# **USFA TOURNAMENT PROTEST FORM**

## Submitting a Protest

If you have knowledge of the basis for a protest before the game, you must advise the referee that you are going to play the game under protest. Many protests are denied because of a failure to notify the referee prior to the game.

## Before you send a protest consider whether it might be a complaint instead.

Complaints may go directly to your Club Representative or to Tournament Coordinator All protests must be signed / completed by the registered team official with \$100.00 Protest Fee and submitted to the Protest Committee listed below within 45 min of the Game played.

KDS Tournament	Pepsi Takhar	604 787 4901
Akal FC Tournament	Kulwant Hundal	604 803 0705
BC Tigers Miri Piri Tournament	Surinder Sahota	604 808 5851
AUSC Tournament	Makhan Gill	604 825 1780

### GAME INFORMATION (All fields must be completed)

Division:	Date, time, location of game:	
Home Team:		Away Team:

#### Protesting Team Information

Coach name:	Address:
Phone:	Email:
Protest details: (attach additional documents as necessary)	

## The "Grounds" for Protest

A protest will only be considered on the grounds of:

- 1. Interpretation of the USFA Laws of the Game
- 2. On the eligibility of players, or
- 3. On breaches of Competition Rules and Regulations.
- You must state which of these grounds is the basis for the protest.
- You cannot protest a game based on the referee's judgment of the 'facts' of the game (e.g. was a player offside?
- Did a player handle the ball?). Any protest related to the field, posts or game equipment would be denied unless it
- is and the referee feels that the problem seriously affected the outcome of the game.

brought to the referee's attention before the game

Supporting , relevant information must be provided with the protest submission.

The Tournament Committee reserves the right to consult the USFA or League or appropriate authority before rendering judgement.

All protests must be received by the Protest Committee within 45 MINUTES after the game finishes.

Notes: