



Eastern Pennsylvania Turkey Hill Challenge Cup

Rules and Regulations

I. Eligibility

1. Only Eastern Pennsylvania Youth Soccer affiliated teams will be accepted into the Eastern Pennsylvania Turkey Hill Challenge Cup. The team roster must consist of at least 50 percent of players that reside in Eastern Pennsylvania.
2. Teams may enter only one (1) cup competition. Players may play for only one team and in only one cup competition; the Eastern Pennsylvania State Cup, the Eastern Pennsylvania Presidents Cup or the Eastern Pennsylvania Turkey Hill Challenge Cup.
3. Teams applying for cup competition must compete in a minimum four (4) team approved league during the current seasonal year affiliated with Eastern Pennsylvania Youth Soccer, the US Youth Soccer Regional League or the US Youth Soccer National League, or with Eastern Pennsylvania Youth Soccer's permission in another State Association. The league competition must consist of a minimum of one game against each of three (3) different teams participating in the league. For teams playing in late winter or spring leagues, the team must have played at least one (1) league game prior to the start of the cup competition.
4. All cup team rosters are restricted to the official team roster approved in the state online registration system as of the approved Eastern Pennsylvania Youth Soccer Roster Freeze (See www.epysa.org) date. All roster changes must be executed and dated by an approved League Registrar by close of the specified Roster Freeze. **There are No Exceptions!** After the roster freeze date no roster may be altered for spring league play by any team competing in the Challenge Cup until their cup competition is completed.
5. All cup team rosters are restricted to the official team roster approved in the state online registration system as of the Roster Freeze date designated by Eastern Pennsylvania Youth Soccer. All roster changes must be executed and

dated by an approved League Registrar by the Roster Freeze date designated by Eastern Pennsylvania Youth Soccer. **There are No Exceptions!** After the roster freeze date, no roster may be altered for spring league play by any team competing in the Turkey Hill Challenge Cup until their cup competition is completed.

- The maximum number of players permitted on a roster at any one time is shown below:

U9 and U10 (7v7 only)	16 Players
U11 - U12 (9v9 only)	18 Players
U13-U18 (11v11)	May have a 22 player expanded roster in U13 and above if allowed by the team's primary league

Teams with 22 player rosters may dress only 18 players on game day. Only these players shall be identified on the team lineup. Only the 18 players designated as eligible for the game may dress in the team uniform. All 22 players may sit together in the designated team bench area. The players not eligible to play may wear street clothes but they may not wear the team uniform. If an eligible player gets injured during the game, none of the 'ineligible' players may change their status and become eligible and dress for the game in progress.

- Teams are permitted five (5) transferred players from their original league roster during the seasonal year.
- U8 Boys and Girls Teams playing in any divisions of approved leagues are not U9 Cup-eligible. To be eligible and to play in the U9 Cup, there must be nine (9) age-pure U9 players on the original league approved roster.
- U10 Boys and Girls Teams playing in any divisions of approved leagues are not U11 Cup-eligible. To be eligible and to play in the U11 Cup, there must be nine (9) age-pure U9 players on the original league approved roster.
- U11 teams playing in any divisions of approved leagues are not U12 Cup eligible. To be eligible and to play in the U12 Cup there must be nine (9) age-pure U12 players on the original league approved roster.
- U12 Boys and Girls Teams playing in any divisions of approved leagues are not U13 Cup-eligible. To be eligible and to play in the U13 Cup there must be nine (9) age-pure U13 players on the original league approved roster.
- The team must demonstrate continuity of rosters between their league and the Challenge Cup by maintaining a minimum of nine (9) players common to the rosters used in both competitions.
- Cup rosters can only include primary players. Secondary players, Guest Players and Club Pass players are not eligible to play on Cup teams or permitted on cup rosters. Only Primary players may play in Cup games.

