



Maryland Presidents Cup Rules 2018

The rules of the 2018 Maryland Presidents Cup competition for all boys and girls age groups will be the rules governing the U.S. Youth Soccer National Presidents Cup Series as published by U.S. Youth Soccer, as modified below:

1. **Competition Format**

- a. The competition will be a round robin format open to boys and girls age groups 12U thru 18U (exception: the play-in games and finals will be held as a single elimination competition).
- b. Participation in the Presidents Cup's lowest age brackets, 12U, is limited to teams that are rostered as 12U teams, and whose roster include a majority of players born of the correct age for 12U.
- c. The competition will consist of Three stages: (1) For those age groups with more than 4, 6, or 8 teams, a first single elimination round to reduce the field to either 4, 6 or 8 teams; (2) A second round will consist of round robin games to reduce the age groups to 2 teams; and (3) a final to determine the Maryland Presidents Cup Champion. For age groups with less than 8 teams entered, the format above will also be used and will incorporate first round byes, depending on the total number of teams participating.
- d. The Presidents Cup will have 3 types of Flights for round robin games depending on the number of teams in each age group. The 1st round single elimination games will be used to get to one of these numbers below.
 - i. Flight of 8
 - ii. Flight of 6
 - iii. Flight of 4
- e. 12U will play small - sided 9 v 9 with a maximum roster size of 16.
- f. The champion and runner-up for each age group from the prior year, if entered, will be seeded into the next older age group, and in separate brackets. In order to meet roster continuity requirements for seeding, a majority of the players from the previous year's team must be rostered to the current year's team.
- g. The Presidents Cup Director or Designee will announce the competition format for each age group at the Presidents Cup Draw.
- h. All matches will be scheduled by MSYSA, with possible exception of play-in matches.
- i. Presidents Cup games take precedence over all league games.



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2. Tournament Tie Breakers

- a. Head to head competition during the tournament of the two teams tied. (Disregard if more than two teams are tied-(**NEVER revert back to this tiebreaker if more than two teams are tied.**)
- b. Goals against (least goals allowed)
- c. Team with the highest goal differential. A maximum differential of three (3) goals **per match** will be counted.
- d. Most Wins
- e. Goals for (Total Goals Scored)
- f. Most shutouts
- g. Least red cards
- h. Least yellow cards
- i. If still tied after steps a. through h. both teams will proceed to an available field, at a time and place directed by the Tournament Director, and take penalty kicks in accordance with FIFA tie breaker rules.
- j. For age group brackets with only 2 teams, it will be at the discretion of the Presidents Cup Committee on whether hold these games. If the games are not held, the Presidents Cup fees will be refunded. For these age group brackets, the Presidents Cup Committee may select a team to represent Maryland at the Eastern Region Presidents Cup event. The selected team will be responsible for paying all Eastern Region entry fees.

3. Conditions for Play

a. **Player Eligibility**

- i. A player must be properly registered and rostered in accordance with the rules of US Youth Soccer (Policy on Players and Playing Rules, 201 and 209) and the State Association.
- ii. A player who participated in quarter, semi or final matches in the MSYSA State Cup or participated in the National League or in Division 1 of the Eastern Region Eastern Regional League, is not eligible to participate in Presidents Cup.
- iii. 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 the ineligible player.



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b. Team Related Conditions

- i. At least 50 percent of the players on the Presidents Cup roster must be registered with MSYSA and be Maryland residents, and the team must be in good standing. All players listed as a primary player on their respective team may participate in the Presidents Cup.
- ii. Each team may be required to provide volunteers to assist with Presidents Cup activities as directed by the Cup Committee.
- iii. Teams must agree to honor all sponsorships/contractual obligations of MSYSA while representing MSYSA. Specifically, teams must use the MSYSA tournament balls provided for the competition.
- iv. Teams participating in the National League or the top division of the Eastern Region Eastern Regional League are **not** eligible to apply for Maryland Presidents Cup.
- v. Teams who participate in the MSYSA State Cup Round of 16 or are one of the top 16 teams in the MSYSA State Cup are **not** eligible to apply for the Maryland Presidents Cup.

