

**2025-2026 US Youth Soccer Florida  
State Cup Rules & Regulations**



**USYS**  
**FLORIDA**  
**STATE CUP**

## **2025-2026 US Youth Soccer Florida State Cup Rules & Regulations**

The US Youth Soccer Florida State Cup (SC) rules and regulations are in compliance with the Florida Youth Soccer Association (FYSA) and the United States Youth Soccer Official Administrative Rule Books. State Cup is an open competition for any 13U-19U USSF-Affiliate registered team meeting the requirements of eligibility for participation. State Cup will be comprised of preliminary group play, with teams advancing to the Elimination Round and Finals.

The Elimination Round will begin on Saturday with single-elimination play. Winners from day one advance to the Elite 8 for day two and winners from the Elite 8 pairings advance to the Championship (Finals) weekend.

State Champions in all age groups (13U-19U) will represent Florida in the USYS National Championships. Champions declining the advancement to the USYS National Championships after submitting the commitment form will be assessed a non-performance fine of \$5,000. All teams and players must abide by the U.S. Youth Soccer National Championships rules in addition to FYSA's State Cup rules as stated below.

**FYSA MAY DESIGNATE REQUIREMENTS FOR MAKING HOTEL RESERVATIONS. IF SO, ALL TEAMS WILL BE REQUIRED TO MAKE ALL HOTEL RESERVATIONS AS DESIGNATED. SEE FYSA WEBSITE FOR DETAILS WHEN SCHEDULES ARE POSTED.**

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## I. Laws of the Game

All games shall be in accordance with FIFA, US Soccer, and FYSA Constitutions, By-laws, Rules and Regulations and US Youth Soccer National Championship Rules except as noted below for US Youth Soccer Florida State Cup play:

1. Law I - The Field of Play
2. Law II – The Ball
3. Law III - Number of Players
4. Substitutions – May be made only upon proper notification of the referee through the assistant referee, and with the referee's permission. Substitutes 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.

A. Substitutions must be made during each team's allotted "moments" as defined by IFAB Laws of the Game:

Age Group	Substitution Procedure
13U - 14U	Unlimited over three (3) moments per half + halftime
15U - 19U	Unlimited over four (4) moments per match + halftime

Player re-entry is allowed during one of the team's allotted moments.

If a match proceeds to overtime, teams may make substitutions between end of regulation and before the start of overtime and will also be granted two additional substitution moments during overtime play.

- B. Temporary Substitution – During a match where a Health Care Professional (HCP) or Athletic Trainer Certified (ATC) is present, if a player is suspected of suffering a head injury by the referee, such player may be substituted for evaluation. The substitution for the evaluation of a concussion/head injury will not count toward the teams' total allowable moments (unless other substitutions are made at the time of the temporary substitution).

If the player is deemed by the HCP or ATC to not have been diagnosed as having a possible concussion, the player may re-enter the match at any stoppage of play, with approval by the referee, and must replace the original substitute. This head injury evaluation substitution will not count as a used substitution moment. Furthermore, the temporary substitute will be able to re-enter the match in a normal substitution moment. If the player is not cleared to return to play by the HCP or ATC, the replacement player will no longer be considered a temporary substitute but would also not count as a substitution moment (unless other substitutions are made at the time of the temporary substitution).

Any discipline issued to the temporary substitute will count for the remainder of the match. If the temporary substitute receives a red card, the team will play with a player down and the player suspected of suffering a head injury may return replacing another player on the field, which will not count as a used substitution moment.

## 5. Law IV - Players' Equipment – Clarifications

- A. 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. Duplicate numbers are not permitted. Numbers are not required for goalkeepers.
- B. Teams will be required to communicate and confirm jersey colors in the GotSport chat prior to each match. In the event of a uniform color conflict, the team designated as the home team will wear light colored jerseys and socks, and the team designated as the away team will wear dark colored jerseys and socks. The team causing the conflict will need to change jerseys and socks. Failure to communicate/confirm jersey colors in the GotSport chat prior to each match will result in a \$50 fine.
- C. Goalkeepers must wear colors that distinguish them from other players and game officials.

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- D. At every level of the National Championships competitions, 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 National Championships 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.

