



**DELAWARE YOUTH SOCCER ASSOCIATION  
DELAWARE STATE CUP  
RULES GOVERNING PLAY FOR BOYS AND GIRLS  
(Last updated 12/2016)**

**I. REGISTRATION**

- A. Registrations will be accepted in the U19, U18, U17, U16, U15, U14, U13 and U12 age groups for both boys and girls.**
- B. Only teams that meet the following shall participate in the Delaware State Cup**
- 1. Registered with DYSA**
  - 2. Registered in Delaware**
  - 3. 50% or more of the teams' players are Delaware residents (college students qualify if they live in Delaware)**
  - 4. U12 teams must be 50% or more age appropriate**
  - 5. Teams must have participated or be participating in a USYSA league of at least four (4) teams in the same division during the current seasonal year (August 2016 - July 2017), thus "Select" teams are not allowed to enter.**
  - 6. A team must demonstrate continuity of rosters between the league and every level of the National Championships competitions by maintaining a minimum of 9 players common to the roster of the team at every level of competitions.**
- C. Teams must be registered with DYSA by the following dates in order to be eligible to play:**
- 1. Registration Deadlines:**
    - i. April 1st of the competition year for Boys U12 - U18 and Girls U12 - U18**
    - ii. May 1 of the competition year for Boys and Girls U19**
  - 2. Withdrawals**
    - i. A registered team may withdraw from the Cup and receive a refund of the registration fee until the original State Cup registration deadline.**
    - ii. A withdraw after the original State Cup registration deadline shall be considered a forfeit and the registration fee shall not be refunded.**



## **II. TEAM ROSTERS**

**A. Players on DYSA-registered teams shall be properly registered with the DYSA.**

**B. Players may only play with their primary rostered team.**

**C. Roster Sizes:**

- 1. U12 teams playing in an 9 v 9 format shall have a maximum of sixteen (16) players on the roster.**
- 2. U13 & Older 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.**
  - i. For each game, it will be the responsibility of a Team Official to cross out the names of the players who will not be participating in the team's game.**
  - ii. The team's game roster can have a maximum of sixteen (16) players for a U12 team and eighteen (18) players for teams U13 and above.**
  - iii. The marked roster must be presented to the Game Officials before the start of each game.**
  - iv. The player passes of the players who are not on the game roster will be given to the Game Officials.**
  - v. Upon completion of each game the Game Officials will return the player passes to the appropriate Team Officials.**

**D. Eligible players must be rostered to their team no later than fourteen (14) days prior to the start of the first game in their competing age group unless otherwise communicated by the cup committee.**

**E. Prior to all matches the Referee shall collect and retain team rosters and all players' and coaches' passes (NO CARD, NO PLAY). At the conclusion of the match, the Referee will return the passes to the respective teams, except for the pass of any player who has been ejected from the match; such pass will be given to the Field Coordinator, who will forward it to the Cup Committee.**

**F. The Referee will only entertain a challenge to a player's eligibility to compete prior to the actual beginning of play for a match. Such a challenge must be made by an official of the opposing team, an official of a team in the age group**



or a tournament official. If such a challenge is made to the referee before match play, the referee will:

1. Note the challenge, the challenging official and team and submit it along with the player's pass (if applicable) to the Cup Committee for review.
2. If the challenged player plays and is then declared ineligible, the match will be forfeited in favor of the opposing team.
3. If the challenged player does not play and is found to be eligible, The Cup Committee will forward the challenge to DYSA for consideration of appropriate action regarding the challenging official, team or club. Challenges must not be frivolous.

- G. If, after a match, a player is found to be improperly registered, DYSA will decide on proper action to be taken.
- H. Upon completion of these games, teams advancing to the Regional Competition will surrender their Passes and Team Roster to the Cup Committee, who will review each Roster and Pass to ensure that they are all in proper form before the team competes in the Regional or National Cups.

### **III. ADVANCEMENT TO REGIONAL / NATIONAL COMPETITION**

- A. All teams entering the Delaware State Cup do so with the understanding that they accept the responsibility of representing Delaware at the Region I and National Competitions, should they be crowned Delaware State Champions, or runner-ups, and advance.
- B. The winner of the U19, U18, U17, U16, U15, U14 and U13 competitions shall be declared Delaware State Champions and will represent Delaware in all regional and national play, with the costs of such competitions to be borne by the team; these games will be held at a time and place scheduled by the regional and national committees.
- C. The winners of the U12 competitions shall be declared Delaware State Champions and will represent Delaware in the Regional Cups, with the costs of such competition being borne by the individual teams; these games will be held at a time and place scheduled by the regional committee.
- D. Responsibility to represent
1. Teams may withdraw from the Region I championships without penalty, from the region, up to 45 days prior to the start of regional play by notifying DYSA in writing, however, teams are required to reimburse



DYSA for the entry fee to Region I Championships and any other fees that have been incurred by DYSA.

