



# Maryland State Cup Rules

## 2010

The rules of the 2010 Maryland State Cup competition for all boys and girls age groups will be the rules governing the U.S. Youth Soccer National Championship Series as published by U.S. Youth Soccer, as modified below.

### **1. Competition Format**

1.1. The competition will be single elimination format consisting of four stages: (1) For those age groups with more than 16 teams, a first single elimination round to reduce the field to 16 teams; (2) A second and third round to reduce the age groups to 4 teams; and (3) a single elimination semi-final to reduce the age groups to 2 teams and (4) a final to determine the Maryland State Cup Champion. For age groups with less than 16 teams entered a single elimination format will also be used and will incorporate additional first round byes, dependent upon the total number of teams participating.

1.1.1. The champion, finalist and semi finalists from the prior year, if they are entered, will be seeded into the next older age group. No other teams will be seeded before the State Cup Draw. The champions and finalist from the previous year will be placed in the competition format so that they cannot face each other until the final

1.1.2. Participation in State Cup in the lowest age bracket, U-13, is limited to teams that are rostered as U-13 teams, AND whose roster includes 51% of players born between August 1, 1996 and July 31, 1997.

1.2. Cup Director will announce the competition format for each age group at the Cup Draw

1.3. Matches will normally be scheduled for Saturday or Sunday play, but where necessary or beneficial to the competition, mid-week evening matches may be scheduled. State Cup games take precedence over **all** league games, except for the Region I Premier and Colonial League games that are played on Saturdays, per the Region I State Presidents vote.

### **2. Conditions for Play**

2.1. Team Related Conditions

2.1.1. Teams must be registered with MSYSA, and possess a validated roster from MSYSA and must be in good standing. Each team may be required to provide volunteers to assist with State Cup activities as directed by the Cup Directors.

2.1.2. During the current seasonal year teams must play in a fall, winter, spring or summer affiliated USYS leagues who meet the requirements of the US Youth Soccer National Championships Rules:

*221.1.4 of the National Championship Series Rules state: The team must compete in at least a 4-team approved league during the current seasonal year in its State Association, US Youth Soccer Regional League, or with its State Association's permission in another US Youth Soccer State Association sanctioned league*

*\*\*This means that the Maryland State Cup Committee will only accept teams that play in USYS sanctioned leagues and do not recognize leagues that compete under other US Soccer member organizations, such as US Club Soccer, AYSO and SAY (not applicable for the U-19 age group)*

- 2.1.3. Teams must agree to honor all sponsorships/contractual obligations of MSYSA while representing MSYSA. Specifically, teams must use the MSYSA tournament balls provided to each team for the competition. If a team loses their game ball, they must purchase a new game ball prior to their next scheduled match.

## 2.2. Financial Conditions

- 2.2.1. The appropriate fees must accompany each application for each team entered as set forth in the Cup Announcement and Message from the Cup Director.
- 2.2.2. A performance bond, as set forth in the Cup Announcement, is required and must be submitted with the Cup application. The performance bond will be returned to the team provided they have fulfilled all of the team obligations specified in the Cup Rules.
  - 2.2.2.1. A team forfeiting a Cup match shall forfeit its performance bond.
  - 2.2.2.2. Any penalties for non-performance that are assessed to MSYSA (i.e. at regional or national levels) will be passed along to the team/club.
  - 2.2.2.3. Teams failing to fulfill obligation regarding the supply of and completion of duties of volunteers requested by MSYSA will result in the forfeiture of the team's performance bond.
  - 2.2.2.4. Failure of teams to clean and dispose of all trash from their bench area after the conclusion of their match will result in the forfeiture of the team's performance bond.
  - 2.2.2.5. Misconduct by Coaches, Team Officials, or spectators resulting in the termination of match will result in the forfeiture of the performance bond of the team responsible for the match termination.
  - 2.2.2.6. A team whose performance bond has been forfeited for violation of the above rules must submit a new performance bond to MSYSA prior to the team's next scheduled match.
- 2.2.3. Any fine assessed to a team for violation of competition rules must be paid in full prior to the teams next scheduled match.

2.2.4. Each team is responsible for paying in cash, one-half the total referee fees for each match. A team unable to pay its portion of the referee fees will forfeit the match.

2.2.5. The referee fee schedule for Cup matches will be supplied at the Cup Draw.

### 3. Deadlines

3.1. Completed Cup applications must be received by the Cup Director by the deadline date set forth in the Cup announcement. Application packets postmarked or personally delivered to the Cup Director after the deadline will not be accepted. Certified mail will not be accepted.