c. Financial Conditions

- i. The appropriate fees must accompany each application for each team entered as set forth in the Presidents Cup Announcement.
- ii. Any penalties for non-performance that are assessed on MSYSA (i.e. at regional or national levels) will be passed along to the team/club.
- iii. Any fine assessed to a team for violation of competition rules must be paid in full prior to the teams next scheduled match.
- iv. Each team is responsible for paying their portion of the referee fee, in cash, prior to the start of the match. The referee fees for each match are listed in the table below. A team unable to pay its portion of the referee fees will forfeit the match.
- v. The referee fee schedule:

Age	Amount per Team
12U-13U	\$75
14U-15U	\$80
16U-18U	\$85



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4. Application Deadlines

- a. Completed Cup applications must be received by the MSYSA Office by the published deadline date. Hand delivered applications to the MSYSA Office will be accepted, but must be received by the published deadline date. Metered postage is NOT acceptable as proof of postmark. Applications sent by registered or certified mail, requiring a receipt, will not be accepted. Applications that remain incomplete after application deadline are not considered to have met the entry deadline. A complete application consists of the application form, entry fee, bond check, and a copy of the most recent MSYSA approved league roster. Please note that an approved Presidents Cup roster is not required for the Cup application.

5. Notification of Acceptance

- a. Teams who have met all of the eligibility and other conditions of acceptance will be notified of their acceptance. The acceptance is conditional, subject to verification of “good standing” of the Club, Team and Players.

6. Cup Draw

- a. Teams will be provided ample notice of the time and location of the Cup drawing. All teams will be responsible for information discussed and materials distributed at the Presidents Cup Draw.

7. Withdrawals

- a. Notice of intent to withdraw must be made to the Presidents Cup Director or Designee. A team may withdraw and have the application fee returned if notice is given PRIOR to the published Presidents Cup application closing date. If the application fee was paid by credit card, a small service charge will be deducted from the application fee amount. Refunds will not be given after the published application closing date and 1 week prior to the published Presidents Cup Draw date. A team that withdraws less than 1 week prior to the published Presidents Cup Draw date will be subject to the following penalties: forfeiture of Presidents cup entry fee and an additional \$500. A team that withdraws after the Presidents Cup draw shall forfeit its entry fee, fined \$750 and may be declared ineligible to participate in future competitions. If a team wins the MSYSA Presidents Cup Championship and does not go on to the Regional competition, it will be considered a forfeit. The team will be fined an additional \$1,000 and may be declared ineligible to participate in future competitions. This fine is above any fine amount that the Region may impose. A team that forfeits the Eastern Region Championship by their refusal to participate in Regional Competition will be ineligible for Presidents Cup Competition the following seasonal year if 9 or more players from the forfeited roster return to any one roster.



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8. Rosters

a. **Team Roster**

- i. A team participating in the Presidents Cup will create a Presidents Cup roster for MSYSA approval.
 1. For 12U, the team roster shall not have more than 14 youth players on the team league roster at any given time during the seasonal year. For Presidents Cup, the maximum roster size for 12U teams is 16. The additional players may be added as “Club Pass” players to the Presidents Cup roster.
 2. 13U and older teams shall not have more than 18 players on their rosters at any time during the seasonal year.
 3. Teams competing in the 13U, 14U, and 15U age groups cannot roster players that are more than two years younger than the roster age (ex: 11U is youngest allowable for 13U team; 12U is youngest allowable for 14U team; and 13U is youngest allowable for 15U team). Teams competing in the 16U, 17U and 18U age groups cannot roster a player that is younger than 14U.
- ii. A team may make changes to its roster, consistent with US Youth Soccer and MSYSA rules pertaining to added, released and transferred players no later than a freeze date specified each year in information distributed at the Cup Draw. The MSYSA State Registrar or Associate State Registrar must approve all roster changes.
- iii. After the roster freeze date, players may not be added to the team roster for Presidents Cup play.
- iv. Team Official movement is not limited by the roster freeze; they may be added to or removed from the team roster at any time, in accordance with MSYSA procedures. The approval date for any new roster created to reflect changes in team officials will be the freeze date appropriate for the age/gender group.
- v. Players may always be released from the team upon their request. Players released after the roster freeze date, however, are not eligible for Presidents Cup play under any State Association for the current seasonal year. The approval date for any new roster created to reflect player releases will be the freeze date appropriate for the age/gender group.
- vi. Players registered on secondary (multi-rostered) passes are not eligible to play in the Presidents Cup for the team of their secondary registration.



