

FYSA

2017

COMMISSIONERS

CUP RULES

AND

REGULATIONS

(Rules are subject to change based on changes from USYS)

**FYSA 2017 COMMISSIONERS CUP
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This competition is open to 11u – 17u teams who meet the team eligibility. This competition will have a 11u Division 1 and a 11u Division 2. All other age groups will be one grouping. There will be no heading allowed in the 11u and 12u divisions of this tournament.

I. Administration

A. Commissioner's Cup Committee

1. A Commissioner's Cup Committee will be established to oversee the administration of Commissioner's Cup Competition. The Commissioner's Cup Committee has the authority to decide on all Commissioner's Cup matters, including the interpretation of rules and regulations, development and implementation of policies and procedures, team eligibility and any decisions which fall outside of these parameters.
2. This Committee will be comprised of the four (4) Regional Vice Presidents and the regions will rotate serving as the hosting region. The hosting Region Vice President will serve as the Commissioner's Cup Committee Chairperson.
3. The Commissioner's Cup Committee and/or FYSA will not be responsible for any expenses incurred by any team due to the cancellation in part or in whole of this tournament or for any travel incidental to the competition.

B. Discipline Committee

1. Prior to the competition, the Commissioners Cup Committee will appoint a Discipline Committee consisting of four (4) persons, one Regional Commissioner ("RC") from each region. If the discipline is in the RC's region they cannot rule. The remaining Discipline Committee will review and rule on all reports of unacceptable conduct by players, coaches, managers, referees, spectators, etc.

C. Protest and Appeals Committee

1. Prior to the competition, the Commissioners Cup Committee will appoint a Protest and Appeals Committee will be established to hear and decide on all Protests and Appeals.
2. The Protest and Appeals Committee will be comprised of four (4) persons, one Regional Commissioners ("RC") from each region. If the protest and appeal is in the RC's region they cannot rule.

II. Eligibility

A. Team Eligibility

1. Teams who play in FSPL, a Premiere Division or Elite Division of an FYSA Approved League are NOT eligible to participate in Commissioner's Cup.
2. A team participating in Commissioner's Cup must enter the competition of their State Association's Region in their age appropriate bracket, as defined by US Youth Soccer.

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3. Teams may only enter Commissioner's Cup in the age group of their oldest player, based on their roster at the time of entry. After entry, teams may not release players in order to qualify for a younger age group, nor can teams enter an age group that they do not have at least 1 player rostered of that age at time of entry and at roster freeze.
4. The team must be entered in the competition of the State Association in which at least 50 percent of its players are registered.
5. Prior to the start of the competition, all 11u-17u teams are required to participate and play a minimum of 3 league games (in a sanctioned FYSA inter-club league) against different opponents. As part of the application, teams must declare the qualifying league and division they are participating in to meet this requirement.
6. All teams will be reviewed for eligibility based upon their division in league play. If the team is 12u and above and plays in division 1 in league play they must of lost 75% of their completed games prior as of December 19, 2016.
7. All teams shall have at least one coach with an F license or higher, rostered and on the bench at all times.
8. Failure to comply with one or more of the Team Eligibility requirements will result in the team's disqualification from Commissioner's Cup play and forfeiture of entry fee. Additional sanctions may be enforced according to Non-Compliance rules or at the discretion of the Commissioner's Cup Committee.

B. Player Eligibility

1. Only players in good standing with current, valid, laminated, signed by club registrar and verified US Youth Soccer player passes with a current photo will be allowed to play providing they have met and completed all registration procedures per FYSA Rules and Regulations.
2. Players may only be rostered to team as a Primary player. Club Pass, Guest players and Secondary players are prohibited from participating in Commissioner's Cup.
3. Players may not be simultaneously rostered to any other team participating in Commissioner's Cup or to any team participating in President's Cup or State Cup at the time of or after Roster Freeze.
4. It shall be solely the club's responsibility to determine the eligibility of its players. Any suspension from a tournament, local league, etc. is the responsibility of the team to notify the site director of this suspension at the time of player's check in.
5. Failure to comply with one or more of the Player Eligibility requirements will result in the player's disqualification from Commissioner's Cup play and forfeiture of any previous games that the ineligible player participated in. Additional sanctions may be enforced according to Non-Compliance rules or at the discretion of the Commissioner's Cup Committee.

