Canada's Athlete Assistance Program) at any time;
- Senior National Team Athletes\*;
- Professional Athletes - A Professional is a player who has a written contract with a club and is paid more than the expenses he/she effectively incurs in return for his/her soccer activity. All other players are considered as Amateurs.

No athlete can be rendered ineligible within 90 days of the opening of the Games due to National Team status, carding status or due to signing a professional contract (i.e., no athlete will be excluded if they become National Senior Team members for the first time, are granted carding status, or sign a professional contract after May 1<sup>st</sup>, 2017).

\*Athletes who hold a C card (as defined by Sport Canada's Athlete Assistance program) or are in their first year of Senior National Team status, may be deemed eligible on a case by case basis. Requests must be submitted by the respective Provincial/Territorial Chef de Mission and approved by the Canada Games Council's Sport Committee.

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#### 5. COMPETITION:

##### 5.1. Competition Format:

Seeds 1 to 4 will be based on the final results of the 2013 Canada Summer Games. All others will be determined by a draw which will take place at the Canada Soccer 2017 AGM.

Four groups of three teams, each playing a round-robin within the group. Teams are grouped as follows:

Men's Competition			
Group A	Group B	Group C	Group D
A1 - QC	B1 - BC	C1 - ON	D1 - NL
A2 - MB	B2 - NS	C2 - AB	D2 - NB
A3 - YT	B3 - SK	C3 - PE	D3 - NT

\*Note: Home Team named first

### Day 1

Game 1: QC vs YT  
 Game 2: BC vs SK  
 Game 3: ON vs PE  
 Game 4: NL vs NT

### Day 2

Game 5: YT vs MB  
 Game 6: SK vs NS  
 Game 7: PE vs AB  
 Game 8: NT vs NB

### Day 3

Game 9: MB vs QC  
 Game 10: NS vs BC  
 Game 11: AB vs ON  
 Game 12: NB vs NL

### Day 4

Game 13: 1<sup>st</sup> Group A vs 2<sup>nd</sup> Group D  
 Game 14: 1<sup>st</sup> Group D vs 2<sup>nd</sup> Group A  
 Game 15: 1<sup>st</sup> Group B vs 2<sup>nd</sup> Group C  
 Game 16: 1<sup>st</sup> Group C vs 2<sup>nd</sup> Group B

### Consolation Round (Positions 9<sup>th</sup> – 12<sup>th</sup>)

Game 17: 3<sup>rd</sup> Group A vs 3<sup>rd</sup> Group D  
 Game 18: 3<sup>rd</sup> Group B vs 3<sup>rd</sup> Group C

### Day 5

Game 19: Winner Game 13 vs Winner Game 16  
 Game 20: Winner Game 14 vs Winner Game 15  
 Game 21: Loser Game 13 vs Loser Game 16

Game 22: Loser Game 14 vs Loser Game 15

Consolation Round

Game 23: Winner Game 17 vs Winner Game 18 (9<sup>th</sup>/10<sup>th</sup> position)

Game 24: Loser Game 17 vs Loser Game 18 (11<sup>th</sup>/12<sup>th</sup> position)

**Day 6**

Game 25: Loser Game 21 vs Loser Game 22 (7<sup>th</sup>/8<sup>th</sup> position)

Game 26: Winner Game 21 vs Winner Game 22 (5<sup>th</sup>/6<sup>th</sup> position)

Game 27: Loser Game 19 vs Loser Game 20 (3<sup>rd</sup>/4<sup>th</sup> position)

Game 28: Winner Game 19 vs Winner Game 20 (1<sup>st</sup>/2<sup>nd</sup> position)

Women's Competition			
Group A	Group B	Group C	Group D
A1 - BC	B1 - QC	C1 - ON	D1 - NS
A2 - AB	B2 - SK	C2 - PE	D2 - MB
A3 - NL	B3 - YT	C3 - NT	D3 - NB