## 6. Law V – Referees

- A. In the event the assigned referee fails to appear, the Site Referee Assignor will find an alternate referee.
- B. The referee shall complete the Game Report, and any other reports as may be required, following the game and deliver it to the Site Director. For self-schedule matches, the Game Report will be delivered to the Home Team.
- C. The referee must be familiar with the rules of the competition and understand how to report results and any incidents that may occur during cup play.
- D. If a referee fails to appear and the site referee assignor cannot find a replacement, the game will be conducted with two referees.

## 7. Law VI – Assistant Referee

- A. Two (2) assistant referees will be used.

8. Law VII - Duration of the Game for all rounds is noted below and is subject to change for certain group play. There will be no overtime periods in preliminary round games. In games requiring overtime, all overtime periods will be played in full. If teams remain tied at the conclusion of the overtime periods, teams will proceed with Penalty kicks in accordance with FIFA "Penalty Shootout".

Age Group	Game Length	Halftime	Overtime	Size	Circumference	Weight
19U	Two 45' Halves	15 Minutes	Two 15' Periods	Size 5	27-28 in.	14-16 oz.
17U	Two 45' Halves	15 Minutes	Two 15' Periods	Size 5	27-28 in.	14-16 oz.
16U	Two 40' Halves	15 Minutes	Two 15' Periods	Size 5	27-28 in.	14-16 oz.
15U	Two 40' Halves	15 Minutes	Two 15' Periods	Size 5	27-28 in.	14-16 oz.
14U	Two 35' Halves	10 Minutes	Two 10' Periods	Size 5	27-28 in.	14-16 oz.
13U	Two 35' Halves	10 Minutes	Two 10' Periods	Size 5	27-28 in.	14-16 oz.

## 9. PLAYER HYDRATION/WATER BREAKS

In any FYSA sanctioned match a break will be given at the midpoint of each half of regulation time and at the end of each overtime period (if played) for player hydration. This break will be given at a normal stoppage of play, and it is mandatory for any FYSA sanctioned match during which the air temperature is or is expected to reach eighty-five (85) degrees. This break will be a maximum of one (1) to two (2) minutes of time. FYSA reserves the right to add additional water breaks if necessary.

## II. Eligibility of Players/Coach/Team & Roster

### 1. Players

#### Age determination:

Age Group	13U	14U	15U	16U	17U	19U
Birth Year	2013	2012	2011	2010	2009	2008/2007

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Only players in good standing with current, valid, and verified player membership with a US Soccer Organization Member will be allowed to participate. No unverified passes will be allowed in State Cup competition.

Players and rosters are subject to the following requirements for NCS play:

- A. Teams may only enter State Cup in the age group of their oldest player, based on their roster at the time of entry. After entry, teams may not release players to qualify for a younger age group, nor can teams enter an age group that they do not have at least 1 player rostered of that age at time of roster freeze.
- B. Primary rostered players and Primary 1 players only can participate in State Cup. Secondary (dual) rostered players will be released at the time of roster freeze. **An eligible Primary 1 player is a player who is properly rostered to a team within the same club** before the team submits its NCS roster for its first competition at the State Cup level. Players added to the roster who were transferred from another club must be released from the original club before the roster freeze. No Secondary or Guest Players will be allowed.
- C. A player may be on the National Championships roster of only one team at each level of NCS competitions during any seasonal year; however, a player who was rostered to a team of a club at an NCS level that does not advance to any level, and who has been issued a Primary 1/club pass of that club may be rostered to another team of that club at the next level of NCS play. NCS defines two levels of play – State Cup and National Championships. For example, if a club enters more than one team in the competition at the state level, whether it is the same age group or different age groups, the club cannot share players across multiple teams.
- D. A player must register in the state that he or she resides with his/her parent(s) or guardian(s). In the case of a student in residence at any academically accredited boarding school or college or university, the player may register in the state in which the boarding school, college or division of the college or university is located.
- E. Any Team found guilty of using an ineligible player is not eligible to compete further in the National Championship Competitions in the current seasonal year. Any coach, manager, or official found guilty of knowingly using an ineligible player is not eligible to compete further in the National Championships Competitions in the current and subsequent seasonal year. A player found guilty of submitting falsified birth information is prohibited from competing further in National Championships Competitions in the current and subsequent seasonal year.
- F. Accusations from teams of an ineligible player must be extensively substantiated and is incumbent on the accuser to provide concrete evidence of ineligibility.

