



# **US Youth Soccer National Presidents Cup**

## **Standards of Conduct Event Procedures Rules of the Competition**

Effective April 1, 2017

## **STANDARDS OF CONDUCT**

### **TEAM BEHAVIOR**

Teams competing in the US Youth Soccer National Presidents Cup are representatives of their State Association and Region. Teams are expected to conduct themselves in an appropriate manner. The following are standards of conduct for team players and team officials. Violation of these standards can jeopardize the team's participation in the National Presidents Cup and may result in forfeiture of any subsidies provided by or through US Youth Soccer and/or a teams' respective Region.

1. Teams are required to stay in the lodging provided or arranged for them by US Youth Soccer. No camping, no changing hotels – no exceptions.
2. Teams should plan on attending all activities scheduled during the event including, but not limited to, the player event, banquets and/or photo sessions scheduled by the National Presidents Cup Committee. Such events are planned with the welfare of the players in mind.
3. Players are expected to be present at the field at the designated time for all games and all pre and post-game ceremonies. Players shall conduct themselves in a mature manner when in hotels and public areas at and away from the playing fields. This means that rowdy behavior and/or fraternizing in hotel rooms will not be tolerated, including any violations of hotel policies. No alcoholic beverages, tobacco products, or other intoxicants shall be in the possession of players.
4. Team officials are expected to provide chaperones for players at all times during the National Presidents Cup. Team officials shall accompany players to all scheduled events.
5. Team officials and players are expected to cooperate with and be courteous to tournament personnel and dignitaries in all dealings. This includes Referees, Field Marshals, ball kids, and any other event volunteers.
6. Only four team officials will be allowed on the team bench during games. Team officials are expected to cooperate with game officials and to follow all established protocols and/or procedures. No coaching will be allowed from the touchlines. Degrading remarks directed toward players, opponents, or game officials in any language may result in disciplinary action.
7. The above standards shall be in force during such time as the team is within the venue of the US Youth Soccer National Presidents Cup.

### **SPECTATOR BEHAVIOR**

The parents or spectators affiliated with a team are by extension a part of the team, and the actions of these individuals are the responsibility of the credentialed team officials appearing on the roster.

Technical instruction from any part of the spectator area from any individual may result in the removal from the complex. Any spectator asked to leave by a referee or other tournament official must immediately depart the field area and is required to remain out of sight and sound of the game until the game is over and the team has departed the field of play and is no longer the responsibility of the referee.

## **PASSES, ROSTERS, TEAM CHECK IN, EVENT PROCEDURES AND UNIFORMS**

### **PLAYER/COACH PASSES**

Each player and team official listed on a team roster must carry the US Youth Soccer member pass with a current photograph of the player or team official, and be signed by the appropriate official of the State Association, and be laminated prior to check in. Proper documentation of teams by the State Association is essential. If a State Association is unfamiliar with or has questions about the National Presidents Cup event, contact the appropriate Regional Presidents Cup Chair.

### **ROSTERS**

Each team must submit a roster with not more than twenty-two (22) players. All rosters shall include the number of each player's jersey. 18 players are eligible to play in a given match; players on the team roster not participating in the match may sit on the bench in street clothes. Once identified, sitting players may not be substituted into that matches' play.

Rosters are submitted through the US Youth Soccer EMS system and must be provided at least 14 days prior to the first scheduled game of the tournament. State Associations are responsible to ensure that participating teams maintain a roster continuity of at least 9 players from the Regional Presidents Cup as they advance to the National Presidents Cup event. By submitting the team's final roster into the EMS system, the state association is certifying compliance with all appropriate National Presidents Cup rules, including, but not limited to birth date verification.

### **CHECK-IN PROCEDURES**

A team check-in is mandatory to participate in National Presidents Cup; a coach or team manager must attend. All teams are required to present the following:

- Laminated player passes, preferably contained on a ring, presented in alphabetical order, with Coaches passes located behind the player passes, as described in the section titled "Player/Coach Passes" above.
- The completed Code of Conduct form (distributed by your Regional Chair). This document requires several signatures. Blank forms will be available at check in, but must be completed before the team is allowed to participate.

