

2017-18 MDCVSA Men's State Cup Tournament Rules

[Updated December 5, 2016]

- I. **General Guidelines:** All tournament matches will be played in accordance with the Laws of the Game as issued by FIFA except as modified in these Rules. No protests will be allowed.
- II. **Player/Team Eligibility:** This is a restricted tournament. Participation is restricted to MDCVSA registered teams/players only, but teams are allowed to place players on their final team roster that may not be registered with the team for league play, so long as those players are MDCVSA registered players. In order to promote participation, teams are allowed to register up to six "guest" players and use a twenty-two (22) player roster. A player that registered as a guest with the MDCVSA before is always considered a guest player. All players must be properly registered (with fees paid) and listed on the approved final roster by the deadlines established by the MDCVSA State Cups Commissioner.
- III. **Equipment:** Shoes must meet FIFA specifications. Players must wear shin guards that provide adequate protection.
- IV. **Uniforms:** Teams must have a set of home and away jersey of like colors and style. The home and away jersey must be a different color. A goalkeeper's jersey must be a different color than the field player's jersey, as determined by the referee. In the event of a uniform jersey color conflict, as determined by the referee, the home team must change jerseys. The referee also has the authority to ask a goalkeeper to change a jersey.
- V. **Inclement Weather:** The Tournament Committee/Commissioner reserves the right to make the following changes in the event of inclement weather:
 - a. Relocate and/or reschedule a match;
 - b. Reduce the scheduled duration of a match; and/or
 - c. Cancel a match.

In the event that inclement weather prevents a match from being completed as scheduled, the score will stand as final if at least one half has been played. If inclement weather is reported in the vicinity, one long air horn blast will sound. All participants and spectators must clear the fields immediately and wait in cars or another shelter until three horn blasts are sounded
- VI. **Touch Lines/Technical Area:** Coaches (up to 3 per team), a trainer (only 1 per team) and players (up to 11 substitutes) from both teams will share the same side of the field as designated by the Commissioner or referee. All other persons must take up a position on the opposite side of the field during the time that the match is in progress (including halftime). Teams are responsible for the behavior of all of their players, all team officials (coaches/trainer), and spectators and supporters on the Touch Lines. All team personnel on the team side must remain in the Technical Area (whether marked or not) that is no greater than 20 yards from the midfield line and no closer than one

yard from the touch line. In no event shall anyone take a position that interferes with an Assistant Referee's or Fourth Official's movement along the touch line. Anyone positioned on the team side of the field is subject to dismissal for inappropriate behavior (and will be sanctioned as a red carded player, although no red card will be shown). No coaching is allowed other than from within the Technical Area. No player or team official may enter the field of play unless that person has been given permission to enter the field of play by the Referee.

