



Alberta Soccer Association

Governing Body of Soccer in the Province of Alberta

9023 – 111 Avenue, Edmonton, AB, T5B 0C3

(780) 474-2200 Fax: (780) 474-6300

Note: You must submit all alleged cases of physical abuse or verbal threats against an official to ASA within 48 hours (2 working days) of the incident. For all other misconduct, please forward this report to your local Soccer Association within their specified timelines.

Misconduct Report

Please print legibly

League: _____ Age Group: _____ Division: _____

Date: _____ Start Time: _____ End Time: _____

Venue: _____ Home: _____ Away: _____

Dismissed individual (circle one): Player Team official Spectator

Name: _____ ID # or Position Title: _____ Team affiliation: _____

The incident / dismissal took place when?

- The incident took place BEFORE the match
- The incident took place AFTER the match
- The incident took place DURING the match

The dismissal was for the following reason:

- Serious Foul Play, as defined in FIFA Laws of the Game
- Violent Conduct, as defined in FIFA Laws of the Game
- Spitting at an opponent or any other person
- Denying an obvious goal-scoring opportunity by deliberately handling the ball
- 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
- Boarding Level 1 (Indoor game only)
- Boarding Level 2 (Indoor game only)
- Failing to conduct themselves in a responsible manner (Team Officials Only)

Which of the following best describes the actions of the individual following the dismissal

- Left the field without any further incident
- Did not leave immediately and continued to dispute the Referee's decision
- Committed additional misconduct, on or off the field: (Referee to document actions in report)
- Returned at the end of the game: (Referee to document actions in report)

REPORT CONTINUES ON NEXT PAGE...