2. All teams that withdraw from the Region I Championships less than 45 days prior to the start of regional play will be subject to a fine of \$1,500.00. Teams withdrawing less than 30 days, but before the 5 days or less will be subject to a fine of an additional \$1500.00. Teams withdrawing 5 days or less from the Region I Championships will incur an additional fine of \$1,500 payable to the Region. Team are also responsible for any fees paid by DYSA that they have already been incurred by DYSA.
3. Teams may be stripped of their title should they drop from the competition.
4. Teams attending the Region I Championships will be subject to a fine of \$500.00 per game for any unreasonable forfeits, as determined by the Region I Championship Committee.
5. The Club of the team attending the region I Championships will be responsible for any fine(s) their team(s) may incur as a result of the tournament. The Club will forward the fine(s) to the DYSA, who will forward them to the Region I Championship Committee.
6. Any Club that does not pay the fine(s) of their teams by September 1, of the competition year, will be considered not in good standing with DYSA and its teams will not be permitted to play in any future DYSA sanctioned events until the fines are paid.

#### **IV. PLAYING RULES**

- A. Except as otherwise provided herein, the FIFA "Laws of the Game" shall apply to any and all competitions sponsored by the DYSA.
- B. Behavior and Sportsmanship - Zero Tolerance Policy: Coaches and Assistant Coaches, Team Officials, Players, Parents and Supporters are expected to maintain a high level of sportsmanship, professionalism, and integrity both on and off the field.
  1. Coaches must maintain respect for the game, the referee, the referee's assistants, the authority of the referees, the players and all others involved with the game. Coaches lead and teach by example.
  2. Coaches are charged with the responsibility of controlling their players and parents/supporters at all times during a match.
  3. Coaches and other team officials shall be subject to all rules pertaining to misconduct contained herein, including cautions, ejections and standard suspensions.



4. Any other individuals, 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.
5. Any coach or team official 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.

*The DELAWARE YOUTH SOCCER ASSOCIATION, DELAWARE STATE CUP COMMITTEE and referees will be taking a Zero Tolerance Policy. Any harassment, foul or abusive language along with berating of the referees, players or fans during or after the match by players, coaches or parents will be dealt with under Zero Tolerance*

1. A player ejected from a game must sit out the balance of that game and the next scheduled game unless the ejection was for fighting, in which case the player or coach is ineligible for the remainder of the State Cup. Where applicable the suspension will carry over from year to year.
  2. A coach ejected from a game must sit out the balance of that game and the next scheduled game unless the ejection was for fighting, in which case the coach is ineligible for attending the remainder of the State Cup. Coaches must serve this suspension off-site. (And out of sight of the referees.) Where applicable the suspension will carry over from year to year. The DYSA State Cup Committee reserves the right to review every suspension and apply a greater penalty of additional game suspensions, a fine or both. Failure of the coach to adhere to the rules could cause the team to be ejected from the tournament.
  3. A parent/supporter ejected from a game must sit out the balance of that game and the next scheduled game unless the ejection was for fighting, in which case the parent/spectator is ineligible for attending the remainder of the State Cup. Parents/spectators must serve this suspension off-site. (And out of sight of the referee) The DYSA State Cup committee reserves the right to review every suspension and apply a greater penalty of additional game suspensions a fine or both.
- C. The team listed first on the schedule is to be considered the home team. The home team will supply the game ball for all games.
- D. If a conflict arises concerning teams with like uniforms, the home team must change. Refusal to do so will be an automatic forfeit for the home team.
- E. Substitutions
1. Substitutions may be made, with the consent of the referee, at any stoppage of play.



2. For the Under 14 and younger age groups, unlimited substitutions shall be allowed.
3. For all other age groups:
  - i. A maximum of 7 substitutions shall be allowed for each team during each half and during overtime play of each game.
  - ii. After leaving the game during a half of play, the substituted player may not re-enter the game during the same half of play.
  - iii. After leaving the game during overtime play, the substituted player may not re-enter the game.

