

# **Presidents Cup Rules**

**Modified September 16, 2016**

## **AGE GROUPS**

The Utah Presidents Cup will accept teams in the following age groups: U9, U10, U11, U12, U13, U14, U15, U16, U17, U18 & U19 both boy and girls.

Only teams in the following age groups will advance to the Region IV Presidents Cup: U13, U14, U15, U16, U17 both boys and girls.

Wild Cards for each division will be determined in at the US Youth Soccer National Workshops. Those teams will be notified by the State Office.

Only teams winning Region IV Presidents Cup in the following age groups will advance to the National Presidents Cup U13, U14, U15, U16, U17 both boys and girls.

## **TEAM ELIGIBILITY**

Teams participating in the Utah Presidents Cup must comply with all of the following requirements:

**1** - Teams must have properly registered youth players as defined by US Youth Soccer through the Utah Youth Soccer Association (UYSA).

**2** - Teams must be in good standing with UYSA and US Youth Soccer.

**3** - Teams may NOT participate in the Utah Presidents Cup if they have participated or plan to participate in the Utah State Cup for that given competition year. \*The U11 and U12 age groups are exempt from this rule.

## **PLAYER ELIGIBILITY**

**1** - Guest Players are permitted in ALL age groups.

Guest Players are allowed as follows:

**A** - U9-U10 – Maximum 3 guest players

**B** - U11-U12 – Maximum 4 guest players

**C** - U13-U19 – Maximum 5 guest players

Each guest player must have the appropriate medical release form, be placed on an official roster and appropriate guest player form.

**2** - Rosters need to be final one week prior to team check-in and no amendments to the roster will be allowed after the deadline. A player's eligibility will be determined prior to each game. Any team playing an illegal or non-rostered player will forfeit that game and be subjected to a fine.

**3** - Coaches will be required to have a medical release form for all players (including guest players) available for the duration of the tournament.

**4** - Individual Players may NOT participate in the Utah Presidents Cup if they have participated in Quarter, Semi or Final game of the Utah State Cup for the previous competition year. \*The U11, U12, U18 and U19 age groups are exempt from this rule.

**5** - No player can play on two teams during the tournament.

## **CREDENTIALS**

**1** - All players must be properly registered with UYSA and must have a certified roster on record with UYSA.

**2** - All coaches must carry an "E" license or above and be properly registered with UYSA.

**3** - Rosters will be required as follows:

**A** - UYSA will provide an official Affinity generated roster at check in.

**B** - All participating players must be listed on the roster.

**C** - Roster sizes will be as follows:

\*U9-U10 – Maximum of 12 players

\*U11-U12 – Maximum of 15 players

\*U13-U19 – Maximum of 22 players (must designate 18 each game)

\*Team Officials limited to 4 on sidelines at any time.

## **LENGTH OF GAMES AND BALL SIZES**

Age group Game length Ball size Overtime\*

U9 (7 v 7) 20 min halves #4 two 5 min halves

U10 (7 v 7) 20 min halves #4 two 5 min halves

U11 (9 v 9) 25 min halves #4 two 5 min halves

U12 (9 v 9) 25 min halves #4 two 5 min halves

U13 (11 v 11) 30 min halves #5 two 5 min halves

U14 (11 v 11) 30 min halves #5 two 5 min halves

U15 (11 v 11) 35 min halves #5 two 5 min halves

U16 (11 v 11) 35 min halves #5 two 5 min halves

U17 and above (11 v 11) 40 min halves #5 two 5 min halves

\*Overtime is for Quarterfinal, Semifinal, Final games only. If matches are still tied after overtime periods, FIFA "Kicks from the penalty mark" will determine the winner.

## **SCORING**

Team Points for Game Results:

3 Points for a Win (\*Includes forfeit)

1 Point for a Tie

0 Points for a Loss

\*A team shall be awarded a forfeit win when its opponent does not play or is declared ineligible. The game will be recorded as a 1-0 score; however, for tiebreaking rules consideration, the goals scored and goals allowed for the forfeited game will be the average of the goals scored and goals allowed by the team in its other tournament games.

## **ADJUSTED GAME SCORING**

Adjusted Game Scoring is used to fill in points for teams in age groups that have an uneven number of teams within their different groups. Groups with less teams will have played less games at the end of bracket play compared to teams in the other groups. Adjusted game scoring works by awarding each team in the group the average points per played game for that team. For example, if in the U13 boys age group Group A has 3 teams and each team plays 2 games in pool play and groups B and C have 4 teams and each team plays 3 games in pool play, adjusted game scoring will be used for Group A.

## **TIE BREAKERS**

If two teams are tied at the conclusion of the preliminary round, the following criteria will be used in order until one team advances:

1. Head to head results;
2. Winner of the most games;
3. Cumulative goal differential between goals scored and goals allowed in all games played within the team's flight. Maximum difference allowed is four (4) goals per game. For example, if the score was 8-3, the calculation would be +4 goals for the winning team, -3 goals for the losing team. If the score was 6-4, the calculation would be +2 goals for the winning team and -2 goals for the losing team.
4. Least goals allowed in all games played within the team's flight;
5. Kicks from the penalty mark at a time determined by the Presidents Cup Director.