\*Note: Home Team named first

**Day 1**

Game 1: BC vs NL

Game 2: QC vs YT

Game 3: ON vs NT

Game 4: NS vs NB

**Day 2**

Game 5: NL vs AB

Game 6: YT vs SK

Game 7: NT vs PE

Game 8: NB vs MB

**Day 3**

Game 9: AB vs BC

Game 10: SK vs QC

Game 11: PE vs ON

Game 12: MB vs NS

**Day 4**

Game 13: 1<sup>st</sup> Group A vs 2<sup>nd</sup> Group D

Game 14: 1<sup>st</sup> Group D vs 2<sup>nd</sup> Group A  
Game 15: 1<sup>st</sup> Group B vs 2<sup>nd</sup> Group C  
Game 16: 1<sup>st</sup> Group C vs 2<sup>nd</sup> Group B

Consolation Round (Positions 9<sup>th</sup> – 12<sup>th</sup>)

Game 17: 3<sup>rd</sup> Group A vs 3<sup>rd</sup> Group D  
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Game 28: Winner Game 19 vs Winner Game 20 (1<sup>st</sup>/2<sup>nd</sup> position)

#### Preliminary Round Competition

Each group (A/B/C/D) will be a round robin within their group. Preliminary round games are worth 3 points for a win, 1 point for a tie and 0 points for a loss. Teams will be ranked within their group, from 1<sup>st</sup> to 3<sup>rd</sup>, based on the number of accumulated points (see Section 8 for Tie Breaking Procedures).

#### Medal and Consolation Round Competition

The first and second ranked teams per group (based on the accumulation of points and tie breaking procedures) following the preliminary round will participate in the Medal Round. The third ranked team in each group will participate in the Consolation Round.

All Medal and Consolation round games will be a single knock-out format, but with all teams advancing to placement games to determine final rankings. All Medal and Consolation round games require a result. Please refer to Section 8 for Tie-Breaking Procedures.

5.2. Duration of Play:

All games will consist of two (2) 40 minute halves.

A half time interval not exceeding ten (10) minutes will be permitted.

There will be a maximum of thirty (30) minutes warm up on the field of play. This warm up period will be determined by the Canada Soccer Technical Rep and conveyed to the teams.

5.3. Substitutions:

A maximum of five (5) substitutions can be made during the game and two (2) subs at half time. A player who is substituted out of the game cannot re-enter the game by means of a later substitution.

If any of the 11 starting players submitted on the start list are not able to begin the match due to injury or illness, they may be replaced by any of the eligible substitutes as long as the Technical Rep is officially informed prior to kick-off. The Technical Rep will advise the Referee and the opponents.

Further to the above, any injured or ill player who is removed from the start list will no longer be eligible to take part in the match, and thus cannot be used as a substitute player at any time during the game. Such a change to the start list will not reduce the number of official substitutions that may be made by a team during the match.

Although no longer eligible to be used as a substitute, the injured or ill player who was removed from the start list may be seated on the substitutes' bench, and if so, would then be subject to the referee's authority and also be eligible for doping control selection.

Only the players who were identified on the official start list submitted to the Technical Rep, or were confirmed as a warm-up injury/illness replacement player, may start the match. In the case of any discrepancies of players on the pitch at the beginning of a match, the matter will be submitted to the Technical Rep.



