

# The Rangers Tournament - Comprehensive Participation & Entry Agreement

Sports Leagues Canada Inc.

PLEASE READ CAREFULLY – THIS IS A BINDING LEGAL AGREEMENT

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## 1. INTRODUCTION

This agreement (“Agreement”) is entered into by the undersigned participant or team (collectively, the “Team” or “Participant”) and **Edmonton Rangers Academy (ERA)**. (“Organization”), in connection with participation in the **The Rangers Tournament 2026**. By signing below, the Participant acknowledges and agrees to abide by all terms and conditions set forth herein.

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## 2. CONDITIONS OF PARTICIPATION

The Team agrees to use commercially reasonable efforts to comply with the conditions of participation as set forth in **Schedule A**, and as mutually agreed upon by Sports Leagues Canada Inc. and the Team. These requirements are collectively referred to as the “**Regulations & Rules.**”

The Team agrees to fulfill the Regulations & Rules in good faith. The Regulations & Rules are subject to change with the appropriate notice as outlined below.

The team agrees to participate in the finals match should they advance to the finals.

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## 3. TERM

This Agreement shall commence on the date of signing and shall remain in effect until **September 1 2026**, unless earlier terminated according to this Agreement (the “Term”).

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## 4. ENTRY & PAYMENT TERMS

### 4.1 Entry Fee

- The Team agrees to pay an Entry Fee of **CDN \$1,500** to participate in The Rangers Tournament 2026.
- Team name, banner, and branding are subject to approval.
- Branding associated with a commercial sponsor may incur additional activation fees.
- **All payments are non-refundable after July 10, 2026**, including if the team is withdrawn or disqualified.

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## 5. DISCLAIMER

You agree that the Organization is not liable for injuries, losses, or damages arising from participation, including but not limited to negligence.

Refunds for a cancelled tournament prior to **August 20, 2026** are permitted (entry fee only). All other expenses are non-recoverable.

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## 6. RISK ACKNOWLEDGEMENT

You understand and accept the inherent dangers of participating in competitive soccer, including:

- Physical exertion, injuries, collisions, falls
- Exposure to weather extremes and travel-related risks
- Contact with other players and equipment malfunctions

You acknowledge that injuries can be severe, and you assume all related risks.

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## 7. RELEASE OF LIABILITY

You agree to:

- Assume all risks
  - Be solely responsible for any personal injury or loss
  - Release and indemnify the Organization from any claims or damages arising from your participation
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## 8. TEAM KIT AND BRANDING

The Team will supply its own **home and away kits**.

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## 9. INDEMNIFICATION

The Team agrees to indemnify, defend, and hold harmless Edmonton Rangers Academy. and affiliates from all claims, liabilities, losses, and legal costs resulting from breaches of this Agreement or acts of misconduct.

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## 10. TERMINATION & FORCE MAJEURE

### 10.1 Termination for Breach

- The Team may terminate this Agreement if the Organization materially breaches and fails to cure within 30 days.
- The Organization may terminate immediately upon a material breach by the Team.

### 10.2 Conduct-Based Termination

The Organization may terminate this Agreement if the Team or associated persons:

- Commit crimes or acts of moral turpitude
- Engage in conduct that reflects poorly on The Rangers Tournament or causes public scandal

### 10.3 Force Majeure

Neither party is liable for failure to perform due to Force Majeure events (e.g., acts of God, terrorism, severe weather, government actions, etc.).

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Both parties must negotiate in good faith if disruptions occur.

## 11. INSURANCE

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This Agreement does not preclude the Team from accident coverage under Edmonton Rangers Academy insurance policies, subject to policy terms.

**CONFIDENTIALITY** The Team agrees to maintain confidentiality of any proprietary or sensitive information shared by the Organization or its affiliates. Such information shall not be used or disclosed without prior written consent.

## 12. RELATIONSHIP OF PARTIES

Participants are considered independent entrants in a contest and **not** agents, employees, or representatives of Edmonton Rangers Academy.

All tax obligations are the sole responsibility of the Team.

## 13. PUBLICITY RIGHTS

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The Team consents to the use of its name, likeness, biography, and branding for marketing, advertising, and internal/external communications.

The Organization will provide a reasonable opportunity for Team review when possible.

