

# SWFL RECREATIONAL SOCCER

## COUNTY CUP RULES AND REGULATIONS

**MISSION:** *The mission of the SWFL Recreational Soccer County Cup Tournament is to provide a fun and exciting close to the season for all teams through recreational competition and to crown the SWFL Recreational Soccer League Champions.*

**TEAM ELIGIBILITY:** SWFLRS County Cup is open to all property registered FYSA teams in C-S registered as recreational only for the current seasonal year that participated in the current year SWFLRS league.

**PLAYER ELIGIBILITY:** All players must be registered with FYSA as recreational only for the current seasonal year and are not to be registered as a competitive player with any other organization outside of FYSA or within FYSA for the current seasonal year. Players must be on an eligible team's official roster and have a current laminated FYSA player pass with photo and birth verification. All players are to have a medical release form signed by a parent.

**ROSTER FREEZE:** Rosters will be frozen with no less than 4 seasonal games remaining. Only players on the roster at the time of the roster freeze will be eligible to participate in the SWFLRS County Cup tournament.

### COMPETITION FORMAT:

- **Establishment of rounds**
  - Each round will be designated as either a preliminary or a challenge round, depending on the format of play for that round
  - Preliminary rounds are considered to be group play matches played in round robin format. Within a preliminary round groups of teams, each team must be scheduled to compete against every other team within the group. A team may not be scheduled more than four preliminary round matches over a two-day period.
  - Challenge rounds are considered to be matches in which the winner advances to the round and the loser is eliminated from the SWFLRS County Cup play or is placed into the losers bracket using a bracket advancement system.
- **Group Play Standings**
  - The standings of teams within brackets of three or more teams in their respective age division are based on the number of points earned in the preliminary round. Teams earn points as follows
    - WIN = 3 POINTS (including forfeits which are considered a 4-0 victory)
    - TIE = 1 POINT
    - LOSS = 0 POINTS
    - SHUTOUT = 1 BONUS POINT FOR A SHUTOUT VICTORY
- **Tie Breaker Scenarios**
  - In the event of a tie using the point system above, the following tie breaking procedures will be used. In no case, once a tie breaker has been used, will it be revisited if a team is eliminated. Points and tie-breaker criteria do not carry over to subsequent group play rounds.
    - Head to Head competition (not used if 3 or more teams are tied on points)
      - If no clear winner:
      - Most wins; if no clear winner, then
      - Net Goal Differential (NGD) calculated as goals scored minus goals allowed, with the maximum NGD of +/- four (4) per game; if no clear winner, then
      - Least goals against (no limit to number of goals allowed; if no clear winner, then

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- Most goals scored up, maximum of four (4) goals counted per game; if no clear winner, then
- Penalty kicks in accordance with FIFA “Taking of Kicks from the Penalty Mark.”
- If three or more teams are still tied then:
  - If three (3) teams are tied at the end of group play and are tied through all the above tie-breaker, the Site Director will hold a random draw with the 1<sup>st</sup> team drawn sitting out.
    - The other two teams will then take kicks from the mark to establish a winner.
    - The winner of this will then play the team sitting out (kicks from the mark) and the winner will advance.
    - If a 2<sup>nd</sup> team advances from this group, PK’s will be taken by the 2 teams that lost their kicks from the mark pairing to determine the next team to advance.
  - If four (4) teams tie at the end of group play, the site director will hold a random draw with the first team drawn playing the second team drawn in kicks from the mark. The third and fourth teams will also take kicks from the mark. The two winners will then take kicks from the mark with the winning team advancing. If a 2<sup>nd</sup> team advances, the losing team is this pairing will be the next advances.