#### 5.4. Abandoned Games:

- 5.4.1. Where a game is abandoned due to factors outside of the control of the participating teams (i.e. weather or floodlight failure) and more than seventy percent (70%) of the game has been played, then the score at the time of abandonment will be recorded as the final result, except if the game is tied and requires a result.
- 5.4.2. Where a game is abandoned due to factors outside of the control of the participating teams (i.e. weather or floodlight failure) and less than seventy percent (70%) of the game has been played, or more than 70% of the game has been played where the game is tied and requires a result, the following principles will apply:
- (a) The match shall recommence at the minute at which play was interrupted with the same score line;
  - (b) The match will recommence with the same players on the pitch and substitutes available as when the match was abandoned;
  - (c) No additional substitutes may be added to the list of players on the team sheet;
  - (d) Players sent off during the abandoned match cannot be replaced;
  - (e) Any sanctions imposed before the match was abandoned remain valid for the remainder of the match;
  - (f) The kick-off time, date and location shall be decided by the Organizing Committee;
  - (g) In the final game where the game cannot be completed, the winner will be determined by the toss of a coin.
- 5.4.3. Where a game is abandoned as a result of a discipline issue from one of the competing teams, the team shall be considered as having lost. During the group stages three (3) points will be awarded to the opposing team and a score of 3-0 recorded unless the score on the field at the time of abandonment is in favor of the opposing team by a greater difference than three (3), in which case the final score at the time of abandonment will be recorded.

In the medal rounds the opposing team will advance as winners. In all circumstances the offending team's conduct will be reviewed by the Canada Games Council Disciplinary body who may impose further sanctions ranging from a fine to exclusion from the competition as appropriate.

## 6. SPORT SCORING:

Following the completion of the competition teams will be ranked from 1<sup>st</sup> to last, based on the outcome of the competition. Sport scoring will be awarded separately for men and women as follows:

Place	Points	Place	Points
1 <sup>st</sup>	10	8 <sup>th</sup>	3
2 <sup>nd</sup>	9	9 <sup>th</sup>	2.5
3 <sup>rd</sup>	8	10 <sup>th</sup>	2
4 <sup>th</sup>	7	11 <sup>th</sup>	1.5
5 <sup>th</sup>	6	12 <sup>th</sup>	1
6 <sup>th</sup>	5	13 <sup>th</sup>	0.5
7 <sup>th</sup>	4		

## 7. PROVINCIAL/TERRITORIAL RANKING:

Following the final ranking of all teams, points for the Games Flag will be awarded as follows. Men and women are ranked separately.

Place	Points	Place	Points
1 <sup>st</sup>	10	8 <sup>th</sup>	3
2 <sup>nd</sup>	9	9 <sup>th</sup>	2.5
3 <sup>rd</sup>	8	10 <sup>th</sup>	2
4 <sup>th</sup>	7	11 <sup>th</sup>	1.5
5 <sup>th</sup>	6	12 <sup>th</sup>	1
6 <sup>th</sup>	5	13 <sup>th</sup>	0.5
7 <sup>th</sup>	4		

## 8. TIE BREAKING RULE – COMPETITION:

- 8.1. In all games beyond the Preliminary Round a result is needed. The game will go directly to the taking of kicks from the penalty mark at the end of regulation time except in the Final game.
- 8.2. In the Final game when the score is tied at the end of regulation time, extra time shall be played as follows: two (2) 15-minute halves. If the score is still tied at the end of extra time, the winner shall be decided by the taking of kicks from the penalty mark, in accordance with the FIFA Laws of the Game.

### 8.3. Round Robin Competition (Days 1 to 3):

The ranking of each team in each group will be determined as follows:

- (a) Greatest number of points obtained in all group matches;
- (b) Goal difference in all group matches;
- (c) Greatest number of goals scored in all group matches.

If two or more teams are equal on the basis of the above three criteria, their rankings will be determined as follows:

- (a) Greatest number of points obtained in the group matches between the teams concerned;
- (b) Goal difference resulting from the group matches between the teams concerned;
- (c) Greatest number of goals scored in all group matches between the teams concerned;
- (d) Drawing of lots.

### 8.4. Medal and Consolation Round:

All games will be completed and a result recorded (see Section 5).

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## 9. PROVINCIAL/TERRITORIAL RANKING – TIE BREAKING:

As all final positions are played out, there will be no ties within the final Provincial/Territorial rankings.

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## 10. MEDALS:

### Men

Total:            Gold: 18            Silver: 18            Bronze: 18

### Women

Total:            Gold: 18            Silver: 18            Bronze: 18

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## 11. COMPETITIVE UNIFORM:

Provincial/Territorial colours must be worn.