### 4. Notification of Acceptance

4.1. Teams who have met all of the eligibility and other conditions of acceptance will be notified of their acceptance. The acceptance is conditional subject to verification of the League participation requirement as set forth in section 2.1.2. and verification of "good standing" with MSYSA of the Club, Team, and Players.

4.2. Should an age group have less than 16 teams applying, the Cup Director may extend the deadline to within one week of the Cup draw or until the age group has 16 teams participating.

### 5. Cup Draw

5.1. Teams will be provided ample notice of the time and location of the Cup drawing. Each participating team MUST be represented at the Cup Draw by a Team Official listed on the team's official roster or an approved designee. *Teams not represented will be subject to a \$200 fine, which must be paid within one week of the Cup Draw.* Failure to pay such fine as prescribed will result in the team forfeiting each of its Cup matches until the fine is paid. All teams will be responsible for information discussed and materials distributed at the Cup Draw.

### 6. Roster Submissions

6.1. Every team MUST attach a copy of its official MSYSA roster to the typed "**blue**" roster, provided by MSYSA, for EACH of its Cup matches. This requirement is a condition of Cup play.

6.1.1. Any team failing to attach a copy of its roster to the match report will forfeit that Cup match.

6.2. A team may make changes to its roster, consistent with USYS rules pertaining to added, released, and transferred players no later than a date specified each year in information distributed at the Cup Draw, provided that all roster changes are approved by the MSYSA Registrar or Associate Registrar.

6.2.1. The Cup Director should be provided with a copy of the Official Roster prior to the team's first Cup match.

6.2.2. After the roster freeze date, the team's roster for Cup play may not be changed in any manner

6.3. Players registered on secondary (multi-rostered) passes are not eligible to play in the Cup for the team of their secondary registration.

6.4. Teams are advised to become familiar with USYS and US Youth Soccer National Championship Rules regarding player eligibility and team roster changes, including adding, dropping and transferring players. A copy of the US Youth Soccer National Championship Rules will be provided to each competing team in the national championship age groups.

6.5. Every team participating in the Maryland State Cup shall have a team roster and will present a game roster for every match or competition.

#### 6.5.1. Team Roster

6.5.1.1. The team roster shall be approved by the State Association where the team resides. For U15 and younger teams, the team roster shall not have more than 18 youth players on the team roster at any given time during the seasonal year. For U16 and older teams, the roster may have up to 22 youth players on the team roster at any given time during the seasonal year. Every team roster shall have a minimum of 7 players on the roster at all times.

#### 6.5.2. Game Roster

6.5.2.1. The game roster shall be prepared by the team and submitted to the opposing team manager no less than thirty (30) minutes prior to each scheduled game in State Cup play.

6.5.2.1.1. The game roster shall have a maximum of 18 players and a minimum of 7 players.

6.5.2.1.2. Every player listed on the game roster must be included on the team roster to be eligible to participate with the team.

6.5.2.1.3. Players must sign the game roster in the presence of the opposing manager.

6.5.2.1.4. Game roster must contain the signature of the opposing manager verifying that the game roster was completed in accordance with the rules listed above.

6.5.2.2. The check –in process for game rosters for Semi-final and Final matches will be conducted by MSYSA staff.

6.6. Teams are allowed as many as five (5) previously rostered players (transfers) on its roster during the seasonal year.

## 7. **Scheduling**

7.1. Proposed playing dates for all age groups will be set prior to the Cup Draw. The schedule of proposed playing dates will be distributed at the Cup Draw.

7.2. The match time and site for Cup matches will be determined by the Cup Director.

7.3. The Cup Director will provide the State Youth Referee Administrator (SYRA) with a schedule of the upcoming Cup matches. The information provided to the SYRA will include a listing of the field, kick-off times, and teams for each match.

7.4. The schedule can only be changed by the Cup Director, all of whose decisions are **FINAL**.

## **8. Bad Weather Procedures**

8.1. During inclement weather, the Field Coordinator responsible for fields being used on a particular playing date will notify the appropriate Age Group Coordinator(s) and Cup Director of the condition of the field three hours prior to the first match. Rescheduling procedures of section 9 will be used.

## **9. Rescheduling**

9.1. Schedule changes can only be authorized by the Cup. The Cup Director will post all schedule changes to the MSYSA website. Team officials are responsible for verifying their team's schedule throughout the competition.

## **10. Referees**

10.1. 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. A fourth official will be utilized for all Semi-final and Final matches for ages U15-U19.