C. Coach Eligibility

1. Only coaches in good standing with current, valid, laminated, signed by club registrar and verified US Youth Soccer passes with a current photo will be allowed to coach providing they have

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met and completed all registration procedures per FYSA Rules and Regulations. All coaches must be named on the official FYSA roster for the team they are coaching. At least one coach on the bench must have an F license or higher.

D. Roster Eligibility

1. All teams must use FYSA State Registration Event generated rosters. The roster should include the correct number of each player's jersey.
2. Secondary and Guest rostered players must be released no later than roster freeze date from the Roster.
3. It is the responsibility of the club to monitor their roster. In no way will it be the responsibility of FYSA and/or any of its representatives to monitor a team's roster.
4. All teams must not have more than the maximum allowed number of players on the roster at the Commissioner's roster freeze date. Roster maximums and requirements for age groups are as follows:
 - a) 11u and 12u teams must not allow more than sixteen (16) players on its roster at roster freeze
 - b) 13u through 17u teams must not allow more than twenty-two (22) players on its roster at roster freeze and requires a continuity of 9 players common to their league roster and Commissioner's Cup roster.
5. Failure to comply with one or more of the Roster Eligibility requirements will result in the team's disqualification from Commissioner's Cup play and forfeiture of entry fee. Additional sanctions may be enforced according to Non-Compliance rules or at the discretion of the Commissioner's Cup Committee.

E. Roster Freeze

1. The roster freeze date is the final date on which all changes; additions or deletions to a team's roster must be made. All time references are Eastern Standard Time(EST).
2. All team rosters will be frozen as of 5:00 pm on a date established by the 4 RVP's.
3. Roster transactions are to be processed electronically on-line in accordance with FYSA registration procedures.
4. Once the roster has been frozen, no activity can occur to the team's roster. Any change to the roster will result in the team being disqualified from the competition. Coaches/Volunteers may be added after roster freeze; however the request must be made no less than 10 days prior to the competition.

F. Application

1. The Commissioner's Cup Application **MUST** be entered on-line in Got Soccer using the FYSA registered team account in order for a team to be accepted in the competition, and can be entered by the club Registrar or a registered team staff member rostered to that team that received access to the FYSA Got Soccer Team Account. The application cost for the Commissioner's Cup is

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\$350.00. All monies will be handled by the State Office. Only credit cards are accepted as payment.

III. Competition Format

A. Regional Authority

1. The Regional Vice Presidents will determine their respective Commissioner Cup's Competition Format, including the dates, number of rounds, type of each round and progression of advancing teams. (This all depends on the number of teams in each group in each Region). The draw for each Region will be conducted through the Computer program at the State Office for each Region. The top team in each Region in each age group will advance to the FYSA Commissioner's Cup Finals at the Auburndale fields. If one Region does not have the team in a particular age group, a blind draw will be conducted.

B. Establishment of Rounds

1. Each Round will be designated as either a Preliminary Round or a Challenge Round depending on the format of play for that round.

2. Preliminary Rounds are considered to be Group Play matches played in a round robin format. Within a Preliminary Round Group of teams, each team must be scheduled to compete against every other team within that Group. Multiple Preliminary Round matches may be played in one day. A team may not be scheduled for more than three Preliminary Round matches over any two-day period.

3. Challenge Rounds are considered to be matches in which the winner advances to the next

C. Group Play Standings

1. 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:

Three points for a win (including forfeits, which are considered a 4-0 victory)

One point for a tie Zero points for a loss

D. Tie Breaker Scenarios

1. In the case of a tie using the point system above, the following tiebreaking procedures will be used. In no case, once a tie breaker has been used, will it be revisited if a team is eliminated. Points and tie-break criteria do not carry over to subsequent group play rounds

a) Head-to-head competition (not used if 3 or more teams are tied on points); if no clear winner, then

b) Most wins; if no clear winner, then

c) Net Goal Differential (NGD) calculated as goals scored minus goals allowed, with a maximum NGD of +/-four (4) per game; if no clear winner, then

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d) Least Goals against (no limit to number of goals allowed); if no clear winner, then Most Goals scored up, maximum of four (4) goals counted per game; if no clear winner, then

e) Penalty kicks in accordance with FIFA “Taking of Kicks from the Penalty Mark.”