All teams shall have two (2) sets of numbered playing uniforms (one light and one dark). A player shall be identified by the same number on both sets of uniforms. *It is highly recommended that players' names be placed on the back of the uniform.*

Goalkeepers must wear playing uniforms that distinguish them from the other players and the match officials. Each team goalkeeper must have three (3) sets of separate and different colour socks. Both the goalkeeper and substitute goalkeeper must wear the same colour playing jersey and socks.

Goalkeepers who are outfield players must dress the same as their team's players but still wear the same number as on the online team roster.

Teams must bring an additional Goalkeeper jersey with a number that is not allocated to any player.

All Teams must bring an additional light/dark jersey that has no number or a jersey with a number that is not allocated to any player in case blood cannot be removed from a jersey or a jersey is damaged beyond repair.

Players, including Goalkeepers, are not permitted to wear playing uniforms that clash with the colour of the match officials' kit. Goalkeepers must wear colours that distinguish him or her from the other players, the referee, and the assistant referees. If wearing long track pants the goalkeeper must wear their socks over their pants.

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## 12. EQUIPMENT:

The official game ball of competition will be size 5 and selected by the Canada Games Host Society and approved by the Canadian Soccer Association (CSA) Technical Representative. Teams will be notified once the selected ball has been approved by the CSA.

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

- All playing uniforms must be numbered
- Jersey or shirt;
- Shorts;
- Socks;
- Shinguards;
- Footwear.

Undershirts must be the same colour of the main colour of the shirt sleeve; undershorts/tights must be the same colour as the main colour of the shorts or the lowest part of the shorts – players of the same team must wear the same colour. Players not complying will not be allowed to enter the field until the match officials are satisfied that the equipment conforms to the Laws of the Game.

Socks: If tape or similar material is applied externally it must be the same colour as the part of the sock it is applied to.

Players are not permitted to wear anything that is dangerous to themselves or other players. NO jewelry: including rings, bracelets (except medical alert bracelets — which must be either made of Velcro or similar soft material or covered with a sweatband), earrings, necklaces, other visible body piercing, etc. The practice of taping jewelry is not acceptable.

See Appendix 5 for additional information on equipment regulations.

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### **13. APPENDICES:**

The attached appendices are an integral part of this technical package.

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## APPENDIX 1 – COMPETITOR ELIGIBILITY

1. Competitors must meet all eligibility requirements outlined in the Technical Package.
2. The Canada Games are open to Canadian citizens or permanent residents.
3. The Canada Games are open to athletes who are members in good standing of their sport's Provincial/Territorial Sport Organization.
4. An athlete's permanent domicile or actual residence must be located, for at least the 180 days prior to the opening of the Games, within the recognized boundaries of the Province or Territory they are representing. An athlete can have only one domicile.
5. An athlete attending school on a full-time basis outside his or her Province or Territory of permanent residence during the year of the Canada Games shall be permitted to compete for either their Province or Territory of permanent residence or the Province or Territory in which the athlete attends school. To be eligible to compete for the Province/Territory where the athlete attends school, the student must be enrolled on a full-time basis during the current academic year.
6. An athlete who is training outside his or her Province or Territory of permanent residence may represent the Province or Territory in which they are training provided he or she can demonstrate a commitment to the Province or Territory she or he wishes to represent by:
  - i) Having been a member of a club or Provincial/Territorial Sport Organization in that Province/Territory for the entire previous or current competitive season  

- AND –
  - ii) Having represented that Province or Territory at an international, national or regional championship,  

- AND –
  - iii) Not having received direct development funding from their Province or Territory of permanent residence within a year of the opening of the Games, unless the funding jurisdiction provides permission for the athlete to compete for another team.  