At check-in each team will be provided with up to four (4) Bench Credentials, one for each team official listed on the roster. These credentials must be worn about the neck on the lanyard provided and be visible at all times. Persons not displaying these passes will not be allowed in the Technical Area.

### **MEDICAL RELEASES**

Player Medical Releases are not required at the team check-in. However, it is recommended to have them available at all games during the National Presidents Cup event. Teams are urged to utilize the official US Youth Soccer Medical Release Form (available on the USYS website) and it be signed by the parent or guardian of the player. It should also be in compliance with any appropriate laws of the State of Residence. The medical release form from your state cup or regional tournament is also acceptable.

### **AGE DOCUMENTATION**

Proof of age for each player is not required at check-in. It is a good practice to have the information available for all players, although there is no requirement to do so.

## **UNIFORMS**

Each team must have two (2) complete uniform kits (one light color, including socks, the other dark color, including socks) at each match during the event. The home team is required to wear the light uniform (including socks) and the away team is required to wear the dark uniform (including socks). If, in the opinion of the Referee, there is a color conflict, the team causing the conflict must change. Uniforms numbers must be a minimum of six (6) inches in size on the back of the shirt. Goalkeeper jerseys shall also be numbered. Duplicate numbers are not permitted.

The US Youth Soccer National Presidents Cup Committee requires that all players participating in the US Youth Soccer National Presidents Cup wear the US Youth Soccer National Presidents Cup logo patch on their uniforms. Two (2) sets of patches, (44 per team), will be supplied to each champion at the Regional Presidents Cup. The patches must be placed on the RIGHT SLEEVE of both jerseys, approximately 1" above the bottom edge of the sleeve. Extras are not available. All jerseys used in the competition must have the patch affixed in a permanent manner.



## **UNMANNED AIRCRAFT SYSTEMS OR DRONES**

The use of non-approved Unmanned Aircraft Systems (UAS), more simply known as a "Drone", at any event that is sanctioned by US Youth Soccer is strictly prohibited.

The use of an UAS at any US Youth Soccer Events may be approved by US Youth Soccer for a specified promotional activity at an Event, in a designated area or areas that are away from youth soccer players, spectators and over any field of play or practice.

Any person violating this policy shall be immediately removed from the Event by the US Youth Soccer authority managing the Event.

## **RULES OF THE COMPETITION**

### **RULES OF PLAY**

Except as otherwise provided herein, FIFA Laws of the Game shall apply as modified by US Youth Soccer.

### **TOURNAMENT MANAGEMENT**

All questions relating to the qualifications of competitors, to interpretation of the rules, or any dispute or protest concerning the National Presidents Cup competitions, shall be referred to the National Presidents Cup Committee. All decisions of the Committee are final.

### **DISCIPLINE**

Players ejected or team personnel removed from a match shall be automatically suspended for the next match. The National Presidents Cup committee will review all such dismissals and may impose additional penalties, suspensions or other punishment depending on the circumstances and severity of the infraction.

Players ejected from a match may continue to sit in the technical/bench area unless removed by the referee for inappropriate behavior once they have been sent to the bench.

If a player has to be removed from the technical/bench area they will be escorted from the area and must be accompanied by a credentialed team staff member. A National Presidents Cup committee member or state representative will escort the player and team staff member to a waiting area.

Team personnel dismissed must leave the vicinity of the field before the match will be restarted.

Players who are serving a disciplinary suspension may occupy the bench in the technical area while dressed in street clothes. If additional disciplinary situations occur in which a suspended player is involved, the National Presidents Cup Committee will impose additional penalties, suspensions or other punishment to be served either during the event or the following season of play.

Coaches serving a disciplinary suspension may attend team activities during the suspension as a spectator only. No communication with players or team management is permitted during the suspended game(s). Any violations will result in additional disciplinary action being taken by the National Presidents Cup Committee, including but not limited to additional suspensions and/or recommendations to the home state association.