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- vii. A team must demonstrate continuity of rosters between the league and every level of the Presidents Cup competitions by maintaining a minimum of 9 players common to the roster of the team at every level of the US Youth Soccer Presidents Cup competitions.
- viii. Teams are advised to become familiar with US Youth Soccer Presidents Cup Rules regarding player eligibility and team roster changes, including adding, dropping and transferring players. A copy of the US Youth Soccer Presidents Cup Rules is available on the Eastern Region website.
- ix. A team may only compete in one (1) Presidents Cup competition in a seasonal year.

b. Club Pass Players

- i. A team may add any age appropriate MSYSA registered player to their Presidents Cup roster prior to the roster freeze date. The Club Pass player must be a member of the same club as the team they are being added to.
- ii. A player if added to another team for Presidents Cup would not be eligible to play in Presidents Cup with his primary rostered team.
- iii. A player may only play for one Presidents Cup team during the seasonal year.

c. Roster Submissions

- i. Every team must provide a copy of its most recent MSYSA approved league roster with their application for Presidents Cup in accordance with the deadline posted on the MSYSA website.
- ii. Every team must submit via e-mail a copy of their MSYSA approved Presidents Cup roster to the MSYSA office at least 24 hours prior to their first match. The roster should be e-mailed to roster@msysa.org.
- iii. Upon check-in of the first Presidents Cup match played, each team must provide a copy of their MSYSA Presidents Cup roster.

d. Maryland Presidents Cup Game Day Roster

- i. The Maryland Presidents Cup Game Day Roster is a photocopy of the original Presidents Cup roster.



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- II. Except for 12U, the Maryland Presidents Cup Game Day Roster shall have a maximum of 18 players and a minimum of 7 players. For 12U, the Maryland Presidents Cup Game Day Roster shall have a maximum of 16 players and a minimum of 7 players.
- III. Only players listed on the approved MSYSA Presidents Cup Roster are eligible to be listed on the Maryland Presidents Cup Game Day Roster.
- IV. Any team failing to provide both the MSYSA Approved Presidents Cup and the Maryland Presidents Cup Game Day Roster will forfeit that Presidents Cup match.

9. Referee Report

- a. The Referee Report will be provided to the home team one hour prior to the start time of the Presidents Cup match.
- b. The home team is responsible for completing the top portion of the referee report with the match and team information. After completing the match information, the home team provides the referee report along with the game day roster of both teams to the referee.
- c. After the match, the winning team submits the completed and signed referee report and game day roster for both teams to the Presidents Cup Director or the on-site state official.

10. Scheduling

- a. All Presidents Cup matches will be scheduled by MSYSA, with the possible exception of play-in matches.
- b. Scheduled games are subject to be changed by the Presidents Cup Director or Designee. The Presidents Cup Director or Designee may change the date, time of field of the match.

11. Bad Weather Procedures

- a. During inclement weather, the Presidents Cup Director or Designee will make the final decision to reschedule a match. The Presidents Cup Director or Designee will notify the teams and the Referee Assignor.
- b. Unfinished games will be handled differently depending on whether the game is group play or a Play-in, Semi, or final.
- c. **Group Play games** will be final if the teams have started the second half. If the second half has not started, the game will be replayed in its entirety.
- d. **Play-in, Semi-Finals, and Finals** - the game is stopped due to any cause shall be replayed in its entirety if neither team is at fault, nor play has not begun in the second half. If play is stopped



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during the second half and play cannot be resumed and if neither team is at fault, the game is considered complete. However, if the game is stopped in the second half and the score is tied, the game will be replayed in its entirety.

However, if play is stopped at any time due to one of the teams being judged to be at fault, it shall be at the discretion of the Presidents Cup Director or Designee whether the game is to be replayed or declared a forfeit.

12. Rescheduling

- a. The Presidents Cup Director or Designee must approve all schedule changes.

