



2016 Region I Presidents 2016 Rules and Procedures

The entire US Youth Soccer Region I Presidents Cup Competition is under the jurisdiction of the US Youth Soccer Region I Presidents Cup Committee, which has the final decision in all Region I Presidents Cup competition. The US Youth Soccer Region I Presidents Cup Committee shall determine the Region I representative to the National Presidents Cup Competition.

These Rules and Regulations, the US Youth Soccer President Cup Rules, and the Laws of the Game (FIFA) in that order shall govern the games.

A. MANDATORY CHECK IN

A Mandatory Team check in is required in the Region I Presidents Cup; however, only one (1) adult Team Official need attend to complete this requirement. The Team Official will present the following documents to the Region I Presidents Cup Committee representatives on Friday, May 27th from 5:00pm to 9:00pm at the Reisterstown Regional Park. Each team must have a representative attend.

1. Six (6) copies of your state approved roster
2. Laminated player passes presented in alphabetical order, including coaches' passes located behind the player passes.
3. Medical Release Forms signed by the parent or guardian of the child in concurrence with the laws of the State of Residence
4. Region I Code of Conduct

B. PLAYER/TEAM OFFICIAL PASSES

All players and team officials listed on the roster **MUST** carry the US Youth Soccer member Pass with a current photo on the pass. All passes **MUST** be laminated prior to Check-in.

NO PLAYER/TEAM OFFICIAL PASS - NO PLAY, NO EXCEPTIONS!!!!

C. ROSTERS

It will be the responsibility of each State Association to provide the Region I Presidents Cup Chair a roster for each team entered in the event. Under 12 Small Sided Age Group: No more than fourteen players on a roster.

Under 13 through the Under 17 Age Groups: may have a maximum of twenty-two (22) players on their team roster and a maximum of eighteen (18) players on each game roster.

State Associations **MUST** supply a roster reflecting the players registered for the State level event, which the Region I Presidents Cup Committee can use to determine compliance with the following:

1. A team must demonstrate continuity of rosters between the league and every level of the President's Cup competitions by maintaining a minimum of 9 players common to the roster of the team at every level of the competitions. No player added to a team after the Regional competition is completed shall be rostered on a President's Cup team.
2. Rosters **MUST** be legible and signed by the State Association Registrar or designee
3. Players **MUST** be listed in alphabetical order, last name first
4. Jersey Numbers **MUST** be listed on the roster
5. All players will have a uniquely numbered jersey that matches the roster
6. NO team shall be allowed more than 14/18/22 players on its roster
7. Team Bench personnel (Maximum of four (4) people) can represent the team officials, e.g. coach, assistant coach, manager, trainer) on the sideline. Team Bench badges **MUST** be worn and visible to the Referees and Tournament Officials at all times while your match is going on.

D. COMPETITION FORMAT

1. INCLEMENT WEATHER

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

2. GAME BALLS

U-12 Small Sided games will be played using a size #4 ball. All other games will be played using a size #5 ball. The Region I Presidents Cup Committee will supply game balls. In the unlikely event the Region I Presidents Cup Committee do not provide the game ball, the referee will make the decision from game balls offered by both teams.

3. GRACE PERIOD

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.

4. HOME TEAM – VISITING TEAM

The team listed first in each pairing is the home team. The visiting team will is required to wear their dark uniform (including socks) and the home team is required to wear their light uniform (including socks). If in the opinion of the referee there is a color conflict, the home team shall change jerseys.

5. TECHNICAL AREA

Players and team personnel will be in the technical area on one side of the field. A maximum of four (4) people can represent the team officials, (e.g. coach, assistant coach, manager, trainer). Parents and spectators will be on the opposite sideline of the field from the technical area. Team Officials **MUST** display the identification passes provided by the Region I Presidents Cup Committee.

6. UNIFORMS

Each player **MUST** wear an official uniform with a uniquely numbered jersey on the back of the shirt. Duplicate numbers are NOT permitted. Teams **MUST** bring an alternate jersey with the same number as their primary jersey number that is reflected on the team roster. **NO** jewelry may be worn during the match. Goalkeepers **MUST** have a number on their jersey.

NO Team shall wear the logo, insignia, or other identifying mark of a non-US Soccer organization on their uniforms during the Region I Championships. A manufacturer's mark is exempted. Teams wearing such items shall either remove the mark, change uniforms to comply with this rule, or forfeit each match of the competition.

8. LENGTH OF GAMES, OVERTIME PERIODS, BALL REQUIREMENTS

<u>Age Group</u>	<u>Game Length</u>	<u>Overtime</u>	<u>Ball</u>	<u>Circumference</u>	<u>Weight</u>
Under 17	Two 45' halves	Two 15' halves	#5	27-28 inches	14-16oz
Under 16	Two 40' halves	Two 15' halves	#5	27-28 inches	14-16oz
Under 15	Two 40' halves	Two 15' halves	#5	27-28 inches	14-16oz
Under 14	Two 35' halves	Two 10' halves	#5	27-28 inches	14-16oz
Under 13	Two 35" halves	Two 10' halves	#5	27-28 inches	14-16oz
Under 12	Two 30" halves	Two 10'halves	#4	25-26 inches	11-13oz

- a. In the preliminary round robin portion, ties scores at the end of regulation time shall stand
- b. Semi-Finals and Final Games: If a game is tied at the end of regulation play, two complete overtime periods will be played at the end of normal playing time. The time of the overtime periods will be as provided above. If a game is still tied after the end of overtime play, FIFA "Kicks from the Penalty Mark" rules will apply in order to determine the winner.
- c. At the Region I Presidents Cup competition unfinished games due to any cause shall be replayed providing, neither team is at fault and play has not begun in the second half. If play is stopped during the second half and play cannot be resumed and provided neither team is at fault, the Region I Presidents Cup Committee may deem the game complete. But should play be stopped at any time due to one of the teams being adjudged at fault, it shall be the discretion of the Region I Presidents Cup Committee as to whether the game is to be replayed, stand as is or declared a forfeit.

