

# 2010 Ohio Cup Rules of Play



Sanctioned by: US Club Soccer

In affiliation with: Cleveland Alliance Soccer Association

**The rules of the Ohio Cup State Cup shall be in accordance with FIFA, USSF, and US Club Soccer, except as modified and approved herein.**

**Cup Headquarters**

- Cup Headquarters will be located inside indoor facility building at Lodi Fields - 8809 Lake Rd. Seville, OH 44273
- The Cup Director is: Patricia Wulf, [pwulf@clevelandsocceralliance.com](mailto:pwulf@clevelandsocceralliance.com), (440) 476-5305

**Field Location**

- Lodi Fields – 8809 Lake Rd. Seville, OH 44273

**Team Eligibility**

- Ohio Cup shall be open to all teams in Ohio comprised of properly registered US Club Soccer players in all age groups indicated on the Cup application form, provided such team is in good standing with the association. Players must be carded to your club in order to participate – no “guest” players.
- If your team is not currently a US Club member you may register your team for tournament competition at [www.USClubSoccer.org](http://www.USClubSoccer.org)

**Player Eligibility**

- All teams are required to present valid US Club player passes prior to all matches. Passes must be verified, photo attached, and laminated.
- Teams can designate up to 3 players (at check in) that would be eligible to play with one other team within their club as long as those players are within the allowable number of eligible players. Please use good judgment on the use of this flexibility in rostering.
- “Trapped” players will be allowed to participate and need to be declared at check in.
- Player passes will be checked by the Referee prior to each match.
- If you are not sure of a player’s eligibility please ask, in writing, to the Cup Director.

**Pre-game Procedure**

- Referees must check passes at the field prior to each game.
- Teams should be available for check-in **30** minutes prior to their games start time.
- A player who arrives late at the playing field after the pre-game procedure may enter the game once the game’s official verifies the player is eligible and has the permission of the center referee. Only at the pre-game procedure may a player be challenged by an opposing manager/coach. Challenged player(s) will be noted by the Referee on the game report and will be allowed to participate in the game. A late arriving player may be challenged at the time he/she is allowed to participate by the Referee.
- **ANY TEAM USING AN INELIGIBLE PLAYER WILL FORFEIT ALL MATCHES PLAYED** in which the player participated and at the discretion of the Cup Director can be eliminated from the tournament. If you are not sure of a player’s eligibility ask, in writing, the Cup Director.
- Each coach or assistant must present a valid coach’s pass and be listed on the roster. If a manager or coach is ejected, an assistant may conduct the team. If the assistant is also ejected, or there is no assistant, the game will be forfeited. In no case will a team be allowed to participate without a properly registered coach or assistant.

## **Laws of the Game**

- All games shall be in accordance with the FIFA “Laws of the Game,” except as modified below.
- Competition sanctioned by this association shall abide by the “Laws of the Game.”

### **Law 1 – Law 2**

- No change per FIFA “Laws of the Game”

### **Law 3: Number of players**

- U11 Super Group and U12 Premier will play (8v8 max of 14 players per roster); and U12 Super Group and U-13 through U14 will play (11v11 max of 18 players per roster).
- Substitutions shall be unlimited, except as noted below. Substitutions may be made only upon proper notification of the assistant referee through the linesmen, with the referee’s permission, at the following times:
  - Prior to a throw in by either team
  - Prior to a goal kick by either team
  - After a goal by either team
  - After an injury, by either team, this is unlimited substitutions at injury stoppage of play;
  - At the beginning of the second half or overtime periods
- Substitutions shall not enter the field of play until the player he/she is replacing has left, and then, only after receiving a signal from the referee.

