



# **SOUTH CAROLINA YOUTH SOCCER**

## **US YOUTH SOCCER SOUTH CAROLINA**

### **STATE CUP MANUAL**



#### **1. PURPOSE**

This manual documents the methods, procedures, and guidelines for the US Youth Soccer South Carolina State Cup presented by Publix. These annual tournaments decide which teams are Champions in the US Youth Soccer South Carolina State Cup presented by Publix and will represent the South Carolina Youth Soccer Association in the U S Youth Soccer Southern Regional Championships. In order to continue to improve the games, this manual may be updated by a majority vote of the SC Youth Soccer Board of Directors.

#### **2. SCOPE**

This manual is applicable to the annual US Youth Soccer South Carolina State Cup presented by Publix. There will be a maximum of four (4) teams in each age group (13U-20U). These four (4) teams will come from the US Youth Soccer South Carolina State Cup presented by Publix First round match. Dates, times and locations of all Cup play will be set by the SC Youth Soccer Board of Directors and posted on the SC Youth Soccer website.

#### **3. APPLICABLE DOCUMENTS**

FIFA Laws of the Game as amended annually  
USSF Official Administrative Rule Book as amended annually  
Policy on US Youth Soccer National Championships as amended annually  
SC Youth Soccer Bylaws  
SC Youth Soccer Administrative Manual/scysa.org  
SC Youth Soccer Board of Directors Meeting Minutes  
SC Youth Soccer Annual Calendar

#### **4. COMPETITION DIVISIONS AND AGE GROUPS**

The US Youth Soccer South Carolina State Cup presented by Publix is comprised of the following competition divisions and age groups: Girls and Boys Challenge/Premier Teams 13U-20U. The winner of the US Youth Soccer South Carolina State Cup presented by Publix in the 13U-20U age groups shall advance to the US Youth Soccer Southern Regional Championships.

#### **5. FEES**

Fees for entry into the US Youth Soccer South Carolina State Cup presented by Publix weekends are set prior to the US Youth Soccer South Carolina State Cup presented by Publix by the SC Youth Soccer Board of Directors. In the event there are not enough teams (fewer than five) to form a viable age group, teams in that age group will be advanced to the US Youth Soccer South Carolina State Cup presented by Publix Final Round.

#### **6. PERFORMANCE BOND**

Each team participating in the US Youth Soccer South Carolina State Cup presented by Publix shall be responsible for a performance bond which will be invoiced as necessary. In addition each team from the Region III Premier league shall post a team registration fee. The performance bond will be invoiced for the following infractions:

A team's performance bond will be forfeited by:

1. Improper registration
2. Failure to be ready to play at the scheduled time plus grace period of ten (10) minutes for any game. Time will be determined by game official
3. Failure to participate in the entire awards ceremony if that team is a participant in the championship game.
4. Once a team has declared its intent to play by joining the Region III Premier League or the South Carolina State Challenge League, any failure to appear at state, regional or national cup matches in that same age group may result in the loss of its bond and a minimum suspension for one (1) year of the coach and assistant coach of the team in violation.
5. If a performance bond is forfeited, then the team will be responsible for a new performance bond as a part of the US Youth Soccer South Carolina State Cup presented by Publix.

#### **7. PLAYER/COACH PASSES**

Each player, coach, assistant coach and manager (if applicable) in the SCSCCL or Premier League must have an official US Youth Soccer pass (ID card). The pass shall have the signature of the State Registrar/designee, and a current photograph of

the player/coach permanently attached. Players/coaches may not be photographed in hats or headbands. Laminated player passes are required. NO pass – NO play. Each team roster must have a coach designated as a head coach while all others are assistant coaches.

Any coach within a club who holds a “D” License or higher has the ability to coach one of their club’s teams during regular league match without having to be listed on the official South Carolina Youth Soccer team’s roster. There may be no more than (4) coaches (including D Licensed coaches) on the player’s bench at any one time. The D Licensed coach also has the ability to coach at cup competitions without being listed on the Official South Carolina Youth Soccer team’s roster. Manager’s names may be included on the SC Youth Soccer Official State Roster and passes issued upon completion of a background check, thus enabling them to be eligible to complete a match in case of a coach ejection when there are no other available rostered coaches.