### RULES OF PLAY

- **Laws of the Game**
  - All games shall be in accordance with FIFA, US Soccer, FYSA and SWFLRS Constitutions, By-laws, Rules and Regulations and US Youth Soccer National Presidents Cup Rules except as noted within the County Cup Rules
- **Game Length**
  - Duration of the game for all rounds is noted below and subject to change for certain group play
  - There will be no overtime periods in preliminary round games. In games requiring overtime, (Simifinal and Final Games) ALL OVERTIME PERIODS WILL BE PLAYED IN FULL. If teams remain tied at the conclusion of the second overtime period, teams will proceed with Penalty kicks in accordance with FIFA “Taking of Kicks from the Penalty Mark.”

<b>Age Group</b>	<b>Game Times</b>	<b>Overtime</b>
	<i>Game Time Minutes</i>	<i>Game Time Minutes</i>
Under 19	2x35=70	2x10=20
Under 15	2x35=70	2x10=20
Under 12	2x30=60	2x5=10
Under 10	2x25=50	2x5=10

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## BALL SIZE

- The size of the ball, supplied by the home team, will be:
- U10 & U12
  - size 4 ball 25-26 in circum. 11-13 oz weight
- U15 & U19
  - Size 5 ball 27-28 in circum. 14-16 oz weight

## NUMBER OF PLAYERS

- U10 = 7v7 per side with goalkeepers (no heading allowed)
- U12 = 9v9 per side with goalkeepers (no heading allowed)
- U15 = 11v11 per side with goalkeepers
- U19 = 11v11 per side with goalkeepers

## SUBSTITUTIONS

- Substitutions may be made only upon properly notifying the referee
- Substitutions may not enter the field of play until the player he/she is replacing has left the field and after being signaled onto the field by the referee
- Substitutions will be allowed at any stoppage by either team with the referee's permission
- There shall be no limit on the number of substitutions

## REFEREES

- Referees must be familiar with the rules of competition and understand how to report results and any incidents that may occur during cup play
- Two assistant referees may be used for U12-U19 age groups
- In the event the assigned referee fails to appear, the Site Director Assignor will find an alternate referee

## PLAYER EQUIPMENT

- Each player shall have a number on the player's jersey. The number shall be affixed to the back of the jersey and shall be clearly visible. Each player on a team must wear a number different from the number of every other player on the team including goalkeepers.
- All player equipment, including cleats, orthopedic braces and shin guards must be in compliance with FYSA Rule Section 402.

## WATER BREAK PROCEDURES

- Water breaks will be administered in accordance with FYSA Rule 402.4

## MERCY RULE

- There will be a 8 goal differential mercy rule anytime after the completion of the first half of the game

## GAME DAY POLICIES

- Registration

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- One hour prior to the first game of the weekend, the coach/manager will check in with the Site Director, present laminated passes for all players and coaches and verify the jersey numbers for each player on the roster who will participate in the game
- Each team must be at the site one hour prior to the first scheduled game time of that weekend. Failure to comply may result in \$50 fine per team.
- Each team must have a Medical Release form for each player in its possession signed by a parent
- After check-in, the team's US Youth Soccer passes must be available at the game site at all times
- **Pre-Game Policies**
  - The referee will check the player and coaches identity with his/her pass and will check the player's equipment. Only at this time may a player be challenged.
  - A team may not have more than four (4) individuals designated as team officials for the team. Only team officials who present their US Youth Soccer passes and appear on the FYSA Registration Event Roster will be allowed in the bench area and on the team side of the field
  - A player who arrives at the playing field after the start of the game may enter the game after being checked in by the Site Director (if credentials were not presented to the Site Director previously) and after showing his/her pass to the Site Director and being checked in by the referee/assistant referee.
  - A team will be allowed a fifteen (15) minute grace period from the checked game time before awarding the game to the opponent. Failure to meet the scheduled play will automatically require payment of a forfeiture fine of \$100. A game shall be started as soon as the minimum number of players as required under the Laws of the Game is present.
- **Control of the Sidelines**
  - Players, managers, coaches and fans are expected to conduct themselves within the letter and spirit of the Laws of the game and abide by the FYSA Code of Ethics. Failure to do so will result in punishments established by the FYSA Code of Ethics.
  - The Site Directors will have the authority and responsibility to remove any persons from the tournament for abuse of good conduct. A match may be paused until spectators, who have been instructed to leave, vacate the premises.
  - The Site Director will designate the opposite sidelines for spectators. Spectators are to remain on the half of the field directly across from their own team's bench.
  - A restraining line may be drawn four (4) yards from the side touchline and all sideline viewers must remain outside of that line. In the case that a restraining line is not drawn, spectator encroachment is at the discretion of the event personnel.
  - Coaches/managers as officials of their respective club will be responsible for the behavior of their fans
  - All coaches are required to remain seated on their respective benches, except to give tactical instructions or to make substitutions. No continuous talking or walking the sidelines will be tolerated.