Spectators asked to leave by a referee or other tournament official must immediately depart the field area and are required to remain out of sight and sound of the game until the team has departed the field of play and is no longer the responsibility of the referee.

### **MATCH MANIPULATION**

Teams failing to compete in the spirit of the competition or are involved in the manipulation of a game result are subject to forfeiture and disqualification from all levels of the National Presidents Cup competition.

- If failing to compete is observed and confirmed, the competition authority representative will give notice to the offending team or teams.
- If corrective action is not taken, the team or teams will be subject to disqualification.

## DURATION OF GAMES

<u>Age Group</u>	<u>Game Length</u>	<u>Halftime</u>	<u>Overtime Periods (Finals only)</u>
13-U	Two 35 minute halves	10 minutes	Two 10 minute periods
14-U	Two 35 minute halves	10 minutes	Two 10 minute periods
15-U	Two 40 minute halves	10 minutes	Two 15 minute periods
16-U	Two 40 minute halves	10 minutes	Two 15 minute periods
17-U	Two 45 minute halves	10 minutes	Two 15 minute periods

## SCORING METHOD

The standings of teams are based upon the number of points earned in qualifying games. Teams earn points as follows: Three (3) points for a win (including forfeits, which are considered a 4-0 victory), One (1) point for a tie and Zero (0) 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.

1. Winner in head-to-head competition (this criterion is not used if more than two teams are tied.)
2. Winner of most games. The team with the most wins advances.
3. Highest goal difference (goals scored minus goals against) with a maximum differential of four (4) goals difference per game counted both for and against. For example, if the score were 8-3, the calculation would be +4 goals for the winning team, -4 goals for the losing team. If the score were 6-4, the calculation would be +2 goals for the winning team and -2 goals for the losing team.
4. Fewest goals allowed. The team with the fewest total goals allowed advances.
5. Kicks from the penalty mark.

Note: If more than two teams are tied, the sequence above will be followed until a team is eliminated. In a situation where three teams remain tied, a draw between tied teams will be conducted by the Tournament Committee to determine an order of contest between tied teams. The first team drawn will receive the bye; the next team drawn will be the home team against the remaining team in the first contest of penalty kicks. The winner of the first contest will then compete against the bye team in penalty kicks to determine the winner. The bye team will be the home team.

Eleven players from the roster of the final game will be selected by each coach to participate, and a referee will be assigned to break the tie on a field assigned by the National Presidents Cup Committee.

Players Ejected in the second or third game of the National Presidents Cup, or not listed on the game roster of the third game are not eligible to participate in the Kicks to Break Standings Tie.

Ties at the conclusion of regulation play in Championship Games only will be determined first by the completion of two equal overtime periods. Matches which remain tied at the conclusion of both overtime periods will be determined by Kicks from the Penalty Mark using the players on the field at the conclusion of the second overtime period.

## SUBSTITUTIONS

Substitutions shall be unlimited and made with the consent of the referee during any stoppage of play, except Penalty Kicks.

## GAME BALLS

The National Presidents Cup Committee will supply game balls. In the unlikely event that National President Cup Committee officials do not provide a game ball, the referee will make a choice from balls offered by both teams. All games will be played using a size #5 ball.

## **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. All situations will be assessed by the National Presidents Cup Committee.

## **TECHNICAL AREA**

Players and team officials will be in the technical area on one side of the field. A maximum of four (4) team officials (i.e. coach, assistant coach, manager, or trainer) may be in the technical area. Team officials must have a Bench Pass provided by the National President's Cup Committee visibly worn to be on the team sideline. No coaching is allowed from other than the technical area.

## **SPECTATOR AREA**

Parents and spectators will be on the opposite side of the field from the technical area. The spectator area will be marked 3 yards out from the touchline, and extends from a point three yards from the center line down to the corner flag.

## **AWARDS TO TEAMS AND PLAYERS**

- Each champion team will be presented a Trophy which will be engraved with their team name and will remain at the US Youth Soccer National Office. Each champion team will also receive a team trophy to remain in its keeping permanently.
- Players and coaches of each of the four teams competing in each of the boys and girls age groups shall be awarded individual medals.
- There will be an MVP and Goalkeeper award given out to each age group and gender.
- A Best 18 honor will be awarded to the top players in the event based on the voting by coaches throughout the tournament. Those players will be announced as the National Presidents Cup All Tournament team. The All Tournament team will be announced after the team awards have been presented.