**F. Teams should report to the center referee 30 minutes before each game.**

**G. Seven (7) players are the minimum required for a match. A 10-minute grace period will be given if a team does not have the minimum number of players when the referee is ready to start the game. A forfeit will be declared with the other team declared the winner if the team still does not have the minimum players at the end of the grace period. No Exceptions!**

**H. Team Bench - Sidelines**

1. Teams and team officials will be on one sideline. Parents and spectators will be on the opposite sideline.
2. A maximum of four (4) people can represent the team as team officials and must be on the roster.
3. Delaware State Cup Championship Committee, State Reps and official press will be given a pass to stand on the side line.

**I. Teams are required to turn their game report in to the headquarters tent at the end of every match – No Exceptions.**

## **V. PLAYING EQUIPMENT**

**A. A #5 ball will be used for all matches played by the U19, U18, U17, U16, U15, U14, and U13 teams.**

**B. A #4 ball will be used for all matches played by the U12 teams**

**C. The designated home team will supply the game ball in all games. Either a sewn or a molded ball is acceptable, subject to approval of the Referee.**

**D. Shin guards will be required for all players.**

## **VI. LENGTH OF MATCH PLAY**



**A. The length of the halves and any overtime will conform to the schedule below. There will be no overtime until the semi-finals or the finals, at which time two (2) full periods will be played according to the schedule shown (time shown is in minutes):**

<b>GROUP</b>	<b>HALVES</b>	<b>OVERTIME</b>
UNDER 19	45	30 (two 15 minute periods)
UNDER 18	45	30 (two 15 minute periods)
UNDER 17	45	30 (two 15 minute periods)
UNDER 16	40	30 (two 15 minute periods)
UNDER 15	40	30 (two 15 minute periods)
UNDER 14	35	20 (two 10 minute periods)
UNDER 13	35	20 (two 10 minute periods)
UNDER 12	30	20 (two 10 minute periods)
UNDER 11	30	20 (two 10 minute periods)
UNDER 10	25	20 (two 10 minute periods)

**B. If the match is still tied after the overtime period, FIFA penalty kick rules will apply to determine the winner.**

## **VII. FORMATION AND FORMAT OF GROUPS**

- A. The tournament will be played using a World Cup format if possible.**
- 1. If six or more teams sign up for a division, there will be a pool based preliminary round feeding a semi-final and final knock-out round.**
  - 2. If 3-5 teams sign up for a division, there will be a round robin with the top two teams meeting in a final**
  - 3. If 2 teams sign up for a division, they will meet in a one game final.**



4. **If 1 team signs up for a division, they will be declared winner and representative.**
  
- B. Choosing Groups for brackets with six or more teams - Drawing will be double-blind with the teams in one "hat" and the group and position in that group in another "hat", with teams and groupings being drawn alternately until all teams have been placed. Following the draw, the groups will be reviewed and their compositions could be adjusted, if required to provide a balance in competitiveness between the groups.**
  
- C. Teams may play one (1) or two (2) games per day in the preliminary round. The semi-finals and finals will be played on separate days if possible (for example, weather permitting). The Tournament Committee may decide any schedule as needed, in which case all interested parties will be notified.**
  
- D. At the end of the first round of play, teams will be chosen to advance on the basis of the results of play within their group or pool to the semi-finals or finals.**
  1. **If there is only one group in an age group, then the two top teams from round robin play will advance to play for in the final.**
  2. **For groups with more than one group (in divisions with six or more teams) four teams will be selected to participate in the semi-finals and finals.**
    - i. **If there are only two (2) groups in an age group, the two top teams in each group will advance.**
    - ii. **If there are three (3) groups, the group winners will advance as will the team with the most points from the remaining teams**
    - iii. **If there are four (4) groups, the group winners will advance**
    - iv. **If there are more than four groups, the group winners with the fewest points will take part in a playoff to reduce the number of teams to four.**
  
- E. The following system of points and tie breakers will be used in first round play (round robin and group) to determine advancement to semi-final or final and for ranking teams for placement purposes in semi-final and final.**
  1. **Within a group or in round robin play teams will receive the following points:**
    - i. **Three (3) points for a win,**
    - ii. **One (1) point for a tie,**
    - iii. **Zero (0) points for a loss.**
  