## **8. TEAM ROSTERS**

Rosters are frozen 48 hours prior to the first match of the first round and those rosters continue on through the final round. No player may be added or transferred to a team after the team roster is frozen. No player may participate in more than one (1) State Cup during a seasonal year. The roster will list the team coach, team assistant(s) team manager and all team players. The Travel Roster is a copy of your Official SC Youth Soccer State Roster with a maximum of 22 players shown for game day. Any players over 18 listed on the Official Travel Roster must be marked through for a maximum of 18 players per match. Those players marked through on the travel roster are allowed on the bench, but may not be dressed out.

## **9. RED CARD EJECTION NOTICE FORM**

The Red Card Ejection Notice form will be used in the Challenge Cup play. Upon receiving a Red Card Ejection players should contact the tournament committee. The tournament committee will track red card ejections during cup play. The suspended player cannot be on the bench or sideline for the match they are serving the suspension. Player can be in the parking lot, in a car or spend that game under the tournament’s staff supervision. Team admin or parents ejected must leave the playing area of the complex.

## **10. PLAYER EQUIPMENT AND UNIFORMS**

All teams shall wear matching uniforms consisting of jersey, shorts, and socks. Every field player shall have a unique and identifiable number attached to his/her jersey. These numbers must be uniform and cannot be created by using tape to alter. Additional garments may be worn to protect against the elements, but all players must present a uniform appearance and all extra clothing is subject to the approval of the referee. Socks must be pulled up over each player’s shin guards and all shirts must be tucked in for the start of each half of play. No jewelry of any type may be worn during a match under any circumstances. All players, including the goalkeeper, must wear shin guards during the duration of all matches. Additional equipment or clothing worn to reduce the chance of injury or to protect existing injuries shall be used only with the approval of the referee. The referee is the judge of whether player equipment, casts, or protective or other assistance devices shall be allowed as prescribed in the FIFA “Laws of the Game”. In general, hard casts will be allowed only if they are (a) wrapped in their entirety with a half inch of foam or other cushioning material and (b) are, in the opinion of the referee, safe. At the first indication that a player with a cast or other protective device is using it in an unsafe manner, or to gain an advantage, the player shall be removed from the match not to return for the duration of the US Youth Soccer South Carolina State Cup presented by Publix or until the cast or device has been removed.

Should the referee in any match determine that the equipment worn by a player does not meet the FIFA criteria as documented for non-dangerous player equipment and prevents the player from match participation, that referee shall be required to submit a written report to the Tournament Committee detailing the reason(s) for the decision. The report is to be submitted by the end of the day.

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.

(1) 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.

(2) After an initial warning pursuant to (e)(1) 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.

## **11. TEAM ELIGIBILITY**

To be eligible for the US Youth Soccer South Carolina State Cup presented by Publix, a team must be comprised of properly registered and rostered youth players and the team and its affiliate organization shall be in good standing with SC Youth Soccer. Any team having forfeited two (2) or more league games during the current cup season shall be reviewed by the SC Youth Soccer Board of Directors and may be deemed ineligible for play in the US Youth Soccer South Carolina State Cup

presented by Publix. A team shall compete in the Piedmont Conference Premier I or Premier II Division or the South Carolina State Challenge League to be eligible for the US Youth Soccer South Carolina State Cup presented by Publix. The team shall play in the same age group at the US Youth Soccer South Carolina State Cup presented by Publix as it played in league play. All challenge teams (13U-19U) that can have a maximum of 22 players must demonstrate continuity of rosters between the league and National Championships competitions by maintaining a minimum of 9 players common to the roster of both competitions. State Select/ODP Teams may not compete.

**12. FORMAT**

All 16U-19U teams will declare their intention to participate in the US Youth Soccer South Carolina State Cup presented by Publix when they register to play in the Southern Regional Premier League or the South Carolina State Challenge League for the fall season. All 13U-15U teams will declare their intention to participate in the US Youth Soccer South Carolina State Cup presented by Publix when they register to play in the Southern Regional Premier League or the South Carolina State Challenge League for the spring season.