13. Referees

- a. The diagonal system of control will be used for all Presidents Cup matches. USSF---certified referees will be used for all matches, consistent with US Youth Soccer rules. The State Youth Referee Administrator will have the responsibility for assignment of all Cup matches. Under no condition will the two-man system be used.

14. Appeal and Protest Procedures

- a. Protests based upon field conditions, including field layout and dimensions must be registered with the Referee prior to the start of the match and noted on the Maryland Presidents Cup Referee Report. Protests based upon player eligibility must be filed with the tournament director at tournament HQ.
- b. All protests must be submitted in person to the Presidents Cup Director or Designee with a \$200 cash protest fee no later than 30 minutes after the match. The Tournament director will be located at the HQ tent.

15. Reporting Scores

- a. The winning team shall report the score and any disciplinary action to the Presidents Cup Director, Designee or the on-site state official immediately after the match.
- b. The winning team must collect the completed Match Reports, which includes the Maryland Presidents Cup Game Day Rosters from both teams and the Referee Report, and submit them to the Presidents Cup Director, Designee or the on-site state official immediately after the match.
- c. A completed match report includes all signatures, Maryland Presidents Cup Game Day Rosters for both teams completing in the match and the Referee Report.
- d. Failure to submit a completed match report in a timely manner may result in a forfeit for the winning team.



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16. Rules of Play

- a. The FIFA Laws of the Game will apply to all age group competitions except as noted herein or in the US Youth Soccer National Championship Rules.
- b. Enforcement of procedural rules as outlined in this section shall be the responsibility of the Presidents Cup Director or Designee.
- c. **Head Injury**
 - i. Coaches, referees, medical staff or tournament officials must remove a player that has sustained an injury that exhibits signs and/or symptoms of a concussion (typically from a head injury but not necessarily). The player is not permitted to return to play until he or she has been assessed by a physician or licensed health care provider that is trained in concussions.
 - ii. Maryland law, effective July 1, 2014 by the General Assembly of Maryland [(Md. Code Ann. Educ. § 7-433) and § 14-501 of the Maryland Code under the health title in the chapter related to general day care and subtitled youth sports programs. On May 5, 2014, Maryland HB 0427 became law (Chapter 403) amending §14-501], requires the education of coaches, parents, and athletes; removal from play of any athlete suspected of having sustained a concussion; and requires written authorization from a licensed health care provider before the athlete can return to play.
 - iii. Once a player is removed from play for symptoms of a concussion, the player's card must be turned over to the MSYSA Presidents Cup Director, Designee, tournament official or an MSYSA staff member.
 - iv. MSYSA must receive written clearance signed by the physician or licensed health care provider. Upon receipt, the player's card will be returned to the team and the player will be permitted to return to play.
- d. Teams shall occupy the same side of the field and are restricted to opposite sides of mid-field line. Substitutes should remain in the technical area unless warming up, then restricted to their half of the field. Coaches are restricted to the technical area. If no technical area is marked, it shall be defined as the area in front of the team bench and extends one yard on either side of the bench and one yard away from the touchline.
 - i. Teams shall be limited to players in uniform and four (4) carded team officials, e.g. coach, assistant coach, manager, trainer. Teams may be issued credentials for team officials listed on the official Presidents cup roster. If credentials are provided, they must be worn at all times while in the team area of the field.
 - ii. Players that are listed on the MSYSA Presidents Cup roster but not on the Game day roster may be on the team bench. They must **NOT** be in uniform. Credentials may be



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issued for these players and, if so, must be worn at all times while in the team area of the field. **Exception: a suspended player cannot be on the team bench.**