### 2. Coach

Only coaches in good standing with current, valid, and verified membership through a US Soccer Affiliate are permitted to coach. Verification of membership shall be accompanied by a current photo, and proof of valid risk management clearance, including concussion safety education, FDLE/USOPC background check, and SafeSport training. All coaches must be named on the official FYSA roster for the team they are coaching.

A minimum of one (1) coach holding a US Soccer D License/Certificate or higher (or equivalent international license) must be rostered to every team entering the State Cup, and present for each State Cup match. If the coach meeting this requirement is ejected from a match, the match will continue provided another rostered staff is present whether they meet the license requirements or not; however, prior to the next match, another coach meeting the licensing requirements must be present for the match. Any team failing to have an appropriately licensed coach present for a match will be fined \$1,500 for each offense. FYSA has the right to request a coach's license information prior to and during the competition.

### 3. Team/Application/Roster

It is the club's responsibility to ensure all changes and/or corrections are complete and accurate prior to roster freeze date. However, per National Championship Series Rules, FYSA may correct administrative errors to team rosters until the beginning of competition at its discretion.

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- A. US Youth Soccer Florida State Cup is limited to teams registered with a USSF Affiliate as 13U to 19U. The application must be entered online in GotSport for a team to be accepted into the competition. It can be entered by the club registrar or a registered team staff member rostered to that team who has received access to the GotSport team account.

### DEADLINES FOR APPLICATION:

- **18U – 19U** divisions – no later than close of business at 5PM (EST) of **August 11, 2025**. Late applications will be accepted on a rolling basis.
  - **13U – 17U** divisions – no later than close of business at 5 PM (EST) of **December 5, 2025**.
  - Late applications will be accepted on a rolling basis. After the deadline they will be placed on a waitlist, and if space permits, teams will be accepted after the application deadline.
  - Initial acceptance of team applications does not necessarily confirm that a team meets eligibility requirements. Compliance with requirements will be reviewed following application close.
  - No applications can be completed without the submission of payment within the GotSport Application process. Therefore, a team must enter payment information to complete the GotSport Application. Applications with faulty payment must be corrected by 12 PM (EST) on the next business day following the respective application deadline. Failure to provide payment by this time will result in the denial of the team's application.
- B. Clubs are required to ensure the accuracy of jersey numbers as listed on the state generated roster. Only state-generated rosters will be used at all State Cup Competitions. Failure to list jersey numbers for all players on a team's roster by the Roster Freeze Date will result in a fine per team detailed in XI.4.

### C. Roster Freeze

- 1) The roster freeze date is the final date on which all player changes; additions or deletions to a team's roster can be made. All time references are Eastern Standard Time (EST).
- 2) Roster transactions are to be processed electronically on-line unless otherwise noted, in accordance with FYSA registration procedures.
- 3) **Roster Freeze & Competition Dates**
  - (a) Roster(s) for the US Youth Soccer Florida State Cup will be frozen for all age groups as of **5:00 PM (EST) 10 days prior to the start of competition (Rosters for all age groups will freeze on the dates listed below for the respective age groups, regardless of your team's start date in the competition)**. There shall be no player roster changes permitted on the event roster for any reason after this date throughout the State Cup level of National Championship competition play.
    - 18U – 19U Roster Freeze: August 27, 2025 – 5PM (EST)
    - 13U – 17U Roster Freeze: March 11, 2026 – 5PM (EST)
    - Open Cup Roster Freeze: February 11, 2026 – 5PM (EST)
  - (b) All age divisions may not be required to compete on each date depending upon the number of teams that enter the competition. All Elimination Round and Championship games will be held on dates determined before the start of the competition and at the location determined by FYSA. Once the number of teams entered is known and the schedules/group play formats are set, the schedules for each age group will be determined and posted on the State Cup page of FYSA's website, and on the State Cup Public Schedule in GotSport.
  - (c) The dates for the competition have been set as part of the annual FYSA calendar of all events, to avoid major College test dates and holidays to the best of our ability, to complete the competition and allow our Champions that move on to the US Youth Soccer National Championships sufficient time to prepare for that travel. Teams planning to enter the State Cup competition need to assess individual conflicts they may have prior to entering the competition, as the competition will not be able to accommodate requests to alter competition dates. This includes school related events/activities such as Prom, Homecoming, etc.

