



2011 Maryland Presidents Cup Rules

Rules of Play

1.1. The FIFA Laws of the Game will apply to all age group competitions except as noted herein or in the US Youth Soccer National Championship Rules.

1.2. Enforcement of procedural rules as outlined in this section shall be the responsibility of the Presidents Cup Director.

1.3 Teams shall occupy the same side of the field and be restricted to one side of mid-field, in an area not extending beyond the 18-yard mark.

1.3.1. Teams shall be limited to players in uniform and 4 CARDED TEAM OFFICIALS. Teams will be issued credentials for team officials listed on the official state roster. Credentials must be worn at all times while in the team area of the field.

1.3.2. Spectators will be required to remain on the opposite side of the field. It will be the choice of the home team (TEAM LISTED 1ST on the schedule) as to which side of mid-field it will occupy.

1.4. Uniforms - MSYSA, consistent with the directives from FIFA and USYSA, considers team appearance to be important elements within the spirit and integrity of the game. Accordingly, the following will be strictly enforced:

1.4.1. Teams shall wear contrasting colored uniforms, with the home team wearing light colored shirts and the visiting team wearing contrasting colors.

1.4.1.1. In the spirit of the game, both teams should make an effort to have a complete set of alternate shirts and socks to avoid a color conflict. If in the judgment of the referee, the team's uniforms are not sufficiently distinguishable; the designated home team shall change to a contrasting color.

1.4.1.2. All player uniforms, including goal keepers, must have clearly visible numbers, at least 4" in height, on the back of the uniform shirts.

1.4.1.3. Each player, including goal keepers, on an individual team must have a different number, which shall be the same number for that player that appears on the

game roster and match report. These numbers MAY NOT be hand written.

1.4.1.4. All player jerseys, shorts and socks MUST BE identical in style and color. Referees should have an alternate jersey available to avoid a problem of conflicting with the jersey colors of the participating teams.

1.4.2. Shin guards must be worn by all players participating in Cup play. Players not in compliance will be removed from the field by the referee. The player may return when properly attired, during a dead ball situation with the referee's permission.

1.4.3. Player jerseys must be tucked into their shorts and the socks must be pulled up over the shin guards.

1.4.4. Undergarments

1.4.4.1. Long sleeve shirts, compression shirts, and any other clothing under the uniform jersey that extends beyond the uniform sleeve may be worn provided they are of the same color as the uniform jersey

1.4.4.2. Undergarments, such as "spandex" shorts and sliding pads (excluding boxer shorts) may be worn provided they are of the same color as the uniform short but may not extend beyond the knee.

1.4.4.3. It is permissible for the goalie to wear a contrasting undergarment under his or her shorts.

1.4.4.4. Tights, sweatpants, or other full length leggings may **NOT** be worn by field players regardless of if these items are worn under the shorts and are of matching color.

1.4.5. Players with blood on their uniform will be removed from the field by the referee. The player may not return to the field until the blood has been removed from the jersey or neutralized by a disinfecting agent.

1.4.5.1. Teams are highly recommended to carry an extra uniform, commonly referred to as a blood kit, for use in situations involving blood on a uniform. Blood kits consist of an extra pair of shorts, socks, and a jersey with a number not rostered to a player on the team. A player with blood on their uniform may use the blood kit to replace their own so they may re-enter the field.

1.4.5.2. Players removed by the referee due to blood may not re-enter the field until they have been inspected by the referee or assistant referee and determined to be free of blood on their uniform and person.

1.5. The length of matches and ball size rules for each age group shall be as follows:

Age Group	Match Length	Ball Size
Under-17	Two 45' halves	5

Under-16	Two 40' halves	5
Under-15	Two 40' halves	5
Under-14	Two 35' halves	5
Under-13	Two 35' halves	5

1.6. Presidents Cup Tournament Format

1.6.1. The age group winner shall be the team with the most points. Points will be awarded as listed below:

1.6.1.1 Each team shall be awarded three (3) points for a win, one (1) point for a tie and zero (0) for a loss.

1.6.1.2 In the event that two or more teams are tied within an age group, the following criteria will be used, listed in order, until a winner is determined:

(1) Head to head competition (*this does not apply if more than two (2) teams are involved in the tie*).

(2) Most wins.

(3) Positive Goal Differential.

(i) This is the difference between goals for and goals against. Up to three (3) are awarded per game. For example, 6-3 and 3-0 scores each earn three points.

Goal differential is only counted for games won; negative goal differential is not included in the calculations.

(4) Number of shutouts.

(5) Fewest goals against.

(6) Penalty kicks – FIFA's penalty kick procedure will be used to determine a winner.

1.6.1.3 In the event of a tie between more than two teams, once a tie is broken by the above system, and if ties among the remaining teams must still be decided, those ties would be broken by starting again from the top of the tie-breaking procedure.