### **POST GAME POLICIES**

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- The referee shall complete the Game Report and any other items as required by the Regions' procedures following the game and deliver it to the Site Director
- Each team must have a representative report to the designated Registration Area to verify the game's final score and documentation of disciplinary actions. Failure to do so may result in a \$50 fine.

### **UNFINISHED GAMES**

- Unfinished games due to any cause shall be replayed providing neither team is at fault and the first half of the play has not been completed. If the first half of the play has been completed and provided neither team is at fault, the County Cup Committee may deem the game complete
- Should play be stopped at any time due to one of the teams being adjudged at fault, it shall be at the discretion of the County Cup Committee as to whether the game is to be replayed or declared a forfeit
- In the event unusual conditions necessitate rescheduling, curtailment or cancellation of the games, the County Cup Committee shall have absolute authority to make changes to best serve the interest of the tournament

### **DISCIPLINE**

- Ejection Procedure
  - Any player red carded must be escorted from the field of play by a registered member of the team's staff. Said player must sit at the site director's tent, headquarters or designated area until the field has been cleared following the game and the team is in the process of leaving the site.
  - Any coach ejected must leave the site immediately following ejection. At the discretion of the Site Director, the coach may sit at the site director's tent, headquarters or designated area until the field has been cleared following the game and the team is in process of leaving the site.
  - Failure to timely comply with this requirement will be grounds for the match being declared a forfeit.
  - A carded player may be present at subsequent games but not dressed out in the game uniform. A coach may not return to the site in any capacity until the suspension has been served.
  - Coaches who coach more than one team will be barred from all sites until the suspension is served concerning the original team which he/she received the suspension.
- Red Cards
  - A player or coach ejected will have at least a one (1) game suspension. The suspension will be served in the next scheduled cup match. A player/coach may receive more than a one-game suspension based upon the severity of the actions as determined by the Discipline Committee.
  - The minimum suspensions for unacceptable conduct will be in accordance with FYSA's discipline procedures
  - Coaches and the other team officials shall be subject to all rules pertaining to misconduct contained herein, including cautions, ejections and standard suspensions. Any other individual, who may be reasonably construed, as being associated with a teams such as relatives and spectators, shall also be subject to the jurisdiction and authority of this Association. Any coach or team official along with the club 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.

### **FORFEITS**

- All games declared as a forfeited game will be scored as a 0-4 defeat against the team that caused the forfeit

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- In the case that actions by both teams would result in a forfeited game, the game will be declared a double-loss and neither team will receive points for the game.
- In the case that the game is part of a knockout round, neither team will advance into the following round
- All forfeits are subject to a \$100 per game fine

## **SWFLRS RULES AND DISCIPLINE COMMITTEE**

- The SWFL Recreational Soccer Rule and Discipline Committee
  - Shall be established to oversee the administration of its respective County Cup Competition.
  - Has the authority to decide on all County Cup matters, including interpretation of the rules and regulations, development and implementation of policies and procedures and any decisions which fall outside of these parameters.
  - Shall be comprised of the Head of the SWFLRS, four (4) other representatives from member clubs and additional members at the discretion of the Head of the SWFLRS
  - The Head of the SWFLRS shall serve as the Rules and Discipline Committee Chairperson