If more than two teams are tied at the end of the preliminary round, the tie-breaking criteria in the foregoing section will be used in the order shown, beginning at #2, to either advance or eliminate one team. The remaining teams will then be compared, beginning with #2, to either advance or eliminate one team. This process will continue until there are no teams remaining.

## **PLAYERS EQUIPMENT**

1-All players on the field must be attired in matching uniforms (except the goalkeeper) to the satisfaction of the referee. All numbers will appear on the back of the uniform and all team players must have a different number (except the goalkeeper). The goalkeeper will be attired in an outfit that is different from the opposing keeper, all other players on the field and the referee.

2-The home team will wear dark uniforms, the away team will wear light uniforms.

3-Each team must have an alternate color of numbered uniforms. In cases of color similarity, the designated home team will change jerseys.

4-No jewelry is permitted. \*Allowances for medical alert bracelets and necklaces as approved by the referee.

## **RESPONSIBILITIES OF COACHES AND TEAMS**

1 - The team listed first in each pairing is the home team. The home team shall have the right to choose the location of its bench area.

2 - Parents and Spectators must occupy the sideline opposite the team bench area. Spectators will be directly across from their team. There shall be a buffer zone extending ten (10) yards on each side of midfield that may not be

occupied by parents or spectators. All spectators must remain at least three feet back from the touch line.

**3** - Coaches, players and spectators are not allowed behind the end line for any reason.

**4** - Each coach is responsible for the conduct of his/her team players, staff and spectators. Failure to control conduct will result in the forfeiture of the game.

**5** - Coaching is permitted from the touchline by ONE coach at time. All valid coaches must be on the team's roster

**6** - Coaching is understood as giving directions to ones team on points of strategy and position. No mechanical or electronic devices permitted. The tone of voice must be informative; no coach is to make derogatory remarks or gestures to the referee, players or spectators.

**7** - Match officials shall be empowered to enforce these provisions and may suspend or terminate games in the event that any team, coach, parent or spectator declines to abide by requests from match officials to comply with these standards. Referees will have the authority to have unruly spectators removed from the field. Any referee assault or abuse will be referred to the state organization for disciplinary and/or legal action.

### **SUSPENSION GUIDELINES FOR PLAYERS/COACHES**

The Presidents Cup Director shall act on all disciplinary matters and shall have discretionary powers in determining disciplinary action applied to team personnel and players. Game suspensions listed below are to be regarded as minimums for the charged offenses. Depending on the findings of the Presidents Cup Director, penalties may be increased according to the gravity of the infringements. When sent off the field of play and shown the red card for infringement of the Laws of the Game, players and substitutes shall be disciplined by additional game suspensions as follows:

**1** - Serious Foul Play - Suspend for a minimum of one (1) game

**2** - Foul and Abusive Language - Suspend for a minimum of one (1) game.

**3** - Second Caution able Offense - Suspend for a minimum of one (1) game

**4** - Violent Conduct - Suspend for a minimum of two (2) games.

**5** - Any player, substitute, or team official who refuses the referee's request for his/her name or gives a false name while the referee is gathering data to report on an infringement of the Laws of the Game involving him/her, shall have one game added to the suspension that would normally be levied by the Presidents Cup Director.

Ejected Coaches: During the game suspension(s), there can be NO contact of any kind or by any means between the team and the coach from 30 minutes before the game until the conclusion of the game. The Presidents Cup Director has the authority to ban an ejected coach from more than one Presidents Cup game.

### **SANCTIONS**

**1** - A team must have a minimum of four (4) players in the U9 age division, five (5) players in the U10-U11 age divisions and seven (7) in the U12-U17 age divisions and one (1) coach to constitute a team. If a team fails to present valid member identification, or fail to have enough players/coaches by the official game start time, they shall be granted a ten (10) minute grace period, after that they will forfeit the game.

**2** - All forfeits will result in the loss of opportunity to advance to quarter, semi or final tournament games. Team Administrator and Coach must meet with Tournament Director before participation can continue in pool play

**3** - All litter must be cleaned from the field after each game. Littered sidelines may result in forfeiture of the game and a fine, per incident if so determined by the Tournament Director.

**4** - In the event of inclement weather or unforeseen events as determined by the Tournament Director, the teams shall assume that the game will be played unless official notification is given. The Tournament Director may alter games duration to accommodate weather related scheduling delays.

**5** - Should a game be terminated it shall be the Tournament Director's responsibility to review the referee report on the termination and determine if the game is to be recorded a forfeit, if the game is to be replayed, or if one or both teams are to be disqualified from the competition.

### **CHECK-IN**

The following items are required for players and coaches and must be presented at the tournament check-in:

**1** - UYSA Affinity generated team roster. (provided by UYSA)

**2** - Signed guest player form for all guest players.

\*The medical release forms must be present at every game with the coach or the team manager.

\*In addition to the mandatory team check in, players and coaches will be checked in prior to each match by the game official using the certified Presidents Cup roster

### **AWARDS**

Award presentations will be made at the conclusion of the Championship games at Tournament Headquarters unless otherwise directed.

### **PROTESTS**

All games will be considered final and no protests will be allowed