- OR
  - iv) Other similar circumstances may be considered.
7. An athlete is permitted to try out for any Province or Territory of eligibility but can only try out for one Province or Territory per sport (i.e. an athlete may try out for swimming for one Province or Territory but cannot try out for swimming in another Province or Territory. An athlete may try out

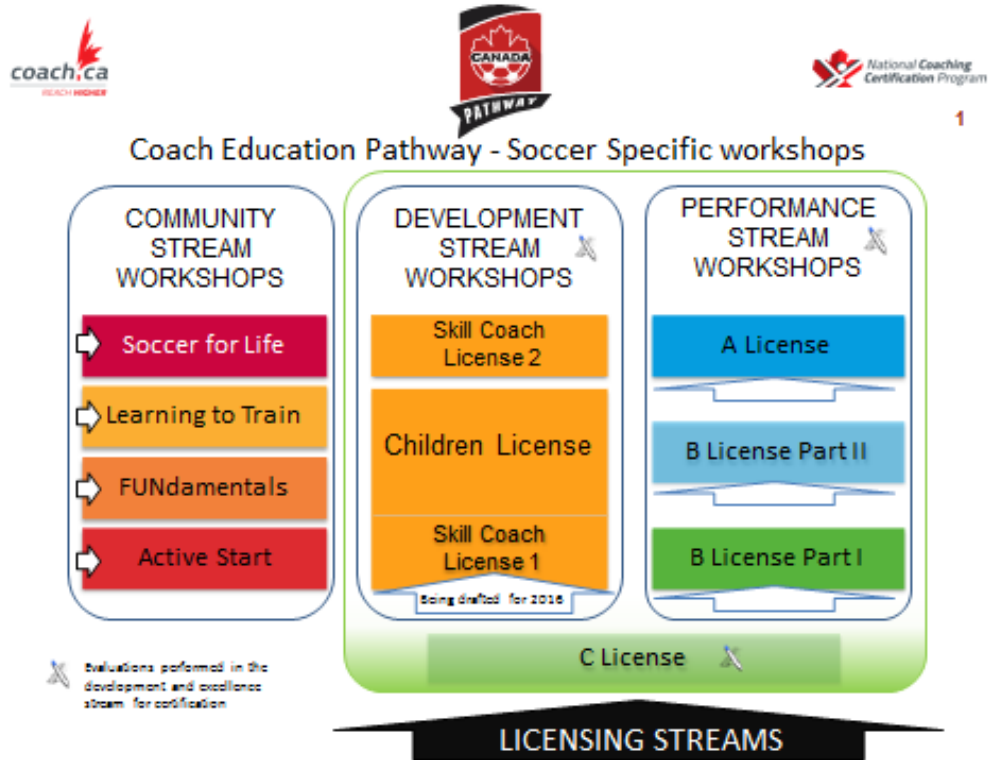
for one Province or Territory in swimming, and may try out for another Province or Territory in diving).

8. Athletes may only compete for one Province or Territory at a single Canada Games.
9. Athletes may not compete in two sports at one Canada Games if they are scheduled in the same week.
10. The eligibility of any athlete that is not clearly established by these rules and by the Technical Package shall be determined by the Sport Committee of the Council. Coaches or P/TSOs must bring forward any unclear cases to their Chef de Mission and to their NSO as early as possible before the competition for forwarding to the Sport Committee.
11. Where a team/Province/Territory/Chef wishes to challenge the eligibility of an athlete on another Provincial/Territorial team, it is expected that such a challenge will be made as soon as the protesting team knows that an athlete may be ineligible. Every effort must be made to ensure that protests on eligibility are lodged before an athlete competes.

#### Other

12. All teams are reminded of the Canada Games Council's regulations concerning advertising on uniforms: only the uniform manufacturer's name or trade mark logo may be worn on team competition uniforms to a maximum size of 60 square centimeters.
13. Canada Games rules do not allow team staff to practice as therapists, physicians or other medical or paramedical practitioners. The Host Society (organizing committee) is responsible for providing high quality medical care at a central clinic at the Athletes' Village and at competition and training venues. The Sport Medicine Council of Canada assists the Host Society by providing additional medical practitioners to ensure that French and English speaking and male and female persons are available, to ensure that sport specific medical expertise is available and to ensure that all regions of Canada are represented. Team staff will not be permitted to administer medical care to athletes.