### **Law 4: Player’s Equipment**

- Player equipment must conform to FIFA rules. All players will wear shin-guards (under the socks). Players wearing a permanent orthopedic cast shall not be eligible to participate in any game. However, soft braces can be worn with written approval from a doctor, and judgment as to safety is at the discretion of the referee.
- Teams will wear uniforms of matching design and color with a minimum of six inch numbers affixed to the back of the uniform shirt.
- In case of similar team colors, the designated **visiting** team per the tournament schedule will be required to change to a color accepted by the referee. In cases where the schedule does not designate a home team, the first team listed on the game report will be considered the home team. In playoff matches a coin toss will decide which team is required to change. The first team listed on the game report will call the toss.
- The uniform of the goalkeeper must be distinctly different in color from the basic colors of the competing teams and the referee.

### **Law 5: The Referee**

- Referees are required to submit a completed official US Club game report to the corresponding Field Marshal containing any information relating to any game incidents involving players/coach, spectator misconduct, or injuries.
- In the event the assigned referees fail to appear and the assignor and/or site director fails to provide a replacement, the senior assigned assistant referee shall assume the duties and shall find an alternate assistant. The game will be played as scheduled and will be deemed official.

### **Law 6: The Assistant Referee**

- Two assistant referees will be used. In the event the assigned assistants fail to appear; the referee must find suitable replacements after corresponding with the Field Marshal. Field Marshals will correspond with the Tournament Directors. The game will be played as scheduled and will be deemed official.

### **Law 7: The Duration of the Match**

- The duration (minutes) of the game are:

<u>Age</u>	<u>Pool Play</u>	<u>Semis &amp; Finals</u>	<u>Overtime*</u>
U11-U14	2 X 30 = 60	2 X 30 = 60	2 X 5 = 10

\*(*Semis & Finals ONLY*)

### **Law 8- Law 17**

- No change per FIFA “Laws of the Game”.

### **CONTROL OF SIDELINE CONDUCT**

- Players, reserve players, managers, coaches and fans are expected to conduct themselves within the letter and spirit of “The Laws of the Game.” The Tournament Director(s) has the authority and responsibility to remove any person from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority. In addition to good manners, the following rules apply to the Ohio Cup State Cup:
  - The Tournament Director(s) will designate one sideline to be for the sole use of the players listed on the game roster with one team occupying one side of the mid-field and one team, the other.
  - While the game is in progress the manager/coach/trainer and the reserve players must remain on their respective sides
  - The Tournament Director(s) will designate the opposite sideline for spectators. No one is allowed behind either end line.
  - Artificial noise-making devices are prohibited.
  - The manager/coach is responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off any manager/coach whose fans behave in an abusive or disruptive manner.

### **POST GAME PROCEDURES**

- As a mutual courtesy and sportsmanship, both teams meet at the center circle and congratulate each other for a game well played. Manager/coach of both teams ensures their respective sideline areas are clean and that all trash is in containers.
- The referee or field marshals will attempt to return all player passes to the coaches of the participating teams at the end of the match with the exception of any players or coaches sent off. The ultimate responsibility of collecting the passes from the referee lies with the coach/manager of the participating teams.
- A completed game report will be submitted to the site director complete with supplemental report for any send offs, injuries or special circumstances that need explanation. Winning teams are asked to take the completed game card to the tournament headquarters so that scores can be posted online.

### **DISCIPLINE**

- The Ohio Cup State Cup has a Discipline Committee of no less than three members. The Discipline Committee reviews and rule on all reports of unacceptable conduct by players, manager, coaches, referees, spectators, etc.
- All players and managers/coaches shall be subject to US Club/Ohio Cup State Cup Discipline Committee.
- A player, manager, or coach ejected has a minimum of one (1) game suspension regardless of the cause of the ejection.
- Depending on the severity of the unacceptable conduct, the Discipline Committee may recommend the suspension of up to the duration of the tournament. The Discipline Committee recommendations will be available to the affected parties no later than before their next scheduled game.
- At the conclusion of each game, it is the responsibility of the team’s coach or manager to pick up the passes from the referee or corresponding Field Marshal.