II. Competition Rules

A. Player Check-in for U9 and U10 (7v7) Age Groups

Check-in Rules for Teams with 14 or 16 Player Roster limits

1. All players must be registered and have a current and proper Eastern Pennsylvania Youth Soccer pass or US Youth Soccer Player Pass from their home National State Association if they are not a resident of Eastern Pennsylvania.
2. Player passes should be exchanged and examined by the opposing coaches prior to the game. Proper procedure is to line up each team in a line, each player with his/her pass in hand. Opposing coaches should check each player against their respective player pass. Referees do not check player passes. The only exception is for the Finals where the Eastern Pennsylvania Youth Soccer staff or their designee(s) will check-in teams prior to the game.
3. A line-up form must be presented to the referee prior to the game, in triplicate, properly completed, listing jersey number and player name. A player whose name does not appear on the line-up form who plays is considered an ineligible player. A player whose name appears on the line-up form is considered to have played in that game. Coaches must sign the line-up form. Line up forms can be printed from your Team Page using your Eastern Pennsylvania Youth Soccer Team ID. If you do not have your Eastern Pennsylvania Youth Soccer Team ID, please contact Sheila Molyneaux at 610-238-9966 x222 or smolyneaux@epysa.org.
4. All coaches must have a coach's pass available and surrender the pass to the referee prior to the start of the game. A \$25.00 fine may be levied for any coach not having his/her Coaching Pass. The referee will return the coaches passes at the end of the game. Referees are not to keep the Coach's pass in the event of a send off (red card). No Player Passes or Coach Passes should be kept by the referee.
5. Players 10 years old and younger may not head the ball. Underage heading of the ball is penalized by indirect free kick against the offending team. Heading in U12-U19 Age Groups is allowed without restriction unless a player on a team is 10 years old or younger. Age Groups U9, U10 and U11 MAY NOT HEAD THE BALL.
6. Eastern Pennsylvania Youth Soccer and the Presidents Cup follows the concussion protocol as per US Youth Soccer/US Soccer.
7. Punting and dropkicking in the U9 and 10 Age Groups is strictly forbidden. 'Drop Kick' is defined by the referee at your field.
8. All U9 and U10 games must use a Build Out Line. For fields without Build Out Lines, please use plastic cones.
9. Substitutions can be made at any stoppage with the referee's permission.

B. Player Check-in for 11 and U12 (9v9) Age Groups

Check-in Rules for Teams with 16 or 18 Player Roster limits

1. All players must be registered and have a current and proper Eastern Pennsylvania Youth Soccer pass or US Youth Soccer Player Pass from their home National State Association if they are not a resident of Eastern Pennsylvania.
2. Player passes should be exchanged and examined by the opposing coaches prior to the game. Proper procedure is to line up each team in a line, each player with his/her pass in hand. Opposing coaches should check each player against their respective player pass. Referees do not check player passes. The only exception is for the Finals where the Eastern Pennsylvania Youth Soccer staff or their designee(s) will check-in teams prior to the game.
3. A line-up form must be presented to the referee prior to the game, in triplicate, properly completed, listing jersey number and player name. A player whose name does not appear on the line-up form who plays is considered an ineligible player. A player whose name appears on the line-up form is considered to have played in that game. Coaches must sign the line-up form. Line up forms can be printed from your Team Page using your Eastern Pennsylvania Youth Soccer Team ID. If you do not have your Eastern Pennsylvania Youth Soccer Team ID, please contact Sheila Molyneaux at 610-238-9966 x222 or smolyneaux@epysa.org.
4. All coaches must have a coach's pass available and surrender the pass to the referee prior to the start of the game. A \$25.00 fine may be levied for any coach not having his/her Coaching Pass. The referee will return the coaches passes at the end of the game. Referees are not to keep the Coach's pass in the event of a send off (red card). No Player Passes or Coach Passes should be kept by the referee.
5. Players 10 years old and younger may not head the ball. Underage heading of the ball is penalized by indirect free kick against the offending team. Heading in U12-U19 Age Groups is allowed without restriction unless a player on a team is 10 years old or younger. Age Groups U9, U10 and U11 MAY NOT HEAD THE BALL.
9. Eastern Pennsylvania Youth Soccer and the Turkey Hill Challenge Cup follow the concussion protocol as per US Youth Soccer/US Soccer.
10. Punting and Drop Kicking ('Drop Kick' is defined by the referee at your field) is permitted.
11. Substitutions can be made at any stoppage with the referee's permission.