1.6.1.4 During a semi-final and final match, if a tie scores exists at the end of regulation, an overtime procedure will be used to determine a winner. Overtime periods will be determined by age group. The overtime periods will be:

Under-17	Two 15 minute halves
Under-16	Two 15 minute halves
Under-15	Two 15 minute halves
Under-14	Two 10 minute halves
Under-13	Two 10 minute halves

1.6.1.5 If the game is still tied at the end of the overtime period, FIFA "Kicks from the Penalty Mark" rules will apply in order to determine the winner.

1.6.2 If a team forfeits a match, its performance bond will be cashed and the team will be

removed from the competition. Any forfeited match will be recorded as 1-0 loss.

1.7. Player Passes and Rosters

1.7.1. Each team must have their official MSYSA roster available at every Cup match.

1.7.2. The USYS player passes must be brought to every match to be checked against the official MSYSA roster by an Tournament representative/ and or field marshal for that game.

1.7.3. A team official from the winning team will be responsible for collecting the Match Report after the match and delivering it to the headquarters tent and/or field marshal for that game.

1.8. Match Conduct

1.8.1. Coaches, managers and parents are not permitted on the playing field during the match, unless called on by the referee. Violations of this rule will subject the offender to removal from the match site. Repeated violations by the same team may result in the referee terminating the match.

1.8.2. Players who are sent off (red carded) by the referee from any Cup match will not be permitted to play in the next Cup match played by his/her team (including the Cup final). A player may receive more than a one match suspension for being sent off (red carded) as deemed appropriate by the Cup Committee.

1.8.2.1. Players sent off by the referee will be removed from the field by the field Marshall or MSYSA staff and will not be permitted to return to the field until the conclusion of the match.

1.8.3. Any player receiving three (3) cautions (3 yellow cards) during the Maryland Presidents Cup Tournament will sit out the next Cup Match played by his/her team following receipt of the third yellow card.

1.8.4. Coaches, managers or supporters who have been removed from a match will be barred from the sideline and having any contact with their team during their next Cup match in the same age group competition, nor shall they give any direction during the match.

1.8.5. The referee may terminate a match for unsportsmanlike conduct or use of foul language by players, coaches, managers or supporters. The referee may request the Cup Director to remove any person violating this rule from the site.

1.8.6. No alcoholic beverages are permitted at the match site. The referee or the Cup Director will suspend play until alcoholic beverages and consuming individuals are removed from the area.

1.8.7. Smoking is not permitted at any of the State Cup match sites. Repeated violations will result in removal from the site.

1.8.8. MSYSA reserves the right to review all match conduct and ejections. The minimum one match suspension for being sent off will be automatically imposed. Further penalties may be imposed by MSYSA. A team's poor behavior can affect their future participation in Presidents Cup play. Teams not in "good standing" with MSYSA will not be accepted into the Presidents Cup competition.

1.8.9. A player/coach who is sent off (red carded) in his/her team's last Cup match at the State level WILL NOT be permitted to play in the first match at the Region 1 Tournament should their team advance to said competition.

1.8.9.1. If their team does not advance to the Region 1 Tournament, said player/coach must sit out the first Cup match of the following year's Presidents Cup tournament, regardless of whether the player is rostered to the same team during the following year.

1.8.9.2. A player/coach who is sent off in their team's final match at the Region 1 Tournament and/or National Championship game must sit out the first match of the following year's Presidents Cup tournament, regardless of whether the player/coach is rostered to the same team during the following year.

1.9. Player Substitutions During Match Play

1.9.1. Substitutions may be made during any stoppage of play at the discretion of the referee.

1.9.1.2. Unlimited substitutions shall be allowed during any stoppage of play except Corner Kicks and Penalty Kicks.

1.9.1.3. A stoppage in play does not guarantee the allowance of a substitution by the referee.

2. Championship Matches

2.1. The Presidents Directors and MSYSA will designate the site(s) for the Cup Championship matches. Teams must prepare a USYA "Blue Roster" form, to be provided by MSYSA, must be typed in alphabetical order and signed at the field prior to the final match by each player.

2.1.1 Please Note: The blue rosters for preliminary games and those used for Semi-final and Final Matches are different.

2.2. If a player is not at the final match, his/her names should be included on the blue roster form and the signature is left blank.

2.3. It is the responsibility of each team in the Championship match to complete this roster for their team.

3. Referees

3.1. The diagonal system of control will be used for all Cup matches. USSF-certified referees will be used for all matches, consistent with USYSA rules. The State Youth Referee Administrator will have the responsibility for assignment of all Cup matches. Under no condition will the two-man system be used.

4. Appeal and Protest Procedures

4.1. All protests must be submitted in writing to the Presidents Cup Director with a \$200 protest fee, payable to MSYSA, within 30 minutes after the match or incident (non-match incident). Any protest registered more than 30 minutes after the match being protested will not be considered.