2. If three or more teams are still tied, then:

a) In the event three (3) teams are tied at the end of group play and are tied through all the above tie breakers, the Site Director will hold a random draw with the 1st team drawn sitting out. The other two teams will then take kicks from the mark to establish a winner. The winner of this will then play the team sitting out, (kicks from the mark) and the winner will advance. If a 2nd team advances from this group, PK’s will be taken by the 2 teams that lost their kicks from the mark pairing, to determine the next team to advance.

b) In the event that four (4) teams tie at the end of group play, the site director will hold a random draw with the first team drawn playing the second team drawn, (kicks from the mark) The third and fourth teams will also take kicks from the mark. The two winners will then take kicks from the mark with the winning team advancing. If a 2nd team advances, the losing team in this pairing will be the next advancer.

IV. Rules of Play

A. Laws of the Game

1. All games shall be in accordance with FIFA, US Soccer, and FYSA Constitutions, By-laws, Rules and Regulations and US Youth Soccer National Presidents Cup Rules except as noted within Commissioner’s Cup Rules.

B. Heading in Non Heading Division 11u and 12u

1. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.

2. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred

C. Game Length

1. Duration of the Game for all rounds is noted below, and is subject to change for certain group play.

2. There will be no overtime periods in preliminary round games. In games requiring overtime, ALL OVERTIME PERIODS WILL BE PLAYED IN FULL. If teams remain tied at the conclusion of the overtime periods, teams will proceed with Penalty kicks in accordance with FIFA “Taking of Kicks from the Penalty Mark”.

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Age Group	Preliminary Rounds		Challenge Rounds		Overtime (minutes)	
	Game Time (Minutes)		Game Time (Minutes)			
17 and Under	2 x 40 =	80	2 x 45 =	90	2 x 15 =	30
16 and Under	2 x 35 =	70	2 x 40 =	80	2 x 15 =	30
15 and Under	2 x 35 =	70	2 x 40 =	80	2 x 15 =	30
14 and Under	2 x 30 =	60	2 x 35 =	70	2 x 10 =	20
13 and Under	2 x 30 =	60	2 x 35 =	70	2 x 10 =	20
12 and Under	2 x 25 =	50	2 x 30 =	60	2 x 10 =	20
11 and Under	2 x 25 =	50	2 x 30 =	60	2 x 10 =	20

D. Ball Size

- The size of the ball, supplied by the home team, will be:

AGE	SIZE	CIRCUM	WT.
11u-12u	#4	25-26 IN.	11-13 OZ.
13u-17u	#5	27-28 IN.	14-16 OZ.

E. Number of Players

- 11u and 12u will play nine (9) a side including goalkeepers.
- 13u-17u will play eleven (11) a side including goalkeepers.

F. Substitutions

- Substitutions may be made only upon proper notification of the referee through the assistant referee, and with the referee's permission
- Substitute may not enter the field of play until the player he/she is replacing has left the field, and after being signaled onto the field by the referee.
- Substitutions will be allowed at any stoppage by either team, with the referee's permission.
- There shall be no limit on the number of substitutions.

G. Referees

- Referees must be familiar with the rules of the competition and understand how to report results and any incidents that may occur during cup play.
- Two (2) assistant referees will be used.
- In the event the assigned referee fails to appear, the Site Referee Assignor will find an alternate referee.

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H. Player Equipment

1. Each player shall have a number on the player's jersey. The number shall be affixed to the back of the jersey and shall be clearly visible. Each player on a team must wear a number different from the number of every other player on the team including goalkeepers.
2. All player equipment, including cleats, orthopedic braces, shin guards and jewelry must be in compliance with FYSA Rule Section 402.
3. At every round of the Commissioner's Cup competitions, a player or team official at a game site to participate in a game or associated activity of the competitions may only have on the outer wear of the player or team official a name, logo, or other identifying mark of a youth soccer organization that is US Youth Soccer, a State Association or other member of US Youth Soccer, a member of a State Association, or an organization that is a member of an organization that is a member of a State Association. A name, logo, or other identifying mark of any other youth soccer organization must be removed, replaced, or covered before the player or team official may continue to remain at the game site for the game or associated activity.

I. Water Break Procedures

1. Water breaks will be administered in accordance with FYSA Rule 402.4.

J. Mercy Rule

1. Mercy Rules are applicable within Commissioner's Cup. When the goal differential reaches 8-0 in the second half; the game is over. The teams must play the first half.

