

# USSSA National Cup

## RULES OF PLAY

### LAW 1 – LAWS

The rules of this tournament shall be in accordance with USSSA, FIFA and USSF except as modified and approved herein.

### LAW 2 – TEAM ACCEPTANCE

The tournament committee reserves the right to accept or reject any team application. Once accepted by the Tournament Committee, the application fee is non-refundable.

### LAW 3 - TEAM ELIGIBILITY

This tournament shall be open to all teams comprised of properly registered adult players (as defined by the rules of USSSA) and are in good standing with its member association.

Each team must provide the following at check-in:

- Official Roster
- Player Passes/Cards
- Travel Permits (for USASA teams if applicable)

### LAW 4 – GUEST PLAYERS

There will be a limit of two guest players allowed. All guest players must have player passes, medical waiver, and signed loan forms (if applicable).

### LAW 5 –GROUPS – may be divided into pools

Men's Elite – Qualified USSSA teams only – 2014 US Open Cup qualifier.

Men's Open – All USSF registered teams

O30/DII – All USSF registered teams and teams specifically created for Division 2 and Over 30 play

Women's Open - All USSF registered teams

The tournament reserves the right to move teams within groups to balance competition. Groups without enough participating teams may be merged or cancelled.

### LAW 6 – ROSTERS and TEAM CHECK-IN

A representative from each team is requested to attend the team check-in prior to the tournament. Any changes to the schedule or any other tournament details will be passed onto the teams at this time. The tournament will not be held responsible for not passing on information to any team that does not check in on time. It is highly recommended, therefore, that a team manager, coach or representative be present at the check-in at least one hour before your first game. During the check in, tournament officials will sign off on your roster. You must use this roster to check in at every game. Special tournament team rules apply. No all-star teams allowed. All players must be registered to the same team on the same roster (reserve teams are the same team; players may play up from a reserve but not down).

### **LAW 7 – PRE-GAME PROCEDURE**

Field Marshalls will conduct the pre-game check-in when appropriate, in order to minimize delay between games, if there are no Field Marshalls then the referee will conduct the check-in. The referee will review the results of the check-in with the field marshal and make the final ruling on any questions.

Only at this pre-game procedure may a player be challenged by an opposing manager/coach. Challenged players will be noted by the Referee on the Referee game report, but will be allowed to participate in the game so long as they have valid, verified player passes and are listed on the validated roster.

A player who arrives at the playing field after the pre-game procedure, may enter the game once the game officials verify the player is eligible and with the permission of the center referee. A late arriving player may be challenged by the opposing coach at the time he is allowed to participate by the center official.

### **LAW 8 – TEAM BENCHES**

Both teams will be situated on the same side and the spectators will be on the opposite side of the field. The referees may stop play to remove spectators.

### **LAW 9 – MATCH BALL**

The Tournament shall furnish a regulation game ball to the referee prior to the game

### **LAW 10 – NUMBER OF PLAYERS**

All teams will play 11v11 with a limit of 22 players on the roster. Only 18 players may play in any given game. Any players ineligible to play must remove any team colors or jerseys.

### **LAW 11 – COLOR CONFLICT**

In cases where the referee deems there to be a color conflict the visiting team (listed second on the Official schedule) will be responsible for changing their uniforms.

### **LAW 12 - SUBSTITUTIONS**

The team in possession may substitute at during any throw-in.

Free substitution is allowed for both teams after goals, goal kicks and at half time. The substitutes must be at the centerline ready to enter before the referee will allow the substitution to take place. The referee has the authority not to allow the substitution if he/she believes that the procedure will stop the flow of the game or is being used as tactical time wasting play. Unlimited substitutions may be made by both teams if a player is injured and requests to be removed from play.

### **LAW 13 – CASTS OR ORTHOEDIC BRACES**

Both casts & braces must be approved by the referee to ensure that they are not dangerous to any of the players on the field.

### **LAW 14 – DURATION OF THE GAME**

The duration of games will be as follows:

<b>Game</b>	<b>Duration</b>
Finals	2 x 45 = 90 mins
Group matches	2 x 25 = 50 mins

### **LAW 15 - OVERTIME**

Overtimes will only be used in the elimination stages of the tournament – quarterfinals, semis and finals. The duration of the overtime will be 2 x 5 minutes periods with no golden goal rule. In the final game there will be 2 x 15 minute over times with no golden goal.

