



SOUTH TEXAS YOUTH SOCCER

**State Cup Rules of Competition
2019**

STATE CUP RULES OF COMPETITION

Scope of Competition

It is the intent of the South Texas State Cup competition to mirror the policies, procedures, and rules of the most current edition of the US Youth Soccer Southern Regional Championships in all respects.

The South Texas State Cup competition shall be conducted at the following levels:

- The first level of competition is at the District level, which includes the Eastern and Western Districts. Age groups included in this level will be 11U, 12U, 13U, 14U, 15U, 16U, 17U, 18U, and 19U in both boys and girls.
- The second level of competition is at the State level, which includes the top 2 teams from each District and an El Paso team, should they choose to participate. Age groups included in this level will be 11U, 12U, 13U, 14U, 15U, 16U, 17U, 18U, and 19U in both boys and girls.

The South Texas State Cup competition shall advance teams to the following levels:

- The top 13U, 14U, 15U, 16U, 17U, 18U, and 19U South Texas State Cup team(s) in both boys and girls shall advance to the Southern Regionals event.
- The top 13U, 14U, 15U, 16U, 17U, 18U, and 19U team(s) from the Southern Regional Championships event in both boys and girls shall advance to the US Youth Soccer National Championships.

Player Eligibility

- A Player must be properly registered and rostered in accordance with the rules established by South Texas Youth Soccer.
- A team that is found guilty, for any reason, of having an ineligible player on its roster or using an ineligible player forfeits each game involving that ineligible player.
 - Disciplinary action may include, but is not limited to:
 - Reprimand
 - Forfeiture
 - Suspension from one or more matches
 - Recommendation of a more severe penalty and/or referral to the Appeals Committee
- A player who has been suspended may play after the player's term of suspension has expired.

Team Eligibility

The South Texas State Cup competition shall be open to any team whose players are registered with South Texas Youth Soccer if the team is in compliance with all the following requirements:

- The team must be comprised of properly registered and rostered youth player (as defined by South Texas Youth Soccer and US Youth Soccer).
- The team must be in good standing with its South Texas Member Association and must be in compliance with, and has not violated any of the bylaws and policies of South Texas Youth Soccer or US Youth Soccer.

Passes, Rosters, and Uniforms

Rosters

- South Texas shall set a roster freeze date for the South Texas State Cup. Once a player is rostered to a team's State Cup roster and the roster freeze date has passed, no movement of players is permitted. For the South Texas State Cup Finals Weekend, the use of club pass will be

permitted, however only players from eliminated State Cup or lower Cup competition teams may be used.

- Each team in the South Texas State Cup shall submit a roster with no more than the number of players allowed by South Texas Youth Soccer rostering requirements.
 - 11U-12U: 16 player roster; 16 players eligible for Game-Day roster.
 - 13U-15U: 18 player roster; 18 players eligible for Game-Day roster.
 - 16U-19U: 22 player roster; 18 players eligible for Game-Day roster.
- Rosters must be entered into the GotSoccer system no later than the roster freeze date set by South Texas Youth Soccer
- All information listed on the roster must be verified and approved by the appropriate official of the South Texas Member Association.

Passes

- At the South Texas State Cup, all players and team officials on the roster must carry an official South Texas Youth Soccer pass (ID card). A pass should include appropriate means of identification, a current photo of the player/team official, a signature of the Member Association Registrar or his/her designee, and a signature of the cardholder. All passes should be laminated and kept in alphabetical order. All passes and official rosters will be checked prior to every game by the referee or site coordinator.

Uniforms

- Each player (not including the goalkeeper) must wear an official uniform with a jersey number that is different from the number of every other player on that team.
- Each player (not including the goalkeeper) must have an alternate jersey of an opposing color (light vs dark) with a jersey number that is different from the number of every other player on that team.
- Should there be a game day situation which creates a discrepancy caused by a change of jersey number; the discrepancy has to be resolved by both coaches and the referee.
- If, in the opinion of referee, there is a color conflict, the home team shall change to a jersey of an alternate color.
- In the South Texas State Cup competition and associated activities, team uniforms (including team officials) may have the name, logo, or other identifying mark of US Youth Soccer and/or one of US Youth Soccer's affiliated State Associations or affiliated clubs. Team uniforms may also have a mark or name related to an item or service that is appropriate for youth soccer.
- Any inappropriate marks or logos, as well as the name, logo, or other identifying mark of any youth soccer organization not affiliated with US Youth Soccer must be removed or covered when present at a game or associated activity.