V. Game Day Policies

A. Registration Area Check-In

1. Prior to the first game of the weekend, the Coach/Manager will check in with the Site Director, present the passes for all players and coaches, and verify the jersey numbers for each player on the roster who will participate in the game. The Site Director will have the State Generated Rosters. The team will not present their own rosters. The roster will be stamped approved and initialed and given back to the team representative. The referee may only accept stamped approved rosters for each game. The player and coaches passed and stamped approved roster will be presented to the referee before each game.
2. Each team must be at the site one hour (1) prior to the first scheduled game time of that weekend. Failure to comply with this rule may result in a \$50 fine.
3. Each team must have a Medical Release form for each player in its possession.
4. After check-in, the team's US Youth Soccer passes must be available at the game site at all times.

B. Pre-Game Policies

1. The referee will check the player's and coach's identity with his/her pass and will check the player's equipment. Only at this time may a player be challenged.

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2. The teams will pay the referee fees at the start of the game. Referee fees for each region will be determined by the Commissioners Cup Committee and will be posted on the respective region webpage. No Fee No Play.
3. A team may have not more than 4 individuals designated as team officials for the team. Only team officials who present their US Youth Soccer passes and appear on the FYSA Registration Event Roster will be allowed in the bench area and on the team side of the field.
4. A player who arrives at the playing field after the start of the game may enter the game after being checked by the Site Director (if credentials were not presented to the Site Director previously) and after showing his/her pass to the Site Director and being checked by the referee/assistant referee.
5. A team will be allowed a fifteen (15) minute grace period from the scheduled game time before awarding the game to the opponent. Failure to meet scheduled play will automatically require payment of forfeiture fine listed in Section IX. A game shall be started as soon as the minimum number of players as required under the Laws of the Game is present.

C. Control of Sidelines

1. Players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of The Laws of the Game and abide by the FYSA Code of Ethics. Failure to do so will result in punishments established by the FYSA Code of Ethics.
2. The Site Directors will have the authority and responsibility to remove any person from the tournament for abused of good conduct. A match may be paused until spectators, who have been instructed to leave, vacate the premises.
3. The Site Director will designate one sideline for the sole use of the players and coaches, where one team occupies one side of midfield and the other the other side. While the game is in progress players are to remain seated on their respective benches.
4. The Site Director will designate the opposite sidelines for spectators. Spectators are to remain on the half of the pitch directly across from their own team's bench.
5. A restraining line may be drawn four (4) yards from the side touchline and all sideline viewers must remain outside of that line. In the case that a restraining line is not drawn, spectator encroachment is at the discretion of the event personnel.
6. Coaches/managers as officials of their respective club will be responsible for behavior of their fans.
7. All coaches are required to remain seated on their respective benches, except to give tactical instructions, or to make substitutions. No continuous talking or walking the side lines will be tolerated.

D. Post-Game Policies

1. The referee shall complete the Game Report, have it signed by the coach or team manager and return the players passes to the coach and return the game card and the two stated generated rosters to the Site Director following the game and deliver it to the Site Director.

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VI. Unfinished Games

- A. Unfinished games due to any cause shall be replayed providing neither team is at fault and the first half of play has not been completed. If the first half of play has been completed and provided neither team is at fault, the Commissioner's Cup Committee may deem the game complete.
- B. Should play be stopped at any time due to one of the teams being adjudged at fault, it shall be at the discretion of the Commissioner's Cup Committee as to whether the game is to be replayed or declared a forfeit.
- C. In the event unusual conditions necessitate rescheduling, curtailment, or cancellation of games, the Commissioner's Cup Committee shall have absolute authority to make changes to best serve the interest of the tournament.

VII. Discipline

A. Ejection Procedure

- 1. Any player red carded must be escorted from the field of play by a registered member of the team's staff. Said player must sit at the site director's tent, headquarters, or designated area until the game is completed.
- 2. Any coach ejected must leave the Site immediately following ejection. At the discretion of the Site Director, the coach may sit at the site director's tent, headquarters or designated area until the field has been cleared following the game and the team is in process of leaving the site.
- 3. Failure to timely comply with this requirement will be grounds for the match to be declared a forfeit.
- 4. A carded player may be present at subsequent games but not dressed out in game uniform. A coach may not return to the site in any capacity until the suspension has been served.
- 5. Coaches who coach more than one team will be barred from all sites until the suspension is served concerning the original team which he/she received the suspension.