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## **14. GOVERNING LAW & VENUE**

This Agreement is governed by the laws of Canada.  
Any disputes shall be resolved in Canada, and both parties consent to that jurisdiction.

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## **15. NOTICES**

All communications must be in writing and are considered delivered when:

- Personally delivered with written receipt
  - Sent via email during normal business hours
  - Sent via recognized courier with proof of delivery
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## **16. GENERAL TERMS**

This Agreement constitutes the entire agreement between the parties.  
No oral or prior written promises are valid unless stated here.  
Modifications must be in writing and signed by both parties.  
If one provision is invalid, the others remain enforceable.  
Execution may occur electronically or in counterparts.

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## **17. ACKNOWLEDGMENT**

By signing below, you confirm you have read, understood, and agreed to the terms of this Agreement.  
You acknowledge its binding nature regardless of whether you have read the full contents.

**NAME:** \_\_\_\_\_

**SIGNATURE:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

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# Schedule A

## The Rangers Tournament Rules and Regulations

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### 1. PLAYING RULES

#### 1.1 The Ball

1.1.1 The ball shall be spherical; the outer casing shall be of leather or other suitable materials. No material shall be used which might prove dangerous to players.

Ball size: **Size 5**.

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#### 1.2 Number of Players/Substitutions

1.2.1 A match is played by two teams of up to **seven players**, including the goalkeeper. Minimum players to start: Five

1.2.2 Unlimited **substitutions** including the goalkeeper shall be permitted. Substitutions are continuous during play and all players must enter and exit the field of play at the substitution zone only when the player they are subbing is within 1 meter of the touch line nearest the team's bench. At minimum, a yellow card will be issued to a player who substitutes illegally. If an illegal substitution occurs where the team gains an advantage by breaking up a promising attack or denying an obvious goal-scoring opportunity, then a red card or penalty shot may be issued. Substituting goalkeepers follows the same procedure as outfield players, provided that the incoming goalkeeper wears a contrasting shirt from own team.

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#### 1.3 Player Equipment

1.3.1 Teams must provide identical jerseys with different numbers.

1.3.2 All players must wear stockings; shin guards recommended but not mandatory.

1.3.3 If colour conflict occurs, the **away team** must change.

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#### 1.4 Duration of the Match — Goalden Goal Time

1.4.1 Each game consists of **20 minutes** regulation time.

1.4.2 After 20 minutes, match enters **Goalden Goal Time**, with a target of one goal more than leading/tied score.

- Begins at **5v5**.
- Every **2 minutes**, one player is removed from each team until **2v2**, or a winning goal is scored

#### 1.4.3 In Goalden Goal Time:

- Once ball enters opponent's half, it cannot be played back unless deflected.
- Restart for violation: free kick at halfway mark touchline. You may go back into your own half on the kick-in.

1.4.4 Goalden Goal Time will restart with a kickoff at half after each 2-minute interval. A coin toss before 5v5 begins will determine which team starts each interval. For example, Team A will kick-off at 5v5 and 3v3. Team B will kick-off at 4v4 and 2v2. The winner of the coin toss will have the option. The 2-minute interval will only expire when the ball goes out of play (including hitting the top mesh or goals scored). Fouls and injuries do not count as a stoppage for the 2-minute expiration.

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## 1.5 Start and Restart of Play

### 1.5.1 Kick-off is used:

- At start of match
- After goals
- Start of Goalden Goal intervals

A goal **may not** be scored directly.

### 1.5.2 Dropped ball used for stoppages not otherwise specified.

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## 1.6 Ball In and Out of Play

### 1.6.1 Ball is out when:

- Crosses goal/touch line
- Referee stops play
- Touches ceiling netting

### 1.6.2 Ball is in play otherwise.

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## **1.7 Method of Scoring**

Goal counts when whole ball crosses goal line legally. No player/goalkeeper can score using their hands.

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## **1.8 Offside**

No offsides.

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## **1.9 Kick-In**

When the whole of the ball passes over the touch-line, either on the ground or in the air, a free kick shall be awarded to the team opposing that of the player who last touched or played the ball. The free kick shall be taken from the point that the ball crossed the line and went out of play. Players of the team opposing that of the player taking the kick-in shall not approach within 5 m (5.5 yds) of the ball until it is in play, i.e., it has been kicked and moves, nor shall the kicker play the ball a second time until it has been touched or played by another player. A goal may not be scored directly from a kick-in.

