

STATE CUP / PRESIDENTS CUP PROCEDURES

SEMI-FINALS & FINALS – MAY 13-14 and May 20, 2017



All games will be played under FIFA Laws of the Game.

ONLY the SYRA or Site Manager can terminate a game that is suspended by the referee.

Game Card

Referees must check the player cards and event rosters. Players should be checked off on the official cup roster (not a team's league roster) that is provided by the team at the game. Mark the *Game Active* column. The event rosters should be returned in the pouch with the completed game card.

IMPORTANT:

1. Clearly PRINT your name (Do not sign) on the Game Card
2. Write down the team color next to team name on the Game Card
3. Write time of day that the ended on the Game Card
4. Have the coach of both teams sign next to their team name to verify the winner/score.
5. Note all yellow cards and/or red cards issued in the area designated in lower left section of the game card.
6. Retain all player/coach player pass cards for any red cards/ejections issued, and file a written game.
7. Return completed game card, along with each team's roster form, to referee tent in order to receive game payment.

Number of Players

For an 11v11 game a minimum of seven (7) players constitute a team. A 10-minute grace period will be extended beyond the scheduled kick-off time if seven (7) players are not available. If at the end of the 10-minute grace period the team does not have at least seven (7) players, the referee shall immediately report the failure of the team to show to the Site Manager.

A team with less than eleven (11) players must start the game as soon as seven (7) players are at the field. For all U11 and U12 games (9v9) a minimum of six (6) players constitute a team. The same procedures as stated above will be followed using the 6-player rule.

Substitutions

Substitution(s) for either team may occur at **any stoppage of play,** but only with the **approval of the referee** and the substitutes must be at the half-line prior to the stoppage of play. No substitution will be permitted for a player sent-off during the game (team will play short-handed for the remainder of the game).

STATE CUP Games

U11, U12, U13 and U14 age groups - UNLIMITED.

For U15 thru U18 age groups - A maximum of seven (7) substitutions for each team during each half of play. After leaving the game during a half of play, the substituted player may not re-enter the game during that same half of play. The two overtime periods combined are considered to be a new half of play with respect to this limited substitution rule, i.e. after leaving the game during overtime play, a substituted player may not participate in the remainder of the game including the "Kicks from the Mark" segment.

PRESIDENTS CUP Games

All U11 thru U18 age groups - UNLIMITED.

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Yellow Card (Caution) / Red Card (Send-Off)

Cards shall **only** be shown to the players and substitutes. If a coach engages in irresponsible behavior, the referee should follow the **Ask, Tell, Dismiss** protocol without the showing of cards. If all of the carded coaches of a team are dismissed, the game will be suspended (not terminated) and the details reported immediately to the Site Manager for resolution.

An official match report must be submitted by the referee to the Site Manager in the event that any send-off or dismissal occurs, and that player or coach will be ineligible to participate in the team's next State Cup match.

If a referee determines it necessary to suspend a game due to playing conditions, behavior problems, spectator interference or any other extenuating circumstances, the referee crew should record the time of suspension (in-game time, half of play and time of day), score of game, reason for suspension and note any relevant incidences. The Site Manager should then be contacted in order to review the circumstances with the referee crew prior to determining if the match should be terminated or allowed to continue.

Lightning Protocol

If lightning is seen or thunder is heard, the referee must stop and suspend the game immediately and seek safe shelter. Referee must check in with the Site Manager prior to restarting the game and shall only do so when and as directed by the Site Manager. Do not presume that play is terminated for the day and leave the field complex. In any circumstances please check in with the Site Manager (or Referee Administrator) prior to departing the field complex at any time. Each stoppage for thunder or lightning will be no less than 30-minutes, and such stoppage time will be restarted with each and any subsequent incident of thunder or lightning.

Concussion Protocol

In the event that the referee determines that a player exhibits symptoms of a concussion that player must be dismissed from participating further in the game (the player may be replaced by a substitute). The referee **must** retain the player's card and submit it with a short report to the Site Manager at the end of the match.

Headball Restrictions (U11 ONLY)

For all U11 games, players are not allowed to deliberately head the ball. Infraction will result in an indirect free kick restart.

Player Uniforms

Each player must wear an official uniform with a number on the back of the player's jersey. Goalkeepers are not required to have a number on their uniform. Each number must be different. In the event of a color conflict, the home team will change to an alternate set of jerseys. All players must wear shin guards, socks covering the shin guards, appropriate footwear, shorts, and a jersey. **All teams must wear uniforms that conform to acceptable standards.**

Semi-Final & Final Games

All games played must have a winner. If game is tied at end of regulation time, two full overtime periods are to be played, i.e. no golden goal. If still tied, then USSF's "Kicks from the Mark" procedure is to be followed.

U11 thru U14 Two 10-minute overtime periods

U15 thru U19 Two 15-minute overtime periods