  2. **IN THE EVENT THAT TEAMS DO NOT PLAY AN EQUAL NUMBER OF GAMES, TOTAL POINTS WILL BE ADJUSTED FOR RELATIVE**



**NUMBER OF GAMES PLAYED TO ALLOW FAIR COMPARISONS TO BE MADE;**

- i. Points earned will be divided by games played:**
  - ii. The result will be rounded to the nearest hundredth of a point.**
  - iii. For example:**
    - a. Team A plays 3 games, wins 2 and loses 1, for a total of six (6) points.**
    - b. Team B plays 4 games, wins 2 and loses 2, for a total of six (6) points.**
    - c. Team A had 2 points per game (6 points / 3 games),**
    - d. Team B had 1.5 points per game (6 points / 4 games).**
    - e. Team A finished ahead of Team B.**
- 3. In round robin play, the two teams with the most points advance**
- 4. In group play, the team with the most points in the group wins the group and advances.**
- 5. In the case of ties using the above system, the following tie breakers will be used in order:**
- i. The team that won in head-to-head competition will advance.**
  - ii. The team with the largest goal differential will advance (maximum of 4 goals/game). For example:**

Score	Equivalent	Differential
15 - 0	4 - 0	+ 4
4 - 1	4 - 1	+ 3
1 - 1	1 - 1	0
2 - 4	2 - 4	- 2
0 - 8	0 - 4	- 4

**Note - Goal differentials for teams playing a different number of games will be adjusted as specified in VII.E.2 above.**

- iv. The team that had the fewest goals scored upon it will advance.**  
**Note - Goal differentials for teams playing a different number of games will be adjusted as specified in VII.E.2 above.**



- v. **If there is still a tie after these tie breakers, there will be a playoff to determine the team to advance. For placement purposes, this tie breaker is replaced by a coin flip**
  
- vi. **In the event of a tie within a bracket or in the round robin of 3 or more teams:**
  - a. **Skip head-to-head.**
  - b. **Determine the lowest ranked team by the other tie breakers (unless 3 or more teams reach the sudden death match - v - above), then a coin will be tossed to determine which team will have a bye(s) and play the winner of the first sudden death match.**
  - c. **Go to the top of the tie breaker list with the remaining teams.**

#### **F. Placement for Semi-Finals**

1. **Brackets with Two (2) Groups the winner of each group will play the second place team from the other group.**
2. **Brackets with Three (3) Groups the group winner with the most points will play the group winner with the 3rd most points. The remaining group winner will play the wild card team. Ties will be resolved using the tie breaking criteria described in VII.e.5.**
3. **Brackets with Four (4) Groups the group winner with the most points will play the group winner with the 3rd most points and the remaining teams will play each other. Ties will be resolved using the tie breaking criteria described in VII.e.5.**
4. **Brackets with Five (5) Groups the group winner with the most points will play the group winner with the 3rd most points. The group winner with the 2nd most points will play the winner of the playoff between the group winners with the fewest points.**
5. **Brackets with more than Five (5) Groups the placement will be determined by the Cup Committee.**

### **VIII. FORFEITS**

- A. **Any forfeiture of a game, due either to a team not showing up for Cup play or forfeiting a game during the competition, will result in the team being eliminated from the Cup.**
  1. **Its scheduled games will be canceled and the remaining teams will play the balance of their schedule.**
  2. **The results of its previous games (if any) will be voided**



3. **The results of the remaining games between the non-forfeiting teams will be adjusted using the criteria described in XI.B. As a result of the forfeits the bracket standings will be adjusted using the criteria described in VII.E.2 above.**
4. **Any unreasonable forfeits, as determined by the Cup Committee, will be subject to a fine of \$250.00 per game forfeited and will forfeit their bond.**
  - i. **The Club of the team(s) will be responsible for any fine(s) that their team may be assessed. Or the team if they are registered as an independent team**
  - ii. **Any Club/team that does not pay the fine(s) of their teams by September 1, of the competition year, will be considered not in good standing with DYSA and its teams will be ineligible to participate in any future DYSA sanctioned events until the fine(s) are paid.**

## **IX. PROTESTS**

- A. **All protests relating to Cup competition shall be directed in writing to the President of DYSA for review and consideration by the Protest Committee. A plea of ignorance to the rules and regulations is not sufficient grounds for a protest. Judgment decisions of the referee are not subject to protests.**

## **X. CHANGES TO THESE RULES**

- A. **DYSA and the Cup Committee reserve the right to change any of the above rules at any time before, during or after the tournament begins, if necessary. All coaches or their assistants or managers will be notified if possible as will any other person designated by the coach to receive such notice if the coach cannot be contacted. In case such notification fails, the rule change stands and cannot be appealed; however, the Cup Committee will try to minimize any problems arising from such changes.**