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## **1.10 Goal Kick & Goalkeeper**

A goal kick is a method of restarting play. A goal kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored in accordance with Law 10. A goal may not be scored directly from a goal kick.

Goalkeepers have a true 8 seconds with the ball in their hands. If the goalkeeper exceeds 8 seconds, the opposing team will be rewarded a corner kick.

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## **1.11 Corner Kick**

A corner kick is a method of restarting play. A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is not scored in accordance with Law 10. A goal may not be scored directly from a corner kick. All opponents must be at least 5 m (5.5 yds) from the ball until it is in play.

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## 1.12 Free Kicks

All free kicks are **indirect**. All opponents must be at least 5 m (5.5 yds) from the ball until it is in play, unless they are on their own goal line between the goalposts. The ball is in play when it is kicked and moves.

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## 1.13 Slide Tackling

All slide tackling is not permitted. Players may slide to keep the ball in play or block a shot as long as no player is within playing distance.

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## 1.14 Penalty Kick

A penalty kick is awarded against a team that commits one of the ten offences for which a direct free kick is awarded, inside its own penalty area and while the ball is in play. All slide tackles inside the penalty area, will result in a penalty shot.

A goal may be scored directly from a penalty kick. The Ball must be placed on the penalty mark. The goalkeeper must remain on their goal line, facing the kicker, between the goalposts until the ball has been kicked. The player taking the kick must be properly identified. The players other than the kicker must be located inside the field of play, outside the penalty area and at least 5m from the penalty mark.

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# 2. GENERAL RULES

2.1 Matching uniforms with numbers required.

2.2 Goalkeeper must wear contrasting numbered jersey.

2.3 Organization Committee decides abandoned match outcomes; may assign default loss of 3–0. All players and staff must complete online registration prior to tournament.

2.4 Team officials responsible for conduct; only rostered individuals allowed on bench; intimidation or abuse may result in removal from tournament.

2.5 Games played as scheduled unless postponed by Organization.

2.6 Postponed games must be played as rescheduled.

2.7 **Standings tiebreakers:**

- a. Most wins
- b. Head-to-head
- c. Goal differential
- d. Goals for
- e. Goals against
- f. Coin toss

2.8 No betting on matches.

2.9 Foul language, spitting, fighting prohibited; disciplinary action applies.

2.10 Committee decisions are final.

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### **3. PLAYER/ROSTER REGISTRATION**

- Maximum of **15** on the roster including staff
  - Roster deadline: **August 20, 2026**
  - Government-issued ID required to receive credentials
  - Must present ID upon request or be deemed ineligible
  - Use of ineligible players results in removal and 3–0 forfeit
  - Committee decisions final
  - Players may register for only **one** team
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### **4. TOURNAMENT FORMAT**

Each team plays **minimum 3 round robin games**.

Top 2 teams per group plus four 3<sup>rd</sup> place wild cards advance to the knockouts (24 team tournament). Knockout rounds to be adjusted according to number of registered teams (16 teams or less direct to Quarters).

Knockout rounds:

- Round of 16
  - Quarterfinals
  - Semifinals
  - Final
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### **5. DISCIPLINE**

5.1 Red Cards

- Player leaves immediately
- Team plays short for remainder of the match.
- If a coach receives a red, they are removed from the game area but the team does not play short
- If any player or active substitute receives a red, team will play short.

5.2 Violent conduct may result in suspension for entire tournament.

5.3 Teams responsible for spectators' behaviour.

5.4 Suspended individuals may not participate.

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## 6. PROTESTS

- 6.1 Must be submitted in writing within 15 minutes of match.
- 6.2 Organization determines merit before investigation.
- 6.3 Only teams in match may protest.
- 6.4 Referee decisions cannot be protested.

### Mandatory Minimum Suspensions

<b>Offence</b>	<b>Minimum Suspension</b>
Foul/abusive language (not toward official)	1 game
Serious foul play	1 game
Violent conduct	3 games
Foul/abusive language toward official	3 games

All red cards are reviewed by the Disciplinary Committee, which may increase, reduce, or remove the sanctions