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- 4) Competition dates are listed on the FYSA website. The actual number of games played on a weekend will vary depending on the number of games needed to determine group results.

### D. Open Cup Rosters:

- 1) Open Cup is a qualifying stage that advances teams into State Cup's Group Play round.
- 2) Open Cup will have a separate roster freeze prior to State Cup's Group Play round.
- 3) Players rostered on a team in Open Cup **may NOT** play for a different team in State Cup.

### E. Frozen Roster

Once the roster has been frozen, no activity may occur to the team's event roster for each level of State Cup competition. Season ending injuries cannot be replaced once the roster is frozen for each level of the competition. Any change to the player roster made by the teams will result in the team being disqualified from the competition. Coaches/Managers may be added after the roster freeze.

### F. Roster (Minimum/Maximum)

- 1) **It is the responsibility of the club, coach, and team staff to monitor their roster. In no way will it be the responsibility of FYSA and/or any of its representatives to monitor a team's roster.** Clubs who enter multiple teams into the State Cup competition must ensure players are not rostered on more than one team, as stated in Section 2.1.C above.
- 2) All teams must not roster more than **twenty-two (22)** players (Primary rostered plus Primary 1 players). A minimum of eleven (11) players must be on the roster. Prior to each state cup game, the Coach/Manager must declare an 18-player game roster with the Site Director. Players not participating will be crossed out on the Official roster. Players serving a red card suspension do not need to be included in the 18-player Game Day Roster.
- 3) Any team rostering more than the maximum allowed number of players becomes ineligible to compete in the National Championship Series play and will therefore be immediately disqualified from the State Cup Competition. Administrative errors may be corrected before the start of the competition.

## III. Pre-Game Procedures

1. For all rounds, a representative from each team must be at the site no less than one-hour (1) prior to each scheduled game to check in with the Referees and at the tournament HQ when requested. Failure to do so will result in a \$50 fine. Extenuating circumstances may be considered by the Competition Committee Chair.
2. Prior to each game at each round, the Coach/Manager will check in at the fields with the officials, present the passes/rosters for all players and coaches, and verify jersey numbers for each player on the roster that will participate in the game. For all Rounds prior to the Championship (Finals) Round, the Coach/Manager will pay each game's referee fees to the Center Referee at the field in the required currency as defined below. FYSA is responsible for referee costs for Championship rounds. Championship rounds consist of semi-final & Championship matches.

Referee Game Fees in Group Play – Per Age Group				
AGE GROUP	REFEREE	ASST REF	TOTAL PER TEAM	Required currency
13U & 14U	\$70.00	\$50.00	\$85.00	20/20/20/20/5
15U & 16U	\$80.00	\$55.00	\$95.00	20/20/20/20/10/5
17U, 18U, & 19U	\$100.00	\$60.00	\$110.00	20/20/20/20/20/10

3. At time of check-in, the coach must inform the officials and note on the roster any player who will not participate in the match due to suspension (i.e., for a previous red card).