B. Red Cards

- 1. A player or coach ejected will have at least a one (1) game suspension. The suspension will be served in the next scheduled cup match. A player/coach may receive more than a one-game suspension based on the severity of the actions as determined by the Discipline Committee.
- 2. The minimum suspensions for unacceptable conduct will be in accordance with FYSA's discipline procedures.
- 3. Coaches and other team officials shall be subject to all rules pertaining to misconduct contained herein, including cautions, ejections, and standard suspensions. Any other individual, who may be reasonably construed, as being associated with a team such as relatives and spectators, shall also be subject to the jurisdiction and authority of this Association. Any coach or team official along with the club shall be held responsible for the actions of any individual(s) at any match that in the opinion of the referee is a supporter of that team.

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VIII. Forfeits

- A. All games declared as a forfeited game will be scored as a 0-4 defeat against the team that caused the forfeit.
- B. In the case that actions by both teams would result in a forfeited game, the game will be declared a double-loss, and neither team will receive points for the game. In the case that the game is part of a knockout round, neither team will advance into the following round.
- C. All forfeits are subject to fines according to the parameters set within Section IX. Non-Performance.

IX. Non-Performance

A. Affiliates may be fined for teams withdrawing from the competition, failing to show for a scheduled match, etc., play, coach or team misconduct reflecting adversely upon the Competition or FYSA, actions requiring law enforcement being called, or conduct deemed unsatisfactory by the Commissioner Cup Committee. The minimum fines for the following offenses shall be as follows:

- 1. Failure to fulfill obligation to compete in FYSA Commissioners Cup event after winning Regional competition, and Region unable to fill slot with another qualified team from the Region - \$2,500.
- 2. Team withdraws after the close of registration and before the Draw Date; \$500 plus Entry Fee.
- 3. Team withdraws after the Draw Date and before the schedule is posted: \$800 plus Entry Fee.
- 4. Team is disqualified from the competition after the schedule is posted: \$1000 plus Entry Fee.
- 5. Team withdraws after schedule is posted and before roster freeze: \$1200 plus Entry Fee.
- 6. Failure to meet a scheduled match: \$800 and all Referee Fees for that game.
- 7. Team forfeits a game for any other reason: \$500 each game and all Referee Fees for that game.
- 8. Team withdraws after roster freeze: \$1500 plus Entry Fee.
- 9. Team withdraws after Preliminary Rounds: \$2,500.

B. The Commissioners Cup Committee reserves the right to require a club to post a performance bond of up to \$500 per team prior to the start of the tournament in response to a club's history of nonperformance. During the event, the Commissioners Cup Committee may also require a club to post a performance bond prior to the team's next game in cases of non-compliance. In cases where a club has posted a performance bond and commits one of the Non-Performance offenses above, the performance bond will be forfeited in addition to the sanctions listed.

X. Protests and Appeals

A. Authority

- 1. All protests/appeals will be ruled on by the Protest and Appeals Committee as referenced in Section I, subsection C.

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B. Protests

1. For a protest to be considered, the following procedure will be followed:
 - a) No protest on referee judgment or discretion calls will be accepted.
 - b) Verbal notification of intention to protest must be given to the Site Director immediately following the game.
 - c) All protests must be in writing, delivered to the site director within one hour of the conclusion of match. A protest fee of \$400 must accompany the protest, delivered to the site director. This fee must be a money order, cash or club check. Personnel checks will not be accepted. The site Director will then forward the protest fee with the written protest to the RVP. The decision of the Commissioner's Cup Protest and Appeals Committee will be binding on all parties, allowing the competition to proceed. Only in the case of a successful protest will the protest fee be refunded.

C. Appeals

1. Any appeal of a decision not covered above must be filed with seven (7) days of the decision. The appeal must be filed and received at the FYSA State Office, in writing and be accompanied by a fee of \$400.00. This fee must be a money order, cash or club check. Personnel checks will not be accepted. Only in the case of a successful appeal will the fee be refunded. The chair will then present the appeal to the Commissioners Cup Protest and Appeals Committee for determination. The decision of the Commissioner's Cup Protest and Appeals Committee will be binding on all parties, allowing the competition to proceed.