- iii. It will be the choice of the home team (team listed first on the schedule) as to which side of mid-field it will occupy.
- iv. Spectators will be required to remain on the opposite side of the field. Spectators are not restricted to either half of the mid-field.
- e. **Uniforms** – MSYSA, consistent with the directives from FIFA and US Youth Soccer, considers team appearance to be important elements within the spirit and integrity of the game. Accordingly, the following will be strictly enforced:
 - i. Teams shall wear contrasting uniforms, with the home team wearing light-colored shirts and socks and the visiting team wearing contrasting colors.
 - 1. In the spirit of the game, both teams should have a complete set of alternate shirts and socks to avoid a color conflict. If in the judgment of the referee, the team's uniforms are not sufficiently distinguishable the designated home team shall change to a contrasting color.
 - 2. All player uniforms **MUST** have clearly visible numbers, at least four (4") inches in height, on the back of the uniform shirts. **Goalkeepers MUST** have a number on their jersey.
 - 3. Each player, including goal keepers, on an individual team must have a different number, which shall be the same number for that player that appears on the game roster and match report.
 - 4. All player jerseys, shorts and socks must be identical in style and color. Referees should have an alternate jersey available to avoid a problem of conflicting with the jersey colors of the participating teams.
 - i. Shin guards must be worn by all players participating in Cup play. Players not in compliance will be removed from the field by the referee. The player may return when properly attired during a dead ball situation with the referee's permission.
 - ii. Player jerseys must be tucked into their shorts and the socks must be pulled up over the shin guards.
- g. **Undergarment**
 - i. Any undergarments including Long sleeve shirts, compression shirts and any other clothing under the uniform jersey that extends beyond the uniform sleeve may be worn. The Home team must use white and the away team will be black.



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- ii. It is permissible for the goalie to wear a contrasting undergarment under his or her shorts.

- h. Players with blood on their uniform will be removed from the field by the referee. The player may not return to the field until the blood has been removed from the jersey or neutralized by a disinfecting agent.
 - i. Teams are highly recommended to carry an extra uniform, commonly referred to as a blood kit, for use in situations involving blood on a uniform. Blood kits consist of an extra pair of shorts, socks, and a jersey with a number not rostered to a player on the team. A player with blood on their uniform may use the blood kit to replace their own so they may re-enter the field.
 - ii. Players removed by the referee due to blood may not re-enter until they have been inspected by the referee, assistant referee or fourth official and determined to be free of blood on their uniform and person.

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

- j. **NO** jewelry may be worn during the match.

- k. **Game Balls** - The MSYSA Presidents Cup Committee will supply game balls. In the unlikely event the MSYSA Presidents Cup Committee does not provide the game ball, the referee will make the decision from game balls offered by both teams. The game ball for each age group MUST meet the US Youth Soccer requirements listed in Section 15.7. It will be the responsibility of the game officials to ensure the game ball meets the requirements of Section 15.7. Once the game begins, a protest cannot be lodged because of an illegal ball.

- l. The length of matches, ball size, and overtime period (for semi-finals and finals only) for each age group shall be as follows:

Age Group	Match Length	Semi-Final & Final Overtime Period	Ball Size	Circumference	Weight
18U	Two 40'halves	Two 10' halves	5	27-28 inches	14 - 16 oz.
17U	Two 40'halves	Two 10' halves	5	27-28 inches	14 - 16 oz.
16U	Two 40'halves	Two 10' halves	5	27-28 inches	14 - 16 oz.
15U	Two 35'halves	Two 10' halves	5	27-28 inches	14 - 16 oz.
14U	Two 35'halves	Two 10' halves	5	27-28 inches	14 - 16 oz.
13U	Two 30'halves	Two 10' halves	5	27-28 inches	14 - 16 oz.
12U	Two 30'halves	Two 10' halves	4	25-26 inches	11 – 13 oz.



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m. **Single Elimination Format Rules**

- i. Matches in the Play-in, Semi and Finals rounds of the competition must have a winner with the exception of when a round robin format is being used. For all games other than Play-in, semi-final and final match, if the game is still tied at the end of the regulation period, the game will end in a tie.
- ii. During a semi-final and final match, if a tie score exists at the end of regulation, an overtime procedure will be used to determine a winner. For all age groups, two ten minute overtime periods will be played.
- iii. If the game is still tied at the end of the overtime period, FIFA "Kicks from the Penalty Mark" rules will apply in order to determine the winner.
- iv. If a team forfeits a match, team will be removed from the competition. Any forfeited match will be recorded as 1-0 loss.

n. **Player Passes and Rosters**

- i. Each team must have their official MSYSA Presidents Cup roster available at every Presidents Cup match.
- ii. The US Youth Soccer passes must be brought to every match to be checked against the official MSYSA Presidents Cup roster by a Tournament representative and/or a field marshal for the game.
- ii.. All US Youth Soccer passes must be individually laminated.