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4. EACH TEAM MUST HAVE IN HIS/HER POSSESSION A MEDICAL RELEASE FORM FOR EACH PLAYER.
  5. USSF-Affiliate Player & Coach Passes or a USSF-Affiliate Roster with current and clear individual photos are required.
  6. The referee will check the player's identity with his pass/roster and will check the player's equipment. If a team chooses to challenge a player's identity, the team must follow the protest procedure outlined in **Rule VIII**.
  7. A player who arrives at the playing field after the start of the game may enter the game after showing his/her pass to and being checked by the referee/assistant referee.
  8. No more than four (4) team staff members are allowed on the side with the team. All must have the appropriate USSF-Affiliate pass and be listed on the team roster. Site Directors have the discretion to add coaches to the roster by write-in if the coach has a proper coach pass from the club in which the team is registered.
- 9. Control of Sidelines**
- A. Players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of The Laws of the Game. The Site Directors shall have the authority and responsibility to remove any person(s) from the tournament for abuses of good conduct without warning; in addition to the rules of good manners, these rules will apply in this competition:
  - B. Players and team officials (i.e., coach, assistant coach, manager, or club's athletic trainer) will be in the technical/bench area on one side of the field. Home teams have a choice of preferred technical/bench area. No more than four (4) Team Officials will be permitted in the technical area. The spectator area is located on the opposite side of the field from the technical/bench area.
  - C. It is expected that respect for the game will prevail if a limited number of spectators wish to **quietly** observe the match from the **far end** of the opposing spectator section (for example, the Goalkeeper's parents). In the event of disruptive behavior by these spectators, a referee or competition official may require them to return to their designated area and restrict any further sideline movement of spectators.
  - D. A restraining line may be drawn three (3) yards from the side touchline, and all sideline viewers must remain outside of that line.
  - E. Coaches will be accountable for the behavior of their fans and may be ejected for non-compliance. Teams are subject to a \$500 fine for spectators who are ejected.
  - F. All Coaches are required to remain within their technical area and should remain seated on their respective benches (if provided), except to give tactical instructions, or to make substitutions. The use of cell phones from the bench sidelines is prohibited. Violators are subject to dismissal from the match.
  - G. The use of air horns is **NOT** permitted during any rounds of State Cup. Violators are subject to dismissal from the match, and the team is subject to a \$500 fine. Artificial noisemakers other than air horns are permitted.

### **IV. Post-Game Procedure**

1. At the completion of the match, the referee/assistant referee will return all player, and coach passes to the team at the field.
2. The referee will complete the Game Report, ensure that both teams sign the completed Game Report, compile any other reports as may be required, and give the report(s) to the Site Director. For Self-Scheduled matches, the home team is responsible for uploading the Game Report and entering the final score in GotSport – failure to do so within 2 business days will result in a \$50.00 fine.
3. At the conclusion of the match:
  - A. It is required that both teams clear the bench area and the field as soon as possible, (ten (10) minutes maximum)



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B. It is also required that the bench area be cleaned and that all trash be disposed of in a proper manner.

4. The coach will always be responsible for the behavior of their fans. Teams are subject to a \$500 fine for inappropriate behavior by spectators/players/team officials post-match.
5. All Spectators will remain on the spectator sideline during the match and until such time as the coaches have released the players after the match and referees have vacated the field of play. Failure to remain off the field of play until such time will result in an ejection for the coach, and possible forfeit of the match.
6. Following the completion of the last scheduled games in group play, all teams will present themselves to a site identified by the Site Director where standings will be resolved. Any tie-breaks needed to resolve group standings and advancers will be done immediately following the conclusion of scheduled group play for that round of play. Teams are responsible for knowing their status and must plan accordingly to be available to any tie-break play-offs.
7. Following the completion of Championship weekend games, all teams will present themselves to a site identified by the Site Director where award presentations will be conducted. Following the conclusion of Championship games, instructions and information will be provided by an FYSA Representative for teams advancing to NCS play, noting deadlines and required submissions for play. Any State Cup Champion (13U through 19U) that declines advancement to USYS National Championships, will be fined \$5,000, and may be denied participation in next year's State Cup competition pending review.

## 8. PLAYER PASSES

It shall be the sole responsibility of the head coach to ensure that all player/coach's passes have been returned at the end of the weekend. Failure to have the proper player/coach's passes/roster will result in the team either forfeiting the match or the match being declared a forfeit by the cup committee. All passes must have a current picture (no more than 6-months-old). No double lamination or picture on picture is allowed.

## V. Determination of Standings

### 1. Group Play in Preliminary Rounds

In any elimination game, overtime procedures will be followed as listed in Rule I.8. In group play, there will be no overtime games. Standings in a group will be determined as defined below. **In no case, once a tie breaker has been used, will it be revisited if a team is eliminated.** Points and tie-break criteria do not carryover to subsequent group play rounds.