C. Player Check-in for U13 - U18 (11v11) Age Groups

Check-in Rules for Teams with 18 - 22 Player Roster limits

1. All players must be registered and have a current and proper Eastern Pennsylvania Youth Soccer pass or US Youth Soccer Pass from their home National State Association if they are not a resident of Eastern Pennsylvania.
2. A line-up form must be presented to the referee prior to the game, in triplicate, properly completed, listing jersey number and player name. A player whose name does not appear on the line-up form who plays is considered an ineligible player. A player whose name appears on the line-up form is considered to have played in that game. Coaches must sign the line-up form. Line up forms can be printed from your Team Page using your Eastern Pennsylvania Youth Soccer Team ID. If you do not have your Eastern Pennsylvania Youth Soccer Team ID, please contact Sheila Molyneaux at 610-238-9966 x222 or smolyneaux@epysa.org.
3. If a coach needs to change a player's status before the game the coach must inform the referee and the opposing coach, change all 3 line-up sheets in the presence of the referee and initial the changes.
4. The coach should submit a line-up sheet with the player passes of the ineligible players to the referee before the start of the game.
5. Once the game starts no changes may be made to the eligible player list.
6. Players that are ineligible for the game may sit with their team but they cannot wear the game jersey being used by their team for that game. They should wear street clothes or their team's alternate jersey.
7. Coaches must sign the line-up form.
8. Player passes should be exchanged and examined by the opposing coaches prior to the game. Proper procedure is to line up each team in a line, each player listed on the line-up sheet as eligible with his/her pass in hand. Opposing coach should check each player against their pass. The coaches should identify which players are ineligible for the game. Referee does not check player passes. The only exception is for the Finals where the Eastern Pennsylvania Youth Soccer staff or their designee will check the team passes prior to the game.
9. All coaches must have a coach's pass available and surrender the pass to the referee prior to the start of the game. A \$25.00 fine may be levied for any coach not having his/her Coaching Pass. The referee will return the coaches passes at the end of the game. The Referee is not to leave the game with Player Passes or Coaches Passes. They are to be returned to the team/coach/player.
10. Punting and Dropkicking ('Drop Kick' is defined by the referee at your field) in U13 – U19 age groups is permitted.

B. Referees

1. All games will be officiated under the three (3)-referee system: one (1) referee and two (2) assistant referees. Teams must play even if less than three referees are at the game. If the full official contingent does not appear, the game will be played with the available personnel using the following system:

2 Referees: 1 Center Referee, 1 referee as an AR, 1 Volunteer Linesperson (referee’s discretion)

1 Referee: 1 Center Referee, 2 Volunteers for the lines ()

A two-whistle or three whistle system is not authorized in the Eastern Pennsylvania Youth Soccer State Cup (NCS), Presidents Cup, or Challenge Cup competition.

2. **If the referees do not show you must still play the game. Do not leave until you reach Frank Olszewski (484-241-0985) or Dave Ash (215-932-4347). Teams leaving without talking to one of these individuals will forfeit the game.**

3. Each team is responsible for paying one-half of the appropriate referee fees (in cash) for all games except the finals. Eastern Pennsylvania Youth Soccer will pay the referee fees for all final games.

Referee Fees – Three Referee System

2016-2017 Seasonal Year					
Age	Referee	AR1	AR2	Total	Per Team
U9*/U10*	\$34	\$19	\$19	\$72	\$36
U11⁺/U12⁺	\$43	\$31	\$31	\$105	\$52.50
U13/U14	\$49	\$35	\$35	\$119	\$59.50
U15/U16	\$57	\$39	\$39	\$135	\$67.50
U17-U19	\$64	\$45	\$45	\$154	\$77.00
* = 7v7	⁺ = 9v9				

Each team pays HALF of the total referee fees for each game EXCEPT for the Cup Finals. Eastern Pennsylvania Youth Soccer pays ALL CUP FINAL FEES.