- VII. **Minimum Number of Players:** A team that does not have seven (7) players dressed and ready to play at the scheduled start time shall forfeit the match. There is no grace period. A team must always have a minimum of seven players. The forfeited match will be scored as a win (3-0) for the team that did not forfeit the match. A team that forfeits a match will not be eligible for advancement.
- VIII. **Check-In Procedures:** It is the duty of the team captains to ensure that players report to the field at least fifteen (15) minutes prior to the start time of each match for verification of players by the Referee or an Assistant Referee. The Referees must check-in all players against the approved final roster. The approved final rosters will be provided by the MDCVSA to the referee assignor. A player that is not listed on the team's approved final roster shall not play in the match. Players are required to have a valid government issued PHOTO ID that will be used as verification, in lieu of the old player pass. There is a "no ID, no play" rule.
- IX. **Missing Referees:** If there is no Referee present within ten minutes of the scheduled start time, the match shall be rescheduled unless both team captains agree to proceed. If the match proceeds, the score shall stand as played. If there are fewer than three referees present for a preliminary match at the scheduled start time, the Referee shall commence the match using volunteer "club" Assistant Referee(s). Should an additional Assistant Referee arrive at the field, he/she shall enter the match at an appropriate break in play, and the volunteer "club" Assistant Referee shall be relieved of his/her duties.
- X. **Duration of Matches/Water Break:** Two forty-five (45) minute halves with a ten (10) minute break between halves. The Referee is the official timekeeper of the match and may add extra time to any playing period. If heat and player safety conditions warrant, a Referee may allow a three (3) minute water break approximately midway through each half, with the break taken during any stoppage of play. The Referee should advise the team captains prior to kickoff of each half as to whether a water break will be taken during that half. The match will be restarted based on the reason play was stopped.
- XI. **Cautions and Send-offs:** If a player is sent off/ejected from the match (shown a red card) by the Referee, that player may not participate further in the match and must leave the vicinity of the field. **In addition, the player sent off is suspended from the team's next tournament match, and/or from the next regular scheduled league match, whichever comes first.** No substitution may be made for the player that was sent off during the match. Note that in accordance with Laws of the Game, a player is shown the red card and sent off for receiving a second caution in the same match. Red cards issued (at any time) for violent conduct or assault are considered especially serious and are subject to review by the Tournament Committee/Commissioner. The Tournament Committee/Commissioner may impose a greater penalty for a red card involving violent conduct or assault, which penalty is not subject to appeal or protest.
- XII. **Substitutions:** Teams are allowed an unlimited number of substitutions on any team's goal kick, after a goal is scored, in between halves or overtime periods, on a throw-in when the team is in possession (or if the other team is in possession and makes a

substitution). A team may also make a substitute for an injured player or for a cautioned player. If a team elects to substitute an injured player (or players), as a courtesy the opposing team is allowed to substitute a like number of players. All substitutions require the permission of the referee.

XIII. **Overtime:** There is no overtime for preliminary matches. In the semifinal (if played) and final knockout matches, if the match is tied at the end of regulation play, the following steps will be taken:

- a. Two, ten (10) minute overtime periods will be fully played (no golden goal);
- b. If the match is still tied after two full overtime periods, the match will be determined by kicks from the penalty mark in accordance with the Laws of the Game.

Only players that were on the field at the end of the second overtime period will be allowed to participate in kicks from the penalty mark. When a team finishes the match with a greater number of players than their opponent, the team with the greater number of players must reduce to equate. The team captain is responsible for notifying the Referee which player(s) will be excluded from the taking of kicks from the penalty mark if a team has to reduce to equate. During kicks from the penalty mark, goalkeepers may be changed with an eligible player (player on the field at the end of the second overtime) at any time, but a goalkeeper may be replaced by a substitute (a player not on the field at the end of the second overtime) only in case of injury to the goalkeeper.

XIV. **Tournament Standings:** If group play is used, group standings will be decided by the following point system: Win: 3 points; Tie: 1 point; Loss: 0 points.

XV. **Determination of Semi-finalists/Tiebreakers:** Group standings will be based upon total points accumulated upon the completion of preliminary matches with the team accumulating the most points finishing first. Total point ties within group brackets will be broken by the following tiebreakers in order:

- a. Head to head competition during the tournament of the two teams tied. (Disregard if more than two teams are tied. You must continue to the next criteria and may not revert back);
- b. Team with the highest goal differential. A maximum of 3 goals per match will be counted -- positive only;
- c. Total goals scored (maximum of 3 goals counted);
- d. Most wins;
- e. Least amount of goals allowed during the preliminary matches; and
- f. If still tied after steps "a" through "e", both teams will proceed to an available field, at a time and place directed by the Tournament Committee/Commissioner, to take kicks from the penalty mark.
- g. In final matches, the team with the most points earned in preliminary matches will be seed #1 (visiting team). If tied, the referee will flip a coin, with one team designated as heads and the other team designated as tails before the flip, to determine which

team is designated the home team (the home team is the team that “wins” the coin toss)

- XVI. **Matters Not Provided For:** The Tournament Committee/Commissioner/MDCVSA has the discretion to fashion an appropriate remedy, or make a final decision, with respect to any matter that may not be specifically provided for in these Rules.