o. **Match Conduct**

- i. Players who are sent off (red carded) by the referee from any Cup match will not be permitted to play in the next Cup match played by his/her team (including the Cup final). A player may receive more than a one match suspension for being sent off (red carded) as deemed appropriate by the Cup Committee.
- ii. Players sent off by the referee will remain on the bench but must remove their game jersey. Any persistent issues with the disqualified player while on the bench shall be handled by the on-site MSYSA Cup staff.
- iii. Coaches, manager or supporters who have been removed from a match will be barred from the sideline and having any contact with their team during their next Cup match in the same age group competition, nor shall they give any direction to the team during the match. If the removed team



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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.

- iv. The referee may terminate a match for unsportsmanlike conduct or use of foul language by players, coaches, manager or supporters. The referee may request the Presidents Cup Director or Designee to remove any person violating this rule from the site.
 - v. No alcoholic beverages are permitted at the match site. The result of alcohol being found in possession of team officials, players or parents will disqualify the team from the Presidents Cup competition.
 - vi. Smoking is not permitted at any of the Presidents Cup match sites. Repeated violations will result in removal from the site.
 - vii. Dogs are not allowed on the field sites. However, final decisions on all pets are at the discretion of the site management.
 - viii. MSYSA reserves the right to review all match conduct and ejections. The minimum one match suspension for being sent off will automatically imposed. Further penalties may be imposed by MSYSA. A team's poor behavior can affect their future participation in Presidents Cup play. Teams not in "good standing" with MSYSA will not be accepted into the Presidents Cup Competition.
 - ix. A player/team official who is sent off (red carded) in his/her team's last Cup match at the State level will not be permitted to play in the first match at the Eastern Region Tournament should their team advance to said competition.
 - x. If their team does not advance to the Eastern Region Tournament, said player/team official must sit out the first Cup match of the following year's Cup tournament, regardless of whether the player/team official is rostered to the same team during the following year.
 - xi. A player/team official who is sent off in their team's final match at the Eastern Region Tournament and/or National Championship game must sit out the first match of the following year's Cup Tournament, regardless of whether the player/team official is rostered to the same team during the following year.
 - xii. Noise making devices (i.e. drums, horns, cowbells, trumpets, etc.) are prohibited.
- p. Player Substitutions during Match Play
- i. Unlimited substitutions may be made during any stoppage of play, except penalty kicks, at the discretion of the referee.
 - ii. A stoppage in play does not guarantee the allowance of a substitution by the referee.



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- iii. For safety reasons, the Maryland Presidents Cup will follow the US Youth Soccer policy on “Unmanned Aircraft Systems (Drone).” The use of unmanned aircraft is not allowed at any Maryland Presidents Cup event sites. Any person violating this policy shall be immediately removed from the event.

17. Regional/National Competition

- a. Winners of the Maryland Presidents Cup will represent Maryland State Youth Soccer at the U.S. Youth Eastern Region Presidents Cup competition. The Maryland Presidents Cup Champions are expected to compete in the Eastern Region championships.
- b. Finalist and semi-finalists should be prepared to represent Maryland State Youth Soccer in the event the Presidents Cup champion is unable to attend.
- c. If Eastern Region has additional openings for teams to compete in the Eastern Region Presidents Cup Championship, Maryland State Youth Soccer may ask the finalist and/or semi-finalists to represent Maryland at the Eastern Region Presidents Cup Championships. Finalist and semi-finalists should be prepared for the possibility to attend.
- d. Entry into the Maryland Presidents Cup competition acknowledges the above and also represents an agreement to participate in the Eastern Region and U.S. Youth Soccer National Presidents Cup Championship competitions. Should the Maryland Presidents Cup champion (or their replacement) not attend these competitions, the championship will be forfeited and the team will be subject to a \$1,000 fine from MSYSA. In addition, the team will be responsible for any fines or fees assessed to MSYSA as a result of their non- performance at the Eastern Region or US Youth Soccer National competitions. If the fine and fees are not paid, the team and, at the discretion of MSYSA, the sponsoring organization (including all of its teams, players, etc.) will be considered in “bad standing” until the fines and fees have been paid.