8. POINT SYSTEM – TIE BREAKERS

- a. Determination of standings within a sub-group (Competition with 8, 12 or 16 Teams)
- b. Round Robin Points:

Three	Points for a win
One	Point for a tie
Zero	Points for a loss

c. Resolving ties within a sub-group (Competition with 8, 12 or 16 Teams)

This system shall be used to determine the sub-group winner at the end of the round robin, when there is a tie and it is necessary to resolve a tie:

- (1) Winner of head to head competition
- (2) Most Wins
- (3) Goal differential – (Maximum 3 goals/game)

EXAMPLE 11-0 = 3-0 = +3
 8-1 = 4-1 = +3
 1-3 = 1-3 = -2

- (4) Least Goals allowed (three (3) game total)
- (5) FIFA Penalty Kicks (immediately following the round robin games)

- d. Three (3) way tie within a sub-group (Competition with 8, 12 or 16 Teams): Follow same format for 8c(2), 8c(3) 8c(4) and 8c(5). If FIFA penalty kicks have to be taken there will be a draw by the Region I Presidents Cup Committee. 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 group winner. The bye team will be the home team.
- e. Eleven (11) players from the roster of the final game will be selected by each coach to participate, and said roster will be handed to the referee assigned to break the tie on a field assigned by the Region I Presidents Cup Committee.
- f. Players ejected in the second or third game of the Region I 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.
- g. Selection of wildcard teams for those age groups with 12 teams (three sub-groups of four) will follow **same criteria as 8b and 8c above**.

9. FORFEITS: A team not showing up for the Region I Presidents Cup and gives no notification to the Region I Presidents Cup Committee the remaining teams in the bracket will receive:

- (1) 4 Points for the win
- (2) 4 goals for
- (3) Zero goals against

10. FORFEITS: A team participating in the Region I Presidents Cup and forfeiting a game (s)

- a, Each forfeited round robin game: The non-forfeiting team shall be awarded\
- (1) 4 points for a win
 - (2) Goal differential by the winner of a forfeited game shall be equal to the average goals, for game(s) in the same bracket against the team that forfeits
 - (3) Zero goals against the winner of forfeited games
- b. Each forfeited round robin game: the forfeiting team shall be awarded
- (1) Zero points for the loss
 - (2) Zero goals for
 - (3) 4 goals against
- c. If a referee terminates a game for reasons other than weather or field conditions, the Region I Presidents Cup Committee will decide the results of the game

E. RULES OF PLAY

1. Except as otherwise provided herein, the rules of the US Youth Soccer and the FIFA “Laws of the Game” shall apply.

2. SUBSTITUTIONS

Unlimited substitutions may be made, with the consent of the referee, at any stoppage of play except corner kicks and penalty kicks.

F. TEAM AND PLAYER BREACHES OF THE RULES

Players receiving a RED Card in any game shall be automatically suspended for the next game. The Region I Presidents Cup Committee will review all dismissals and additional penalties or suspensions are possible. Any player that is dismissed from a game **MUST** leave the vicinity of the field before the match is restarted. An adult Team Official **MUST** escort the player or players from the field and to a designated waiting area until the conclusion of the game. The designated area is the administration tent.

A member of the Region I Presidents Cup Committee will inform the Referee Administrator and the team official of the sent-off player's next opponent that the sent-off player cannot compete in the forthcoming game. If the team of a send-off player allows the player to participate in the game he or she is to be sitting out, that team will automatically forfeit the game.

If a **Team Official** is dismissed from any game, the team official's pass together with the referee's report of the incident shall be turned over to the Region I Presidents Cup Committee by the referee. A team official that has been dismissed during a match must be immediately escorted to the Region I Presidents Cup site HQ for the remainder of the match.

A member of the Region I Presidents Cup Committee will inform the Referee Administrator and the team official of the expelled team official's next opponent that the team official cannot participate in the forthcoming game.

If the team official should show up at the game site, and in any way officially participate in the game, his or her team will automatically forfeit the game.

G. PROTESTS AND APPEALS

1. All questions relating to the qualifications of competitors, interpretation of the rules, or any dispute or protest concerning the Presidents Cup, shall be referred to the Region I Presidents Cup Committee.
2. To be valid and eligible for consideration, each protest:
 - a. **MUST** be orally lodged by a Team Official who is a direct participant of the game with the referee, with the opposing coach at the game site before entering the field of play or leaving the game site, and noted on the game report at the conclusion of the match.
 - b. **MUST** be filed with the Region I Presidents Cup Committee within thirty (30) minutes after the completion of the game being protested, accompanied by:
 - (1) A FEE of \$350 – MUST be in CASH
 - (2) Three (3) written copies of the protest, which MUST include full particulars of the grounds on which the protest is lodged; and
 - (3) Three (3) written copies of any information to be presented by witnesses
 - c. Any protest relating to the grounds, goal posts, bars, or other appurtenances of the game shall not be entertained if the Region I Presidents Cup Committee and the Referee Administrator have approved them.
3. The Chair of the Region I Presidents Cup Committee with which the protest is properly lodged shall immediately upon receipt of the protest notify the team against which the protest is made and shall send 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, at a time specified by the Region I Presidents Cup Committee.
4. **Once the Region I Presidents Cup Committee ruled on the protest there will be NO appeal of that decision.**

H. TOURNAMENT MANAGMENT

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