Format & Rules of the Competition

Rules of Play: Except as otherwise provided herein, South Texas General Rules of Play shall apply.

Game-Day Procedures: South Texas shall establish and publish game-day procedures which will inform teams of proper game-day protocols and procedures for District level games. These procedures may be adjusted for the State level competition.

Substitutions:

- For the 11U -14U age groups, substitutions shall be unlimited.

- For all other age groups, a maximum of 7 substitutions for each team shall be allowed in each game during each half of play and during overtime play.
 - After leaving the game during a half of play, the substituted player may not re-enter the game during that same half of play.
 - After leaving the game during overtime play, the substituted player may not re-enter the game.
- Substitutions must be made with the consent of the referee at the following times:
 - Prior to a throw-in by the team in possession.
 - Prior to a goal kick by either team.
 - After a goal by either team.
 - After an injury to a player. If the injured player is being substituted for and the opposing team has a player at the half line waiting to sub, a substitution will be permitted on a 1 for 1 basis.
 - After a player is cautioned s/he may be substituted.
 - At halftime.

Discipline: Players receiving a red card may remain on the team bench. Team officials ejected by the referee must leave the field to a location that is out of sight and sound of the field.

The minimum penalty for an ejection is the player or team official not being permitted to participate in the immediate next competition match of his or her team. This penalty may be increased in accordance with Section 4 of the STYSA Administrative Handbook.

Tournament Management: All questions relating to the qualifications of competitors, to interpretation of the rules, or any other dispute or protest concerning the South Texas State Cup competition, shall be referred to the South Texas competition administrator and South Texas Competitions Committee. All decisions of the competition administrator, in coordination with the Competitions Committee are final.

Schedule: District level games will be played in April/May. The State level games will be played over late May.

- Groups and Schedules will be created by South Texas Youth Soccer.
- Any reschedules due to inclement weather or other extraordinary circumstances will be managed by South Texas Youth Soccer. Re-scheduling attempts will be made as quickly as possible.

Grace Period: Teams must be ready to play at the scheduled start time. A ten (10) minute grace period may be allowed. Any team not ready to play after this grace period has expired shall be reported to the site official and administrator by the center referee. The STYSA Appeals Committee shall decide when a forfeit is declared. A minimum of seven (7) players constitutes a legal team. *11U and 12U games will require 6 players on the field of play at the start of the game.

Home/Visiting Teams: The team listed first in each game pairing is the home team. If, in the opinion of referee, there is a color conflict, the home team shall change to a jersey of an alternate color.

Technical Area: All players and a maximum of four (4) team officials (i.e. coach, assistant coach, manager, trainer) may be in the technical area. Team officials must have a South Texas member pass (Adult Participation Pass, also known as a Kidsafe Pass) that is visible at all times while on the team

sideline. All team officials must remain within the designated technical area and behave in a responsible manner. All parents and spectators must be on the opposite touch line.

Standings:

All standings will be determined by points:

- 6 points for a win
- 3 points for a tie
- 0 points for a loss
- 1 point for each goal up to a maximum of three goals
- 1 point for a shutout

Tie Breakers for Round Robin Play

If the two or more teams are tied on points (as determined in standings) at the end of the Round Robin, the following progressive sequence will be used to determine final Round Robin standings:

- Winner in head-to-head competition; then if teams are tied,
- Highest goal difference (goals for minus goals against) with a maximum of three (3) goals difference per game counted both for and against. For example, if the score is 8-3, the calculation would be +3 goals for the winning team, -3 goals for the losing team. If the score is 6-4, the calculation would be +2 goals for the winning team and -2 goals for the losing team.
- Total goals allowed (Team with fewest total goals allowed advances.)
- Kicks from the Penalty Mark

Progress through the tie-breaking sequence only as long as all teams entering the sequence remain tied. Once the result at any step of the sequence is different for at least one team, standings shall be assigned using the results from that step. Should any teams remain tied within the assigned standings, repeat the progressive sequence starting at step (1) with only the tied teams.

Tie Breakers for other than Round Robin Play

The game will be extended by two overtime periods as described below. If the match is still tied at the conclusion of the overtime periods, then the match will be decided by Kicks from the Penalty Mark.