## APPENDIX 2 – COACH CERTIFICATION REQUIREMENTS



For more information please consult <http://www.canadasoccer.com/training-certifications-s14688>



### APPENDIX 3 – PERFORMANCE GUIDELINES

*The following Performance Guidelines have been established by the respective National Sport Organizations, at the request of the Canada Games Council and the Federal-Provincial/Territorial Sport Committee (FPTSC,) to reflect the expected training and/or performance parameters of a typical Canada Games athlete in the Training to Compete phase of LTAD. These Performance Guidelines have been developed as a tool for P/T teams to use at their discretion in the training and selection of their Canada Games teams. These Guidelines are not required selection criteria.*

Canada Soccer’s LTPD Model.

Competitive – Train to Compete.

## APPENDIX 4 - MINIMUM SUSPENSIONS

All sending off offences carry an automatic one (1) game suspension. In addition the following suspensions will be applied:

### OFFENCES:

#### **Serious Foul Play**

Minimum two (2) game suspension plus Discipline Hearing at the discretion of the Canada Soccer Technical Representative;

#### **Violent Conduct (other than match official)**

Minimum two (2) game suspension plus Discipline Hearing at the discretion of the Canada Soccer Technical Representative;

#### **Violent Conduct (match official)**

Expulsion from the competition and sent to the Canada Soccer Discipline Committee;

#### **Spitting at an Opponent**

Suspended for the remainder of the Competition and sent to the Canada Soccer Discipline Committee;

#### **Using offensive, insulting or abusive language and/or gestures at a match official**

Minimum two (2) game suspension if offence is directed at a match official and automatic Discipline Hearing;

#### **Team Staff failing to conduct themselves in a responsible manner**

Discipline Hearing at the discretion of the Canada Soccer Technical Representative;

#### **3<sup>rd</sup> Yellow in the Competition**

One (1) game suspension.

## APPENDIX 5 – CAST AND INSULIN PUMP POLICY

### Cast Policy

This Canadian Soccer Association (“Canada Soccer”) policy document is designed to reduce inconsistencies in rulings over players wearing casts. All referees are expected to follow these policies in all matches sanctioned by Canada Soccer.

Law 4 states that a player may not use equipment that is dangerous to himself or another player. This is further expanded upon in the Interpretations of the Laws of the Game whereby it is advised that players may use equipment that has the sole purpose of protecting the individual physically providing that it poses no danger to the individual or any other player.

Modern protective equipment made of soft, lightweight, padded materials are not considered dangerous and are therefore permitted.

Hard casts are considered to pose a danger to both the wearer and other players and are not permitted to be worn. The practice of padding a hard cast does not reduce the element of danger.

Players wearing a soft cast will be permitted to play if the cast does not present a danger to the individual or any other player.

The referee or Supervisor of Officials (if one has been appointed to the match/tournament) will make the final decision as to the acceptability of any cast.

Any player who uses a cast with the intent to intimidate or injure an opponent shall be cautioned or sent off.

### Insulin Pumps

This Canadian Soccer Association (“Canada Soccer”) policy is designed to reduce inconsistencies in rulings over players with diabetes who wear an insulin pump. All referees are expected to follow these policies in all matches sanctioned by Canada Soccer.

An insulin pump is designed to ensure that the player maintains a proper blood glucose level during the game. An extended period without infusion of insulin may result in hyperglycemia (excess sugar in the blood).

Law 4 states that a player may not use equipment that is dangerous to him/herself or another player. This is further expanded upon in the interpretations of the Laws of the Game whereby it is advised that player may use equipment that has the sole purpose of protecting the individual physically providing that it poses no danger to the individual or any other player.

A player wearing an insulin pump because of a medical condition is permitted to play providing he/she has received written medical clearance and is able to provide the referee with a note indicating such. The pump itself must not present a danger to the individual or any other player.