- A. First: game points:           3 points for a Win  
  1 point for a Tie  
  0 points for a loss

B. Second as follows:

1) **Head-to-head competition** (not used if 3 or more teams are tied on points); if no clear winner, then

2) **Winner of most games**

3) **Net Goal Differential (NGD)** calculated as goals scored minus goals allowed, with no cap on the number of goals scored; if no clear winner, then

4) **Most Goals For**, if no clear winner, then

5) **Least Goals Against**, if no clear winner, then

6) **Penalty kicks** in accordance with FIFA "Taking of Kicks from the Penalty Mark"

C. If three or more teams are still tied, then:

- 1) In the event three (3) teams are tied at the end of group play and are tied through all the above tie breakers, the Site Director will hold a random draw with the 1<sup>st</sup> team drawn sitting out. The other two teams will then

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take kicks from the mark to establish a winner. The winner of this will then participate in kicks from the mark with the team sitting out, 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.

- 2) In the event that four (4) teams tie at the end of group play, the site director will hold a random draw with the first team drawn participating in kicks from the mark with the second team drawn, 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 in this pairing will be the next advancer.
- D. Group Play may include Wild Card advancers. The number of Wild Card advancers will be made public prior to the State Cup Roster Freeze. In the event that a Wild Card is to be chosen from groups that have played a different amount of games, the Wild Card Standings will be determined as follows:
  - 1) First: Game Points divided by the number of Games Played
  - 2) Tiebreaker Procedures reverting to State Cup Rule V.1.B and V.1.C with values divided by the number of Games Played
- E. For self-schedule matches that take place in Group Play, a neutral site venue will be required for matchups between teams that are 200 miles or more apart.

### 2. Elimination Round and Championship Weekend Play

In Elimination Round and Championship weekend games, if the game is tied after regulation, overtime will be played. If still tied after overtime, kicks from the mark will be taken in accordance with FIFA's Laws of the Game. The teams' placement into the Elimination Round and Championship Round will be made available in the Public Schedule.

## VI. Discipline

**It shall be the club's, teams and coach's responsibility to determine the status of its players.** It is the responsibility of the team to notify the Site Director of any suspensions from a tournament, local league, Commissioner's Cup, prior year's State Cup, etc. that is to be served, at the time of player's check-in (see pre-game check-in).

Any team playing a suspended player or coached by a suspended coach shall be immediately disqualified from Cup Competition. All games played by this team will be considered as forfeits with a score of 3-0 in favor of the opponent.

The Discipline Committee will consist of four (4) members of the Competition Committee, and will review and rule on all reports of unacceptable conduct by players, coaches, managers, referees, spectators, etc.

Notwithstanding rulings of this committee:

1. A player or coach ejected will have at least a one- (1) game suspension. A player/coach may receive more than a one-game suspension based on the severity of the actions. The minimum suspensions for unacceptable conduct will be in accordance with FYSA's discipline procedures.
2. Suspensions for red cards/ejections received in any level of National Championship Play, including State Cup competition, can only be served in National Championship Series games (State Cup and Nationals) in accordance with FYSA and National Championship rules. These suspensions will carry forward to future years until served in full and **CANNOT BE SERVED IN ANY OTHER COMPETITION**. Any remaining suspensions for red cards or other ejections received in prior year's State Cup National Championship Series competitions must be served in this year's State Cup play. Players serving a red card suspension do not need to be included in the 18-player Game Day Roster.
3. Coaches and 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 team such as relatives and spectators, shall also be subject to the jurisdiction and authority of this Association. Any coach or team official 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.

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- A. A player that receives a red card may remain on the team bench for the remainder of the match provided the player does not cause any additional problems. If further issues are created by the red carded player, additional penalties may be imposed against the player and/or coach. A player under the age of eighteen (18) may leave the site if they are accompanied by a parent or guardian only. A player eighteen (18) or older may leave the site unaccompanied. If the player chooses to leave the site, he/she must do so in a timely manner, or the match may be declared a forfeit.
- B. Any coach that is ejected must leave the Site immediately following ejection.
- C. It shall be the coach's responsibility to notify the site director prior to any match of any players serving suspensions. A suspended player may be present at subsequent matches and if so, remain on the team's bench and shall not be in game uniform. Failure to notify the site director may result in the player receiving an additional game sanction.
- D. An ejected Coach shall not return to the site for subsequent matches until suspension has been served. Coaches who coach more than one team will be eligible to coach during games of other teams. A coach may be barred from coaching other teams in State Cup if the suspension results from an Abusive Language or Violent Conduct ejection.