If less than 3 referees are present at the game, teams only pay the fee for each official present and only for their assigned role in the game. If a referee not assigned to the game fills in for a missing official they are to be paid for the role that they fulfill for the game.

You only pay referees that show up to your game (3-Man System). If one of the Assistant Referees does not show up, the teams keep that portion of the referee payment. If there are only two referees present from a 3-Man Crew, the referees will not officiate in a '2-Man' configuration (such as PIAA), they will officiate as a Middle Referee and an Assistant Referee. The referee at his/her discretion may request a Club AR but the Club AR has no true authority and are only providing secondary assistance to the Middle Referee. The Club AR is not required to be paid.

If a Middle Referee is running a 1-Man System, he/she may request Club Linesmen, however, the Club Linesmen are merely responsible to signal 'out of bounds' only – no direction, or possession indication or offsides. Club Linesmen have no authority and are only providing secondary assistance to the Middle Referee.

If the referee (one referee) shows up late but within the first half he/she should still be paid the full referee fee. If the referee gets there at halftime pay the referee ½ of the total fee. If a non-referee officiates a game through halftime or completely through a game, the teams may decide if they wish to pay that individual or not. Teams are not required to pay non-licensed referees.

If a referee is not notified in adequate time of a change of venue, time change or a cancellation due to weather or unforeseen circumstances, the Middle Referee – or Middle Referee and Assistant Referees are to be paid the full fee by the HOME TEAM. If a team shows for a game and the opposing team forfeits by a no-show, the team that shows does not pay the referee any fee. The referee will receive the fee at a later date

If a game is canceled by the referee at the field site prior to the start of the game for unplayable conditions, each team pays the referee one-half (1/2) the regular fee.

Once the game has started, if the game must be called (abandoned) due to weather, field conditions or other Force Majeure, the entire fee must be paid.

If a team shows for a game and the opposing team forfeits by a no-show, the team that shows does not pay the referee any fee. The referee will receive the fee at a later date from the team that forfeited (No Show).

C. Elimination Rules

1. The Turkey Hill Challenge Cup competitions will be in a World Cup Tournament format for all ages and will be played at home or away fields.
2. There is no overtime in any preliminary games Group Games. Ties are acceptable. If a one game Group Game Playoff is needed to determine a Group Winner, that game will need a winner and will use overtime/penalty kicks as necessary. In the case of a one game Group Game Playoff, the Home Team in the first match will play Away in the second match. The Cup Commissioner or Competition Director could set a neutral site, if necessary, also.
3. World Cup Tournament Format rules are attached.

D. Scheduling

1. The home team and game schedule is determined by the Cup Committee Chairperson and the State Office Staff.
2. Games must be scheduled (a time and field has been put into the online system) by Tuesday at 12:00 PM Noon the week that the game is scheduled (for weekend games). If a Cup game is scheduled for a week night the game must be in the system 4 days before the scheduled date of the game. Failure to schedule the game may result in the State Office scheduling the game to ensure referee availability.
3. Game changes (time and/or location or date) after Tuesday at 12:00 PM Noon of the week of the game will result in a \$25 game change fee to the responsible team(s). This fee can be waived in extenuating circumstances (as deemed by the Cup Competition Director, Cup Commissioner or the Director of Operations).
4. If after the schedule is published, both teams in a game wish to play the game before the scheduled date, they must agree on a date, time, and location and then both coaches must advise the Eastern Pennsylvania Youth Soccer office of the proposed change (at least 5 days in advance) for approval. The teams must submit a request for change with the all of the pertinent details as required and Eastern Pennsylvania Youth Soccer will advise the teams of the decision. The reschedule will be contingent upon the availability of fields and referees for the proposed change. Eastern Pennsylvania Youth Soccer always reserves the right to decline a requested schedule change.