## **DETERMINATION OF GROUP WINNERS**

- In group play, there are no overtime games. Standings in a group are determined by:

**Game Points: 3 points for a win, 1 point for a tie, 0 points for a loss**

- **Tiebreakers: For teams tied in points at the end of the group play, tiebreaker priorities shall be: 1) head to head competition (but not in the case of three way ties\*), 2) goal differential (max. of 3 per game), 3) total goals (max. of 4 per game), 4) fewest goals allowed, 5) penalty kicks.**

*\*In a case where three teams are tied in points but one team has defeated the other two teams tied in points, the winner of those two games will advance.*

*\*If both teams are to advance to the playoff rounds: a coin toss will decide the higher seed in lieu of penalty kicks.*

## **COMPETITION FORMAT**

**Bracket of 4 teams:** Each team will play the other and the group winner and 2<sup>nd</sup> place point getter will play in the Final.

**Bracket of 5 teams:** Round robin play (4 games) – the team with the most points at the conclusion of the round robin will be declared the Champion.

**Bracket of 6 teams:** Played as one group of six teams with three teams crossing over and playing the other three teams. The two teams accumulating the most points from ALL six teams will play each other in the final.

**Bracket of 8 teams:** Played as two groups of four teams. Each team will play the other teams in their group and the group winners will play each other in the Final.

**Bracket of 10 teams:** Played as a group of four (4) and a group of six (6). The group of six crosses over and plays three games (see Bracket of 6 above). The group of 4 winner, the top two teams in the group of 6, and the next highest point getter out of the remaining 7 teams play in the Semi-Finals. Teams will be seeded based on total points - #1 vs. #4, #2 vs. #3. . If the teams have already played each other in group play adjustments will be made with the lower seeds being switched.

**Bracket of 12 teams:** Played as three groups of four (4). The three group winners and the next highest point getter will advance to the semi's. Teams will be seeded based on total points - #1 vs. #4, #2 vs. #3 . If the teams have already played each other in group play adjustments will be made with the lower seeds being switched.

## **FORFEITS**

- A minimum of seven (7) players constitutes a game for 11v11 matches. Games should start at the given time. In case the team does not have seven (7) players present, there will be a maximum of fifteen (15) minutes grace period before awarding the game to the opponent. (5) Players need to be present to start an 8v8 game. A forfeit will be scored 4-0.
- In no case shall a team which forfeits a game advance in cup play without Discipline Committee review. The team with the next best record will advance.

## **PROTEST**

- *There will be NO PROTEST.*

## **EXTERNAL CONDITIONS, WEATHER, ETC.**

- **Regardless of weather condition, players and coaches must be on the field at the scheduled time, ready to play.** The Tournament Director(s) may reduce the length of matches due to weather conditions before the start of the match; all such matches will be considered official. The Tournament Director(s) may also reschedule (time and location) a match before it begins. Only referees or Tournament Director(s) can suspend a match already started due to weather conditions. In case of extreme weather (heat/humidity), the referee shall allow brief stoppage of the game to allow players on the field a water break. No time will be added for such stoppage.

## **Terminated Matches**

- Games terminated for other than inclement weather, i.e. violent or uncontrollable situations, will not be replayed.
- The decision as to the score of such games and whether teams advance is made by the Tournament Director(s) after receiving reports from the game officials. The decisions of the Director(s) are final and are binding on all parties. Further disciplinary actions may be taken. If it is determined that one team is the sole cause for termination of a game, that team will be considered to have forfeited the game.

## **Championship Final Ceremony**

- Following the completion of each championship game, the two competing teams will present themselves to the Tournament Headquarters for awards.

## **General**

- The Cleveland Alliance Soccer Association, Ohio Cup State Cup, the Cup Committee, US Club Soccer will not be responsible for any expense by any team due to the cancellation in part or whole of this tournament.
- The Cup Committee's interpretation of the foregoing rules and regulation shall be final and reserves the right to decide on all tournament matters.
- If not enough teams are realized within a specific age bracket, the Cup Director shall notify the participants as soon as possible and a full refund will be received by mail.
- Ohio Cup State Cup is not responsible for the behavior of players, coaches, and spectators of the field, or damages resulting from such behavior. Coaches and players committing breaches of the law may be ejected from the tournament at the discretion of the tournament committee.