Spring Cups State Finals – Rules and Procedures

SECTION A – PRE-TOURNAMENT PROCEDURES

Scheduling of Games

- The Cup competition administrator will oversee the scheduling of games for the competition based on information with regard to field sizes, locations, field conditions, availability.
- Schedules will be developed with placeholders based on the number of teams participating
- The format of the tournament shall be in compliance with State Rules which require a full round robin. Games may end in a tie.

Mandatory Check-in

A team representative is required to check-in the team on Friday night or at the time and location designated. Requests for an exception must be submitted in writing prior to the event stating the reason one team representative cannot be present on Friday evening. Each request will be considered on a case-by-case basis.

Check-in Documentation

The team representative must provide the following documents at Team Check-in:

- US Youth Soccer Player Pass - each player must have an ID Card that includes the player's name, age group, birth date, a current photo of the player, is signed by the Association registrar, and is laminated with a material that allows the information to be seen and read
- Adult Participation (Kidsafe) Pass - each adult must have a pass of the color defined for the current seasonal year that includes the adult's name, a current photo of the adult, is signed by the adult and Association registrar, and is laminated with a material that allows the information to be seen and read. This pass must be visible at all times.
- Team roster – any roster provided by the team will be checked against the roster provided by the State. Any discrepancies must be resolved as the State Roster will be the official roster for the State competition. Rosters must include at least one adult participant (coach, assistant coach, trainer).
- Penalty Point Report – The Cup competition administrator will generate this report and provide at check-in.
- Completed and signed copies of any other documents required for that competition
 - i.e. for State Cup and Presidents Cup a Advancement Commitment Form is required

Copies of birth certificates are not required as this information is considered to have been verified by the Association or Club Registrar at the time of registration. If a player's birth date is challenged, the team representative will have 24 hours in which to provide a copy of the document for the player being challenged.

Any birth certificate of age verification document that is in a foreign language must have an English translation attached to the original document. Translations may be provided by anyone recognized as a translator by South Texas Youth Soccer Association. No parent or other family member will be allowed to translate for any member of their son or daughter's team unless they are certified or accredited to teach the specific language, i.e. high school teacher, professor of languages at a university or college, a court translator, or anyone recognized as an official translator by the organization. All translations will

be dated and include qualifications to translate, the translator's signature, address and telephone number.

Official Game Cards

The official record of the tournament is the game card filled out by the referee. All game cards will be produced prior to the event and will be available for distribution to the referee prior to the game for which they are scheduled.

At the end of each match a team administrator from each team is required to inspect and sign the game report. Any discrepancies should be brought to the attention of the referee at this time. Once the report is turned into tournament headquarters by the referee, it will be deemed as the official report and no changes to information on the card will be permitted.

In the event that one or both coaches wish to file a protest regarding the match, this must also be noted on the game card and both coaches shall remain onsite until the issue is resolved.

SECTION B – ON-SITE PROCEDURES

Field Marking

Each sideline is to be marked with a clearly defined "Technical Area" for the teams. On the spectator's sideline, an additional area should be marked that starts 3 yards from the half-field line and 1 yard from the touch line, extending to the top of the penalty area parallel to the touchline per spectator area. These spectator areas will keep the half-field area clear and provide uninterrupted line space for the assistant referee.

Game Balls

South Texas Youth Soccer Association will provide balls of the appropriate size for each age group in State Cup and Presidents Cup. Note: The game balls for each age group MUST meet the requirements of the competition. Once the game begins, a protest cannot be lodged because of an illegal ball.

Grace Periods

Teams must be ready to play at the scheduled start time. A ten (10) minute grace period may be allowed. Any team not ready to play after this grace period has expired shall be reported to the Tournament Director by the center referee. The STYSA Appeals Committee shall decide when a forfeit is declared. A minimum of seven (7) players constitutes a legal team. *11U and 12U games will require 6 players on the field of play at the start of the game.

Home Team – Visiting Team

The team listed first is the home team. The visiting team will have the choice of jersey colors. If, in the opinion of the referee there is a color conflict with the jersey color of the opponent, the home team shall change jerseys.

Team and Spectator Location

The teams will sit on the opposite side of the fields from the spectators. Teams will be separated by a minimum distance of 20 yards, 10 yards either side of the center line, or by a table or bench. A maximum of four adults per team will be permitted on the team sideline and all must have visible the Bench Pass issued by the Tournament.