## **11. Appeal and Protest Procedures**

11.1. All protests based upon incidents occurring during the match must be filed verbally with a MSYSA State Cup Official before, during or immediately after a match. Protests based upon field conditions, including field layout and dimensions must be registered with a MSYSA State Cup Official prior to the start of the match. Protests based upon player eligibility must be filed in accordance with section 11.2

11.2. All protests must be submitted in writing to the Cup Director with a \$200 protest fee, payable to MSYSA, within 48 hours after the match or incident (non-match incident). Mail postmarked or registered more than 48 hours after the match being protested will not be considered. Metered mail will not be acceptable proof of timeliness

## **12. Field and Equipment Responsibilities**

12.1. Field must be in good playing condition, including keeping the grass cut, and consistent with FIFA and US Youth Soccer National Championship Rules regarding field layout and dimensions. An "observer's line" shall be marked 2 yards outside of each touch line and is recommended on all fields. Restraining areas MUST be set up to accommodate both teams, who will occupy the same side of the field. This area will begin at the 18 and continue to mid-field.

### **13. Reporting Scores**

13.1. The winning coach shall deliver the Match Report immediately following the completion of the match to the Field Marshall or on-site tournament headquarters who will forward the results to the Cup Director.

13.1.1. The Match Report is defined as completed, including all signatures, Game Rosters and Team Rosters for both teams competing in the match.

13.1.2. Failure to submit a completed match report in a timely manner will result in a forfeit for the winning team.

### **14. Rules of Play**

14.1. 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.

14.2. 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.

14.2.1. 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.

14.2.2. Spectators will be required to remain on the opposite side of the field. It will be the choice of the home team (team listed 1<sup>ST</sup> on the schedule) as to which side of mid-field it will occupy.

14.3. 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:

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

14.3.1.1. 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.

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

14.3.1.3. 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.

14.3.1.4. All player jerseys 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.

14.3.2. 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.

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

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

14.3.4. 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.

14.3.4.1. 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

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

14.4. The length of matches, ball size and tie-breaking rules for each age group shall be as follows:

<u>Age Group</u>	<u>Match Length</u>	<u>Overtime Period</u>	<u>Ball Size</u>
Under-19	Two 45' halves	Two 15' halves	5
Under-18	Two 45' halves	Two 15' halves	5
Under-17	Two 45' halves	Two 15' halves	5
Under-16	Two 40' halves	Two 15' halves	5
Under-15	Two 40' halves	Two 15' halves	5
Under-14	Two 35' halves	Two 10' halves	5
Under-13	Two 35' halves	Two 10' halves	5

14.5. Single Elimination Format Rules

14.5.1. Matches in **all** rounds of competition must have a winner. If a game is tied at the end of regulation play, an overtime period (2 complete halves) will be played after the end of regulation play. 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.

14.5.2. 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 0-1 losses.

#### 14.6. Player Passes and Rosters

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

14.6.2. The USYS player passes must be brought to every match to be checked against the official MSYSA roster by an official representative of the opposing team for that particular game.

14.6.3. The Field Marshall will be responsible for collecting the Match Report after the match and delivering it to the on-site headquarters staff.

#### 14.7. Match Conduct

14.7.1. 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.

14.7.2. 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.

14.7.2.1. 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.

14.7.3. Any player receiving three (3) cautions (3 yellow cards) during the Cup Tournament will sit out the next Cup Match played by his/her team following receipt of the third yellow card. This rule will apply only to the 2<sup>nd</sup> and third stages of the competition (see rule 1.1). A player who receives his/her third yellow card in the semi-final match, WILL NOT be permitted to play in the Cup Final.

14.7.4. 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.

14.7.5. 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.

14.7.6. **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.**

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

14.7.8. 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 State Cup play. Teams not in "good standing" with MSYSA will not be accepted into the State Cup Competition.

14.7.9. 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.

14.7.9.1. 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 State Cup tournament, regardless of whether the player is rostered to the same team during the following year.

14.7.9.2. 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 State Cup tournament, regardless of whether the player/coach is rostered to the same team during the following year.

#### 14.8. Player Substitutions During Match Play

14.8.1. Substitutions may be made during any stoppage of play at the discretion of the referee. A stoppage in play does not guarantee the allowance of a substitution by the referee.

14.8.2. In the U-13 and U-14 age groups, an unlimited number of substitutions shall be allowed.

14.8.3. For the U15 – U19 age groups, a maximum of 7 substitutions for each team shall be allowed in each game during each half of play and during all overtime play.

14.8.3.1. After leaving the game during a half of play, the substituted player may not re-enter the game during that same half of play.

14.8.3.2. After leaving the game during overtime play, the substituted player may not re-enter the game, including any subsequent play such as the penalty shootout, FIFA's "Kicks from the Penalty Mark"

### 15. Championship Matches

15.1. The Cup 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.

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

15.1.2. 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.

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