### **VII. Forfeits**

A team will be allowed a fifteen (15) minute grace period from the scheduled game time before awarding the match to the opponent. Failure to meet scheduled play will automatically require payment of forfeiture fine. A match shall start as soon as the minimum number of players or a rostered coach/manager as required under the Laws of the Game is present. A forfeited match shall be recorded as a 3-0 score in favor of the opponent. A team that forfeits a match may be withdrawn from the competition, subject to the disciplines for withdrawing as described in Section XI.4. below. FYSA can extend the 15-minute time allocation due to unforeseen circumstances. Matches against a team who has withdrawn from the competition after the draw will result in a forfeit unless a replacement team can be found.

### **VIII. Protest/Appeals**

#### **1. Protests**

The Competition Committee will rule on all protests/appeals. For a protest to be considered, the following procedure will be followed:

- A. No protest on referee judgment or discretion calls will be accepted.
- B. Verbal notification of intention to protest must be given to the Site Director immediately following the game.
- C. All protests must be in writing, delivered to the site director within one hour of the conclusion of match. A protest fee of \$400 must accompany the protest, delivered to the site director. This fee must be a money order, cash or cashier's check. Personal checks will not be accepted. The site director will then forward the protest fee with the written protest to chair of the Competition Committee. The decision of the Competition Committee will be binding on all parties, allowing the state competition to proceed. The protest fee will be refunded if the protest is upheld at the state cup level.

#### **2. Appeals**

If time allows, decisions of the Competition Committee may be appealed to FYSA's Protest and Appeals Committee. The procedures and fees for filing an appeal to FYSA's Protest and Appeals Committee are delineated in FYSA rules and regulations. In no case will the competition be postponed or delayed by any appeal to FYSA's Protest and Appeals or the National Cup Committee.

Any appeal of a decision not covered above must be filed with seven (7) days of the decision. The appeal must be filed with the chair of FYSA's Protest and Appeals Committee in writing and be accompanied by a fee of \$600.00. This fee must be a money order, cash or cashier's check. Personal checks will not be accepted. The fee will be refunded if the appeal overturns a decision made by the Competition Committee.

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## **IX. Unfinished Games**

Unfinished games due to any cause shall be replayed providing neither team is at fault and the first half of the match has not been completed. If play is stopped after the completion of the first half and play cannot be resumed, and provided neither team is at fault, the game is considered complete. Should play be stopped at any time in the second half due to one of the teams being adjudged at fault, it shall be at the discretion of the Competition Committee as to whether the game is to be replayed, complete with the score at the time of stoppage, or declared a forfeit in favor of the team not adjudged at fault. The decisions of the Competition Committee are final.

## **X. External Conditions, Weather, Etc.**

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

If lightning is in the immediate area, the Referee and/or Site Administrator will suspend play or delay start of the match. USSF Lightning Policy will be followed. Such delay or suspension must remain for a minimum of 30 minutes past the last sighting of lightning or longer at the discretion of the Referee and/or Site Administrator. Teams must wait a minimum of one hour before postponing a match due to weather unless directed otherwise by FYSA. If a match is cancelled prior to starting or during the first half due to weather, the match will be rescheduled and replayed in its entirety. In the instance that teams and the referees wait the designated amount of time but first half is unable to be completed, the referees are to be paid 50% of the match fee.

Matches in which the first half of the game has been completed may be considered official by the FYSA and the final score will be the score at the time the match is terminated. FYSA, USYS, nor anyone affiliated with them, assumes any responsibility or liability if a match is cancelled in whole or in part for any reasons, weather related or not. FYSA reserves the right to delay, postpone, or cancel a game due to unfavorable/extreme weather conditions.

For self-schedule matches that are rescheduled due to weather, they will be played at the host location of the original game unless an alternate location is agreed upon by both teams. FYSA will have the authority to determine the location of a match rescheduled due to weather or unplayable field conditions.

Red card suspensions will not be considered served for matches that are cancelled prior to starting or during the first half due to weather. Red card suspensions will be considered served if the match has been considered official. Any cards that are received during the first half of a match that is cancelled due to weather will not carry over to the restarted match.