5. If one team wishes to play early and the other team does not, the request to change the schedule can be sent to the Cup Committee Chairperson 7 days in advance for consideration. The decision of the Cup Committee Chairperson on any schedule changes will be final and cannot be appealed.
6. In the event that a game is rescheduled it must be played before the start of the playoff rounds of the competition. If a rescheduled game is not played before the start of the playoff rounds that game will be declared a double forfeit by the Cup Committee. Neither team will receive points for a Double Forfeit. Both teams will be responsible for the forfeit fee and the forfeit scores will be applied to both teams and used to determine the winners of their bracket. The Cup Committee reserves the right to waive the forfeit fee for extenuating circumstances.
7. Coaches who coach multiple teams must recognize that Eastern Pennsylvania Youth Soccer cannot guarantee that it can accommodate their requests to be able to attend the games for all of their teams which occur on the same date. Coaches should be prepared to have alternate carded coaches available to cover their teams in the event that Eastern Pennsylvania Youth Soccer cannot schedule the games allowing them to attend all of their team's games.
8. Additionally, the Cup Committee Chairperson, Eastern Pennsylvania Youth Soccer Chief Executive Officer and/or Eastern Pennsylvania Youth Soccer President may exercise discretion to change a game time or date if the participating team will be missing players due to regional and/or national team commitments.
9. To accommodate the three (3) referee system and ensure availability of officials, it may be necessary to change home field advantage to Home Area advantage. The Cup Committee is sole authority in determining field locations.
10. The Cup Committee may also designate a common competition site for all or part of an age group in the Turkey Hill Challenge Cup.
11. All games are expected to be played by the scheduled date and time.
12. The Cup Committee reserves the right to revise the schedule after it is published.
13. During playoffs, the Cup Commissioner, Competition Director or Cup Committee has the right to change Home and Away venues – particularly when the Home team will not be decided within 72 hours of the next playoff game.

E. Fields

1. Preparation of the field is the responsibility of the home team. If it is a home area game, the home team is still responsible for the field. Proper lining, goal nets, and corner flags are required for all fields. Protests made in regard to field conditions must be made prior to the start of the game.
2. Teams can have home and away games in the Cup competition. It is the responsibility of BOTH teams to contact each other to ensure that both teams have the correct game time, game location and directions.
3. Field changes after the Tuesday 12:00 PM Noon schedule deadline may carry a fee of \$50 if changed to the opponent's field and an additional \$50 if changed to a neutral site. Fees may be waived if the field change is due to extenuating circumstances.
4. Coaches and players from both teams should be on one side of the playing field. Spectators from both teams shall remain on the opposite side of the field from the teams/players/coaches.
5. All Eastern Pennsylvania outdoor Cup games must be played on outdoor fields. No indoor or domed facilities may be used for Outdoor Cup games. Any game played on an Indoor or domed field will be declared a double forfeit as both teams are responsible to ensure that all games are played on outdoor fields.

F. Game Rules

1. Game Duration:

Divisions	Game Duration	Overtime (playoff only)
U9-U10	(2) 25-minute periods	(2) 10-minute periods
U11-U12	(2) 30-minute periods	(2) 10-minute periods
U13-U14	(2) 35-minute periods	(2) 10-minute periods
U15-U16	(2) 40-minute periods	(2) 15-minute periods
U17 - U19	(2) 45-minute periods	(2) 15-minute periods

Overtime only applies to elimination games. Elimination games are defined as playoff games to determine a bracket winner as well as all quarter-final, semi- final and final games.