## **UNFINISHED GAMES**

If inclement weather affects the Presidents Cup competition, the following rules will apply regarding play and the determination of a winning team, in the order stated:

- If play is suspended or the start of play is delayed, the Committee may eliminate overtime periods. If the game is tied at the conclusion of regulation playing time, the game will go immediately to FIFA Kicks from the Penalty Mark.
- The game length may be reduced to any time that maintains equal length halves. If the outcome of the game is determined during those times, the result of the game will stand. If the game is tied or does not reach those times, then advancement in the competition will be determined by FIFA Kicks from the Penalty Mark.
- If, in the opinion of the National Presidents Cup Committee, additional steps to assure the safe conclusion of the Presidents Cup competition are needed, those decisions will be communicated to all designated team coaches and/or managers before they are implemented.

## **INCLEMENT WEATHER**

In the event that inclement weather affects the competition, the National Presidents Cup Committee reserves the right to make all decisions concerning this competition. The decisions of the National Presidents Cup Committee are final, not subject to appeal.

## **UNUSUAL SITUATIONS / MATTERS NOT PROVIDED FOR**

The National Presidents Cup Committee has the authority to modify any of these rules as deemed necessary to ensure the orderly progression of the event. The National Presidents Cup Committee shall also determine any matter not provided for in the tournament rules. The decision of the National Presidents Cup Committee shall be final.

## **PROTESTS AND APPEALS**

1. All questions relating to the qualifications of competitors, to interpretation of the rules, or any dispute or protest concerning the National Presidents Cup, shall be referred to the National Presidents Cup Committee.
2. To be valid and eligible for consideration, each protest:
  - a) Must be orally lodged by a team official listed on the team roster involved in the game with the referee and with the opposing coach at the game site before entering the field of play or leaving the game site, except as provided in subsection (c) of this section; and
  - b) Must be filed with the National Presidents Cup Committee within 2 hours after the completion of the game being protested, accompanied by:
    - A fee determined by the Board of Directors
    - Two (2) written copies of the appeal
    - Two (2) written copies of any information presented by witnesses
  - c) Any protest relating to the grounds, goal posts, bars, or other appurtenances of the game shall be entertained only if a written objection has been logged with the referee and the opposing coach prior to the start of the game.
  - d) The Chairman of the National Presidents Cup Committee shall immediately, on receipt of the protest notify the team against which the protest is made and shall provide a copy of the protest and all particulars to that team, which will then have the right to defend its case, with or without witnesses.
3. An appeal of a decision rendered by the National Presidents Cup Committee during the competition may be made as provided by US Youth Soccer Bylaw Article XVII, Section 3. Any such appeal must be filed within 2 hours of receiving the decision, with the Chairman of the National Presidents Cup Committee, who shall immediately notify the Board of Directors.
4. Each appeal filed under this section must be accompanied by:
  - A (second) fee determined by the Board of Directors
  - Two (2) written copies of the appeal being presented per Bylaw Article XVII, Section 3
  - A copy of the original appeal
5. Any party to a protest or appeal shall be accorded the right to be assisted in the presentation of the party's case at the protest or appeal proceeding.
6. A plea of ignorance to the rules and regulations of the National Presidents Cup competition is not sufficient grounds for a protest or appeal. Violators may expect appropriate action by US Youth Soccer.

## DOCUMENT CHANGE LOG

Date Adopted	Rule/Section	Change
9/6/14	Various	Conforming changes as related to revised USYS Bylaws. Rules published in team information packet.
4/11/16	Various	Original rules document created. Decision made to make no changes in documents for 2016 event due to upcoming committee changes.
4/1/17	Various	Changes to Substitution and Discipline rules, addition of USYS Match Manipulation Rule. General modifications for clarity and ease of comprehension.