Parents and spectators for each team will be on the opposite touchline directly across from their team's bench area. Parents and spectators for each team may only occupy space on their respective half of the touchline and may not encroach into any other space identified as a non-spectator area.

Bench Passes

A coach or team officials Adult Participation Pass (Kidsafe Pass) will be their Bench Pass. The Kidsafe Pass must be visible at all times that the coach or team official is on the team sideline. No Pass, No Attendance on the team sideline, No exceptions.

Uniforms / Equipment

- Each player must wear an official uniform with a six-inch minimum size number on the back of the shirt (this includes goalies). Duplicate numbers are not permitted.
- The wearing of shin guards is mandatory for all players. A player will not be allowed to play without wearing them at all times during the game.
- In accordance with state rules, no player will be allowed to play with a hard cast, padded or otherwise. Braces with exposed metal or hard plastics must be wrapped with a minimum of ½ inch high density foam wrapping or the manufacturer's recommended protective coating.
- The referee has final judgment as to any equipment a player is allowed to wear. In the event a player wishes to wear a brace or other apparatus during a game, the player must have the apparatus inspected by the Referee Committee prior to the start of the competition. A log will be maintained by the Referee Committee of all inspections and will include the date and time of the inspection; the player's name, age, and team name; and whether the apparatus may or may not be worn during play.
- Each player, team, and team official may only have on his/her/their apparel the name, logo, or other identifying mark of US Youth soccer or a member directly or indirectly of US Youth Soccer.
 - A name, logo, or other identifying mark of any youth soccer organization other than US Youth Soccer or its member must be removed, replaced, or covered before a player, team or team official may enter or remain at a field complex where the STYSA competition is being held.
 - After an initial warning pursuant to above, the name, logo, or other identifying mark of any youth soccer organization other than US Youth Soccer or its member must be removed before the player, team or team official may enter or continue in the competition.

Player / Adult ID Cards

Before each game, the referee or assistant referee will obtain the player passes from tournament personnel. The passes will remain with the referee for the duration of the game. Passes of individuals ejected from the game will be turned in by the referee with the Game Card to Tournament Headquarters.

SECTION C – RULES OF PLAY, SCORING, AND FORFEITS

Except as otherwise noted in these rules, STYSA General Rules of Play will govern all games.

Play Time and Substitution Requirements for Players

- **State Cup (USYS National Championship Series)**
 - **There is no play time requirement.**

- **For the 13U and 14U age groups, the number of substitutions shall be unlimited.**
 - Substitutions may be made with prior permission from the referee when the team is in possession of the throw in, or by either team when there is a goal kick, after a goal is scored, or there is an injury situation. After a caution, a substitution can be made for the player receiving the caution.
- **For the 15U through 19U age groups, the number of substitutions shall be limited.**
 - A maximum of 7 substitutions for each team shall be allowed in each game during each half of play and during overtime play. After leaving the game during a half of play, the substituted player may not re-enter the game during that same half of play. After leaving the game during overtime play, the substituted player may not re-enter the game.
 - Substitutions may be made when the team is in possession of the throw in, or by either team when there is a goal kick, after a goal is scored, or there is an injury situation

Standings

Team standings shall be determined by accumulation of points awarded as follows:

- 6 points for a win
- 3 points for a tie
- 0 points for a loss
- 1 point for each goal to a maximum of 3 goals
- 1 point for a shutout

Tie Breakers for Round Robin Play

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- Total goals allowed (Team with fewest total goals allowed advances.)
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Progress through the tie-breaking sequence only as long as all teams entering the sequence remain tied. Once the result at any step of the sequence is different for at least one team, standings shall be assigned using the results from that step. Should any teams remain tied within the assigned standings, repeat the progressive sequence starting at step (1) with only the tied teams.

Tie Breakers for other than Round Robin Play

The game will be extended by two overtime periods as described below. If the match is still tied at the conclusion of the overtime periods, then the match will be decided by Kicks from the Penalty Mark.

Forfeiture Rule

If a team fails to appear or play a game, the team shall be removed from the competition immediately and their games shall not count, with final review by the STYSA Appeals Committee. Any team that fails to complete the tournament may be subject to disciplinary sanctions and/or fines by STYSA.

If a forfeit is declared because of a rules violation or protest, the winning team will be awarded 10 points, the game scored 3-0 and marked as an administrative forfeit. In cases of administrative forfeits, a team will not be removed from the event. In cases of administrative forfeits, teams will be reviewed by the STYSA Appeals Committee for further or additional disciplinary sanctions.