The overtime periods are NOT Sudden Death/'Golden Goal' so you must play both overtime periods to conclusion. If the game is still tied after the overtime periods, five (5) alternating penalty kicks will be taken. If, after the five (5) penalty kicks, the game is still tied, then single alternating kicks will be taken until the tie is broken. Each penalty kick shall be taken by a different player. No player shall repeat until all eleven (11) players of the team have taken a kick. Only those players on the field at the end of the overtime period last played will be eligible to participate in the penalty kicks. If a team has less than 11 players (or 8 for 8v8 games) on the field at the end of the game those players are the only ones eligible to shoot and no one shall repeat till each of those players has taken a kick.

2. Each competing team shall present a game ball to the referee prior to the start of the game. The U9-U12 Age Groups shall use a #4-sized ball. All other Age Groups will use a #5-sized ball.
3. Substitutions shall be unlimited and may be made at any stoppage with the consent of the referee: *Please Note: The State Cup (NCS) limited substitution rules do not apply to the Presidents Cup competition.*
4. Forfeit Rules

Forfeit score:	4 - 0
Forfeit fee:	\$150.00 per forfeited game
5. Forfeit Time – teams must appear with at least seven (7) players no later than 15 minutes after the scheduled start time of the game otherwise the game will be declared a forfeit by the referee. The forfeit score of 4-0 will apply. In the event that neither team appears within 15 minutes with the required 7 players the game will be declared a double forfeit. The score will be reported as 0-0.
6. Abandoned Games – in the event that a Cup game is started and the game is not completed on the scheduled date of the game the following shall apply.
 - 6.1 A Cup game that is started and not completed on the scheduled due to any cause shall be replayed in its entirety if neither team is at fault and play has not begun in the second half of the game.
 - 6.2 If play is stopped during the second half of a Cup game due to any cause and play cannot be resumed and completed on the scheduled date and if neither team is at fault, the Cup Committee may deem the game complete.
 - 6.3 If a Cup game is started and not completed on the scheduled date due to one of the teams being adjudged to be at fault, it shall be at the discretion of the Cup Committee whether the game is to be replayed in its entirety, declared a forfeit or be declared a win (if the game is not tied at the time of game abandonment).

G. Cards and Misconduct

1. If any cards (yellow or red) are issued in the competition, the coach or team manager of the cautioned/ejected player(s) or coaches must email **Frank Olszewski** at folszewski@epysa.org immediately after the game with the following information in the format below:

A. **Cup Competition** - Presidents Cup, Challenge Cup or State Cup (NCS)

B. **Age Group, Division and Gender**

C. **Full Club and Team Name**

D. **Carded player NAME and JERSEY NUMBER** (or Coach's FULL NAME if it is a coach)

E. **Type of card – Red or Yellow**

F. **Date of game**

G. **FULL NAME**, phone number and e-mail address of the person sending this information

2. Reminder: Three accumulated cautions (yellow cards) given in the same cup competition year constitute a red card and result in an automatic sit out of the very next game played. If a player receives a direct red card or two yellow cards in a game or receives their 3rd yellow of the competition, they cannot play in at least their next scheduled game. Whether you are notified by a Cup Administrator or not, any player receiving a direct red card or a 3rd accumulated yellow card from the same competition, under no circumstances should that player participate in their next game! Non-compliance with this policy would result in a player being deemed 'ineligible'.

3. Also remember that any un-served suspensions for Red cards or accumulations carry over into next year's Challenge Cup, Presidents Cup or NCS Competition!

4. Referees are NOT to retain player passes or coaches passes for send offs/suspensions and send them to the State Office. All player and coaches passes shall be returned to the teams after the conclusion of every Cup game unless otherwise specified by the Cup Commissioner/Competition Director. Red cards or accumulations carry over into following year's Challenge Cup, Presidents Cup or NCS Competition.