## **XI. General**

1. The FYSA Competition Committee and/or FYSA will not be responsible for any expenses incurred by any team due to the cancellation in part or in whole of this tournament or for any travel incidental to the competition.
2. The Competition Committee's interpretation of the foregoing rules and regulations will be final, subject to the National Championship Series Rules and the rules of US Youth Soccer.
3. The Competition Committee reserves the right to decide on all State Cup matters.
4. Affiliates may be fined for teams withdrawing from the State Cup competition, failing to show for a scheduled match, player, coach or team misconduct, etc. All withdrawals or disqualifications after the entry deadline will result in automatic forfeiture of entry fee. The minimum fines for the following offenses shall be as follows:
  - A. Failing to show for a scheduled match with no or less than a one week's notification will result in disqualification: \$250 paid to FYSA and \$1,000 paid to each team they were scheduled to play.
  - B. Withdrawing from the competition with more than 1 week's notification after completing a prior round of competition: \$3,000.
  - C. Withdrawing from the competition after the draw, with more than 1 week's notification before the initiation of play: \$2,000. Matches against a team who has withdrawn from the competition after the draw will result in a forfeit unless a replacement team can be found.

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- D. Withdrawing from the competition within 2 weeks before the draw will result in forfeiture of entry fee and bond, and a \$1,000 fine.
- E. Withdrawing from the competition prior to 2 weeks before the draw but after entry deadline, will result in forfeiture of entry fee.
- F. Disqualification of the team by any means after initial eligibility verification shall result in a fine of \$3,000 plus \$1,000 paid to each team they were scheduled to play within one week's time.
- G. Failure to have a rostered coach who meets the Coaching License Requirements detailed in II.2 present in the technical area for all State Cup games will result in a fine of \$1,500 per game in which the team is not compliant with Rule II.2.
- H. Failure to leave the bench area and police all trash will result in a fine of \$200.
- I. Any ejection of a team official or spectator identified to be a supporter of a team will result in a fine of \$500 per individual ejected issued to the club. Teams and spectators who cause continuous disruptions on the sidelines are also subject to a \$500 fine.
- J. Failure to have a representative from each team at the Check-In Area one-hour (1) prior to each scheduled game time of the weekend will result in a \$50 fine per incident.
- K. Failure to assign numbers to all players listed on an FYSA roster at the time of Roster Freeze will result in a fine of \$50 per team.
- L. Conduct reflecting adversely upon the Competition or FYSA, actions requiring law enforcement being called, or conduct deemed unsatisfactory by the Competition Committee shall result in additional fines to the affiliate not to exceed \$4,000.00. Teams may be subject to removal from continuing in the current State Cup competition.
- M. The Competition Committee reserves the right to require a club to post a performance bond of up to \$1,000 per team prior to the start of the tournament in response to a club's history of non-performance. During the event, the Competition Committee may also require a club to post a performance bond prior to the team's next game in cases of non-compliance. In cases where a club has posted a performance bond and commits one of the Non-Performance offenses above, the performance bond will be forfeited in addition to the sanctions listed.

### Appendix A – Banned Words

Official reports of use any listed banned word(s) will be subject to a minimum five (5) match suspension. Subsequent incidents by the same player, team official or team will result in additional sanctioning. Other official reports involving racial, spitting, or discriminatory incidents will be subject to the minimum five (5) match suspension.

This is not meant to be an exhaustive list of racial or discriminatory words or phrases. Use of the asterisk (\*) is utilized to prevent the actual word in print.

Banned Words List (non-exhaustive)			
B*tty Boy	F*g	N*gger/N*gga	Sp*c
Be*ner	F*ggot	N*gro	Wetb*ck
Black Boy/ Girl	G*y	P*to	White Boys/Girl
Ch*nk	H*mo	P*ssy	
Cr*cker	Jewb*y	R*g He*d	
C*nt	K*ke	R*tard	
D*ck	Mar*con	Sl*nt	

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## **Appendix B – In-Match Discriminatory Conduct Procedure**

1. Step 1: Player tells the coach or referee that they heard a banned term.
2. Step 2: The referee stops the match and addresses the coaching staff for each team.
3. Step 3: Each coaching staff addresses their players.
4. Step 4: The referee will ask the field marshal to call FYSA staff to come to the field.
5. Step 5: The referee will not resume the match until both teams are ready to resume play.
6. Step 6: FYSA staff will go to the field and address the concerns of both teams.