Unfinished Games

If any game is abandoned after play begins, the STYSA Appeals Committee or any three (3) members of the STYSA Executive Committee shall decide: a) if the score at the time of the abandonment shall be the score of the game; b) if the game shall be declared a forfeit for one or both teams; or, c) if the game shall be replayed. There shall be no appeal of the decision.

SECTION D – DISCIPLINE AND PROTESTS

Except as otherwise noted in these rules, STYSA Discipline, Protest, and Grievance Procedures will govern all games.

Player Ejections

- A player who is sent off may remain in the bench area.
- The player's pass, together with the referee report, shall be turned over to appropriate person at Tournament Headquarters by the referee.
- The minimum penalty for an ejection is the player not being permitted to play in the immediate next competition match of his or her team. This penalty may be increased in accordance with Section 4 of the STYSA Administrative Handbook.
- If the team of an ejected player allows the player to participate in the game he or she is required to sit out, that team will automatically forfeit the game (see forfeiture rule).
- A team representative may be responsible for picking up the player's pass from tournament officials following the completion of the disciplinary period.

Bench Personnel Ejection, Point Accumulation, Send-off, or Request to Leave

- If a coach, assistant coach, trainer or any other adult associated with the team is ejected or asked to leave the game by the referee, the suspension requires that they leave the facility and cannot return for the remainder of that day and for the next regularly scheduled match day, and for the next game actually played by the team which played the game from which they were ejected.
- The coach's pass together with the referee's report of the incident shall be turned over to the appropriate person at Tournament Headquarters who will submit it to the STYSA Appeals Committee.
- The minimum penalty for the ejection is a one game suspension to be served in the next immediately following game played by the team.
- The penalty may be increased at the determination of the STYSA Appeals Committee. No appeals are allowed.

- Any other individuals who may be reasonably construed as being associated with a team, such as relatives and spectators, are also subject to the jurisdiction and authority of US Youth Soccer and STYSA. A team may be held responsible for the actions of any individual at any game that is a supporter of that team.

Tournament Discipline

Tournament discipline will be the responsibility of the STYSA Appeals Committee. Any extenuating circumstances that would prevent a team from complying with all requirements must be submitted to the designated Tournament Coordinator prior to the tournament. Failure to comply with all tournament requirements could result in a fine, probation, suspension or a combination of these determinations.

Coaches are responsible for their behavior as well as that of their coaching staff, parents and players.

Protests

All questions relating to the qualifications of the competitors or interpretation of the rules, or any dispute or protest shall be referred to the STYSA Appeals Committee.

- **Validity** – To be valid and eligible for consideration, each protest must:
 - Be verbally lodged with the referee and the opposing coach at the game site before entering the field of play or before leaving the game site except as noted below.
 - Be filed with the Chair of the STYSA Appeals Committee or his/her representative within 30 minutes of the completion of the game in protest.
 - include one written copy of the protest including all particulars regarding the grounds on which the protest is being lodged; and
 - Include the protest fee of \$250 in the form of cash or a cashier's check or money order made payable to STYSA.
- **Timing**
 - **Game Situations** - All protests must be received by the Chair of the STYSA Appeals Committee or his/her designee within 30 minutes of the completion of the game being protested.
 - **Non-game situations** - All protests must be received by the Chair of the STYS Appeals Committee or his/her designee within four hours of the scheduled start time of the last game in the bracket or division in question, whichever is latest.
- **Playing Conditions** - All protests relating to the ground, goal posts, bars or other appurtenances of the games shall be entertained only if a written objection has been lodged with the referee and the opposing coach prior to the start of the game.

Procedures

- The STYSA Appeals Committee shall immediately upon the receipt of a protest notify the teams and shall give a copy of the protest and all particulars to the teams, which will then have the right to defend their cases, with or without witnesses (maximum of 2 per each team).
- A plea of ignorance to the rules and regulations is not sufficient grounds for protest. Judgment decisions of the referee are not subject to protest.
- The STYSA Appeals Committee shall compile the necessary information to hear the protest, from all available sources before the protest is heard. This shall include, if possible, coaches, field marshals, referees, assessors, witnesses if necessary, etc.

- After compiling the necessary information, the STYSA Appeals committee will meet to conduct the protest hearing. The decisions of the committee shall be binding on all parties. The STYSA Appeals Committee will notify the parties of the committee's decision.