H. Results

1. The WINNING TEAM or HOME TEAM (in the case of a tie) is required to report the score of their game by 7:00 PM on the night of the game. Scores can be updated by the Club Field Coordinator or staff designated by the Field Coordinator. Scores are updated through Sinc Sports via the www.epysa.org website.
2. PLEASE BE ADVISED – YOU MUST BE LOGGED INTO THE SYSTEM TO UPDATE YOUR SCORES. Access to update your scores may be granted through your Club Field Coordinator/Administrator.
 - Go to epysa.org
 - Go to “Cups” and click on the Challenge Cup link.
 - Click on “schedules” (this will take you to the Sinc site)
 - You can only report scored after the game is complete
 - See Sinc Tutorial on Reporting Scores.
3. A \$25 fine may be levied should the score is not reported by 7:00 PM (Exception: Games scheduled in the evening after 5:00 PM shall have a score reporting deadline of 11:00 PM).

I. Protests

1. There are no protests on referee decisions. The only protests allowed are regarding player eligibility.
2. In the event that a team wishes to file a protest they must submit the protest within 48 hours of the game. In the event that the next game is scheduled in less than 48 hours after the game being protested, the protesting team must notify the Cup Chairperson ASAP and no later than 2 hours before the next scheduled game. Protests received that do not comply with these rules will not be evaluated and will be considered void.
3. Protests must be presented in writing to the Cup Chairperson. Email submission is considered acceptable as long as the Cup Chairperson is notified by phone of the pending protest.
4. The protest must be accompanied by a protest fee of \$200 which will be refunded if the protest is upheld.
5. For protests in the playoff rounds - In the event that a game was played and a protest is filed against the winner of the game by either the losing team of the game or another Cup participant and the game winner is disqualified from the competition, the cup record will show the winner of the game as Vacant. The losing team on the field will NOT advance. No one from that game will advance to the next round. The opponent in the next round will be awarded a forfeit win.

6. The Eastern Pennsylvania Youth Soccer Cup Committee will evaluate properly submitted protests and render a timely decision.
7. If the team wishes to appeal the decision of the Cup Committee they may do so by submitting an appeal to the Arbitration Board following the submission guidelines of that Board.
8. Decisions of the Arbitration Board are final and no further appeal is possible.

J. Quarter-Final, Semi-Finals, and Finals

1. Quarter-final games, if needed, will be played on a home/away basis.
2. Semi-finals are scheduled by Eastern Pennsylvania Youth Soccer at their sole discretion. Semi Finals will be played either at the home field of one of the teams or a designated field by Eastern Pennsylvania Youth Soccer.
3. The Finals are scheduled by Eastern Pennsylvania Youth Soccer at their sole discretion. In the event of inclement weather prior to the Finals Eastern Pennsylvania Youth Soccer may have to require back-to-back play on some weekends.
4. The Finals for U9 – U17 Boys/Girls will be scheduled at a site and date to be determined by Eastern Pennsylvania Youth soccer at their discretion. Regardless of age or previous scheduling, Finals will be scheduled at Eastern Pennsylvania Youth Soccer's sole discretion. All teams should be prepared to play their Final on a Saturday or Sunday.
5. Individual and team awards will be presented to both the Champion and Finalist. A presentation will be made immediately following the championship game. Teams are required to participate in the Award Presentation and are directed to go to the awards area immediately following the completion of the final.

Eastern Pennsylvania Youth Soccer Turkey Hill Challenge Cup

Competition Format Rules

I. Group Stage – Round Robin Play – Bracket Play – they all mean the same thing for the Turkey Hill Challenge Cup Competition

Teams will be placed in a group with other teams with the divisional winner to be determined as follows:

1. The team earning the most game points wins the division. Game points are awarded as follows:

3 points for a win
1 point for a tie
0 points for a loss

Note: Games tied at the end of regulation time will stand and that there will be no penalty kicks or overtime in preliminary rounds.

2. In the event that two teams are tied in total game points at the end of the preliminary rounds the tie will be broken using the following criteria in the listed order. Start with # 1 and proceed till the tie is broken or you reach criteria #4. Once a criterion is used you do not repeat the use of those criteria for any reason.

1. Winner of Head-to-Head Competition
2. Goal difference cumulative all games
Maximum + or - 4 goals/games
3. Least goals allowed (total of all preliminary games)
4. Playoff – if after applying the three criteria listed above two or more teams remain tied then a playoff will be set up to determine the bracket winner.