### **LAW 16 – SHOOT-OUT**

In case of a tie after overtime FIFA style penalty kick shootouts will determine the winner. (The result of five kickers, then sudden death between kickers)

### **LAW 17 - FORFEITS**

A minimum of 7 players constitutes a team. A 10-minute grace period will be extended beyond the scheduled kick-off time before a forfeit shall be declared. Failure to complete a match, or a team leaving the field during play, will result in forfeiture. No team that has forfeited a match will be declared a group winner for advancement purposes, unless the tournament director deems the reason for the forfeit worthy. The purpose of this rule is to deter teams from not showing for their last games if they have already mathematically advanced.

For tie-breaking purposes, the score of a forfeited game will be recorded as 1-0.

### **LAW 18 – CONTROL OF THE SIDELINE**

Players, reserve players, managers, coaches, assistant coaches and fans are expected to conduct themselves within the letter and spirit of “THE LAWS OF THE GAME.” The site directors have the authority and responsibility to remove any person(s) from the tournament grounds for conduct abuse, in addition to any specific disciplinary action brought about by other authorities. Team managers are responsible for their own fans. Games may be stopped to remove fans. Games may be forfeited by teams that do not control their fans.

### **LAW 19 - PROTESTS**

There will be NO PROTESTS. The Site Director will resolve all disputes immediately. These decisions will be final.

### **LAW 20 – POST-GAME PROCEDURE**

We ask that as a mutual courtesy, both teams congratulate each other after every game.

The following procedures should also be used:

The Referee or Field Marshals will insure the return of all rosters/player passes to each team

Manager/coach of both teams will confirm the score with the referees.

Referee will complete the Game Report and deliver it with any incident reports to the Site Director Desk.

Manager/coach of both teams will insure that their sideline area is clean and that all trash is in containers.

### **LAW 21 – RED CARDS & TEAM DISCIPLINE**

A red carded player will automatically miss the next scheduled game, but depending on the severity of the unacceptable conduct, the Disciplinary Committee may recommend suspension up to the duration of the Tournament. Further disciplinary action by the member association or national association may be recommended. The red carded player must immediately move at least 75 yards from the field.

### **LAW 22 – POINT SYSTEM**

3 points for win, 1 for tie, 0 for loss. The score of a forfeit is 1-0.

### **LAW 23 – TIE BREAKERS**

If at the conclusion of the preliminary rounds a tiebreaker is needed the following criteria will be utilized:

- Head to head (not used if more than two teams are involved in the tie breaker)
- Fewest goals allowed
- Goal difference (i.e. goals scored minus goals allowed with 4 goal maximum differential, e.g. 10-1 games will be deemed 5-1)
- Most shutouts
- Most goals scored (no maximum)
- Fewest red cards
- Sudden death penalty kicks (the tournament reserves the right to use a coin flip if time is limited)

### **LAW 24 – SHORTENING OF GAMES**

In the event unusual conditions necessitate rescheduling, curtailment, or cancellation of games, the Tournament Director shall have absolute authority to make changes to best serve the interest of the Tournament.

#### **LAW 25 – REFUND POLICY**

The Tournament Committee, and/or host affiliate will not be responsible for any expenses incurred by any team due to the cancellation in part or whole of this tournament. Refunds will be provided under the following guidelines:

If the tournament is cancelled prior to the first game being played due to circumstances outside the control of the Tournament Committee or USSSA, \$125 of the entry fee will be retained and the balance refunded to paid entries. \$75 per game will be refunded for every game cancelled after the start of the tournament. If not enough teams are realized within a specific bracket and no games are played, the Tournament Director shall notify the participants as soon as possible and the participants will be given the option to play up or receive a full refund.

#### **LAW 26 – US Open Cup Qualification**

In winning the USSSA elite bracket division, the champions will qualify as USSSA representative for The U.S. Open Cup preliminary round. In order to participate in the elite bracket the team(s) must be registered as a USSSA team and be an active participant in a USSSA league and have competed in either a qualifying league or tournament.

All teams participating in the elite bracket will be charged a \$100 bond which will be made payable to U.S. Soccer to eligibility for the 2014 U.S. Open Cup.

If the champion of the elite bracket is unable to meet the requirements or represent themselves and USSSA in the U.S. Open Cup then the allocation will be handed to the other finalist.

Teams are responsible for all financial arrangements to host/travel/compete in any and all U.S. Open Cup games.

#### **LAW 27 – Waiver of Liability**

By participating, each player, coach and referee acknowledges that soccer is a dangerous activity and agrees to release and hold harmless USSSA, CASA, CASA Member Leagues and Facilities, including their officers, officials, agents, contractors, and/or employees, for any and all injuries incurred, even if arising from their negligence or facility conditions.