

US Youth Soccer Regional President's Cup Rules and Procedures- Region III

Team Eligibility: effective 2010 – 2011 event

The team must be comprised of properly registered and rostered youth players (as defined by US Youth Soccer).

A team participating in the President's Cup must enter the competition of their State Association in their age appropriate bracket ("age appropriate" as defined by US Youth Soccer). The team must be entered in the competition of the State Association in which at least 50 percent of its players are registered.

If a State Association allows a team to play up into an older age bracket and the team wins the competition, the team will not be eligible to advance to the Region III Presidents Cup competition.

Teams that can have a maximum of 18 players must demonstrate continuity of rosters between the league and Presidents Cup competitions by maintaining a minimum of 9 players common to the roster of both competitions, and teams that can have a maximum of 22 players must demonstrate continuity of rosters between the league and Presidents Cup competitions by maintaining a minimum of 11 players common to the roster of both competitions

Effective Feb 26th 2010

Age Groups: U13-U17 Boys and Girls

Player Eligibility:

Each club will provide a President's Cup roster with no more than eighteen (18) players.

Exceptions U16 and U17 can have twenty-two (22) players. In U16 and U17, all 22 players are eligible to play in each game.

1. Rosters **MUST** be legible. Signed by each State Association
2. Players **MUST** be listed in alphabetical order. Last name first.
3. Jersey numbers **MUST** be listed on the roster.
4. No team shall be allowed more than 18/22 players on their roster.
5. Team bench personnel (maximum of four (4) people) will have identification passes provided by the President's Cup Committee.

Player/Coach Passes:

Each player/coach must have an official USYSA pass (ID card). The pass shall have a **CURRENT** photograph of the player/coach permanently attached, the player's/coach's signature, and signature of the State Registrar or his/her designee. All passes must be laminated.

NO PASS! NO PLAY!! NO EXCEPTIONS!!!

Schedule: Preliminary round games will be played on Friday and Saturday with Championship games to be played on Sunday.

Semi Finals: Winner of Group A v Winner Group B
Winner of Group C v Wildcard

If wildcard comes from C then it will be
Winner Group A v Winner Group C
Winner Group B v Wildcard

Format of Competition:

1. **Game Balls-** All games will be played using a size # 5 ball. The President's Cup Committee will supply game balls. In the event a ball is not provided, please ask the home team to provide a game ball.
2. **Grace Periods-** Teams not ready to play at the scheduled start time of any match shall be granted a ten (10) minute grace period. A minimum of seven (7) players constitutes a team.
3. **Home Team/Visiting Team-** The team listed first in each pairing is the home team. The visiting team will have choice of jersey colors. If in the opinion of the referee there is a conflict, the home team shall change jerseys.
4. **Technical Area-** Teams and team personnel (maximum of four (4) people can represent the team personnel, i.e. coach, assistant coach, manager, trainer) will be in the technical area. Parents and spectators will be on the opposite touch line. Team personnel will have identification passes provided by the President's Cup Committee.
5. **Uniforms-** Each player must wear an official uniform with a six (6) inch minimum size number on the back of the shirt. Duplicate numbers are **NOT** permitted. Teams **MUST** bring an alternate jersey with a six inch minimum size number on the back. No jewelry may be worn during a match. Goalkeeper's jerseys are **NOT** required to have a number.
6. **Scoring and Tie Breakers-** The standings of teams within brackets of three or more teams in their respective age divisions are based upon the number of points earned in qualifying games. Teams earn points as follows:
 - A. Three points for a win (including forfeits-considered a 4-0 victory)
 - B. One point for a tie
 - C. No points for a loss

Tie Breakers: In the event teams are tied on the basis of points earned, the team's placement will be determined in accordance with the following sequential criteria:

- A. Winner head to head competition (this criteria not used if more than two teams are tied)
- B. Winner of most games
- C. Goal differential (goals scored minus goal against) with a maximum differential of four goals per game. (example 6-2 match would be 4 plus)
- D. Fewest goals allowed
- E. Kicks from the penalty mark

7. Length of Games- Preliminary Rounds and Semifinals:

All U13-14 preliminary and semifinal round matches will play 30 minute halves with finals of 35 minute halves. Preliminary games may end in a tie. If semifinal matches are tied at the end of regulation play you will go straight to PK's.

All U15-16-17 preliminary and semifinal round matches will play 35 minute halves with finals of 40 minute halves. Preliminary games many end in a tie. If semifinal matches are tied at the end of regulation play you will go straight to PK's.

Championship Round

U13 – 2 X 35 minutes- OT – 2 X 10 minutes

U14 – 2 X 35 minutes- OT – 2 X 10 minutes

U15 - 2 X 40 minutes - OT – 2 X 10 minutes

U16 - 2 X 40 minutes - OT – 2 X 10 minutes

U17 – 2 X 40 minutes - OT – 2 X 10 minutes

IF THE GAME IS STILL TIED AT THE END OF THE SECOND OVERTIME PERIOD, FIFA "Kicks from the Penalty Mark" will be used to determine the winner.

Rules of Play:

1. **Rules-** Except as otherwise provided herein, the rules of US Youth soccer and the FIFA "Laws of the Game" shall apply.
2. **Substitution-** Unlimited substitutions shall be allowed. Please handle substitutions in accordance with the laws of the game.
3. **Discipline-** Players receiving a red card or team personnel ejected in any game shall sit out a minimum of the next game. Players and team personnel that are sent off/ejected must leave the vicinity of the field before the match is restarted. Players **MUST** be escorted from the field by one of the team's four personnel.
- 4 **Tournament Management-** All questions relating to the qualifications of competitors, to interpretation of the rules, or any dispute or protest concerning the Presidents Cup competitions, shall be referred to the Presidents Cup Committee. All decisions of the committee are final.
5. **Inclement Weather Policy-** Every attempt will be made to have all matches played. Re-scheduled games may be played under lights in the evening or may be scheduled for early morning, prior to normal starting time at the discretion of the Region III Presidents Cup Director.
Games will continue during rainstorms.

Games will be suspended by the referee or Region III Presidents Cup Committee in the event of :

1. Lightning (as determined by the referee or Region III PC Committee). All Coaches, Players and Spectators should leave the fields immediately and seek shelter in their vehicles and wait for the committee to tell you when it's safe to return to fields.
2. Hail Storms (as determined by the referee or Region III PC Committee).
3. Un-playable field conditions (determined by the referee or Region III PC Committee).

Region III Presidents Cup Committee decisions are final and not subject to appeal. Re-scheduling attempts will be made as quickly and fairly as possible, considering referee and field availability and the normal progress of the competition. As a final solution, it may be necessary to employ a coin toss to determine teams advancing to semi-final and/or finals matches.

The safety of players, referees and spectators is the tournaments primary concern followed by fairness to the affected teams and the orderly flow of competition to the championships

6. Unfinished Games-

Attempt to complete one-half of the match prior to next scheduled game.

- A. If one-half of the match is completed, the game is official and score stands.
- B. If one-half cannot be completed prior to the next scheduled game then:
 - i. The rest of the game may be re-scheduled at the end of the day
 - ii. The rest of the game may be re-scheduled before the start of play on Saturday or Sunday.
 - iii. Game may be canceled and FIFA Kicks will be used to determine a winner. A win will be recorded as a 4-0 win and loss as a 0-4 loss.