3. In the event that more than two teams are tied in total game points at the end of the preliminary rounds the tie will be broken using the following criteria in the listed order. Start with # 1 and proceed till the tie is broken or you reach criteria #3. Once a criterion is used you do not repeat the use of those criteria for any reason.

1. Goal difference cumulative all games
Maximum + or - 4 goals/games
2. Least goals allowed (total of all preliminary games)
3. Playoff – if after applying the criteria listed above two or more teams remain tied then a playoff will be set up to determine the bracket winner.

For clarity here is an example of how the goal differential is calculated:

<u>Final Score</u>	<u>Winning Team</u>	<u>Losing Team</u>
6-0 = 4-0	+4	-4
7-2 = 6-2	+4	-4
2-1 = 2-1	+1	-1

II. Wild Card Selection and Placement

At the end of round robin play the divisional winners will be determined by the criteria in Section I. In age groups where there are wild cards, the wild card team(s) will be selected from the remaining teams in the draw after the divisional winners have been determined. Once the divisional winners are determined all of the remaining teams will be grouped into one pool. The wild card entries will be determined by the following criteria:

1. Team(s) earning the most game points in round robin play will designated as the wild card(s). Game points in round robin play are awarded as follows:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

3. In the event that two teams are tied in total game points at the end of the preliminary rounds after the divisional winners have been selected, the wild card(s) will then be determined by using the following criteria in the listed order. Start with # 1 and proceed till the tie is broken or you reach criteria #4. Once a criterion is used you do not repeat the use of those criteria for any reason.

1. Winner of Head-to-Head Competition
2. Goal difference cumulative all games
Maximum + or - 4 goals/games (see above example)
3. Least goals allowed (total of all preliminary games)
4. Coin Flip – if after applying the three criteria listed above the two more teams remain tied then a coin flip will be used to determine the wild card(s).

4. In the event that more than two teams are tied in total game points at the end of the preliminary rounds after the divisional winners have been selected, the wild card(s) will then be determined by using the following criteria in the listed order. Start with # 1 and proceed till the tie is broken or you reach criteria #3. Once a criterion is used you do not repeat the use of those criteria for any reason.

1. Goal difference cumulative all games
Maximum + or - 4 goals/games
2. Least goals allowed (total of all preliminary games)
3. Coin Flip – if after applying the three criteria listed above two or more teams remain tied then a coin flip will be used to determine the wild card(s)

4. The wild cards will be placed in the playoffs as noted in the draw. In the event that a wild card is scheduled to play a team from their round robin bracket, the placement will be modified so that the wild card plays an opponent from another bracket. The Cup Committee will make such adjustments, if needed, after the wild cards are selected.

Eastern Pennsylvania Youth Soccer Turkey Hill Challenge Cup

Coaches Check List

Before Competition Begins

- Did you get your schedule and did you check it to make sure that it is correct? Report any issues to the State Office.

The Week of the Game

- Home team is responsible to contact the visiting team by the Tuesday prior to the game date to go over game details, directions, uniform colors, etc.
- If you are playing at a common site, do you know how to get there?
- If you are the Home team did you make sure that the field is properly prepared (lines, nets, corner flags)?

Pre-game Preparation

- Bring your player passes
- Bring your coach's pass
- Bring line-up form (in triplicate) to present to referee prior to game
- Bring Referee fee in cash
- Bring a copy of the Rules & Regulations
- Bring Soccer Balls

After the Game

- Were you or any of your team members issued any cards? If so did you email their name(s) and the infraction to Frank Olszewski at folszewski@epysa.org required?
- Are you responsible for reporting the score (winning team, home team in the case of a tie)? If so did you do it through the score call in number?

Cup Administrator: Frank Olszewski FOlszewski@epysa.org

Cup Commissioner: Dave Ash EPYSACupChair@aol.com

Discipline Commissioner: Frank Olszewski FOlszewski@epysa.org