**13. US YOUTH SOCCER SOUTH CAROLINA STATE CUP PRESENTED BY PUBLIX TEAMS - SEEDING**

Seeding for the US Youth Soccer South Carolina State Cup presented by Publix will be based on each team's league standings (Piedmont Conference or SCSCCL) for game results completed when the SC Youth Soccer calendar date indicates that Challenge league play ends. Teams will be seeded in order based on the following.

- a. Piedmont Conference Premier I Division teams are seeded first in order of finish
  - i. If two or more SC teams are tied in the SRPL Premier Division than ties will be broken using Piedmont Conference League Program Rules Section 15.04
  - ii. If a tie cannot be broken above than the teams' previous year's seeding in State Cup will be used to break the tie
- b. SCSCCL teams will be seeded next in order of SCSCCL finish until all 8 spots are filled.
- c. The highest seeded teams through will play their first round match at their home field until the Final 4

The US Youth Soccer South Carolina Soccer State Cup presented by Publix Round of 8 will consist of the following matchups:

**Bracket for the US Youth Soccer South Carolina State Cup Round of 8 and on:**

<u>Round of 8</u>	<u>Saturday</u>	<u>Sunday</u>
Seed 1 vs Seed 8	_____	
Seed 4 vs Seed 5	_____	
Seed 2 vs Seed 7	_____	vs _____ Champion
Seed 3 vs Seed 6	_____	_____

- 7 teams would be the same as 8 with the #1 seed having a bye
- 6 teams would have the same format as 8 with the # 1 and # 2 seed having a bye
- 5 teams would have the same format as 8 with the # 1, #2 and # 3 seed having a bye
- 4 teams or less will all go directly to the US Youth Soccer South Carolina State Cup presented by Publix

**14. US YOUTH SOCCER SOUTH CAROLINA STATE CUP PRESENTED BY PUBLIX PAIRINGS**

If four teams advance to the US Youth Soccer South Carolina State Cup presented by Publix Final Round, they will play one game on Saturday, and the winning teams will play each other for the Championship on Sunday. The other two teams will play on Sunday to determine the third (3<sup>rd</sup>) place team. (If the 1<sup>st</sup> or 2<sup>nd</sup> place team cannot play in the Southern Regional

Premier League the following year, or if either the 1st, 2<sup>nd</sup> or the 3rd place team is given the automatic slot in the Premier League, then the 3<sup>rd</sup> place team may be asked to play.) With three (3) teams, number 2 will play number 3 on Saturday and number 1 will have a bye and play the winner of Saturday's game on Sunday for the Championship. With two (2) teams, there will be one game on Sunday for the Championship.

#### **15. DETERMINATION OF WINNERS**

All matches shall be played to a conclusion, including overtime periods. If the teams are still tied after two overtime periods, the match will be decided by kicks from the penalty mark using FIFA guidelines with only those players on the field at the conclusion of play eligible to participate.

#### **16. DECORUM**

Coaches are responsible for the behavior of all players, coaches, parents, and spectators associated with their team. Coaches and their players shall be located on the opposite side of the field from the parents and fans.

The only persons allowed on the team bench during a US Youth Soccer South Carolina State Cup presented by Publix match are those players, coaches, assistant coaches listed on the approved Official SC Youth Soccer State Roster or holding a DOC or Club Coach pass, with a maximum of four (4) coaches/assistants. All players and coaches shall have approved SC Youth Soccer player/coach passes and must be checked in at the field by a tournament official before being allowed on the bench.

The only exceptions to this rule shall be:

- Any medical emergency requiring outside assistance
- During half time intervals, visitors may approach the team bench with the approval of a tournament official.

Upon verification by a Tournament Official or their designee, any team with unauthorized persons at their team bench when the match begins or at the start of the second half of play shall result in the coach for that team paying a \$50 fine to the Tournament Director at the conclusion of the match. This fine must be paid before the coach will be allowed to coach another match.

#### **17. DISMISSALS**

If a player/coach is dismissed from any match, the player/coach pass, together with the game report of the incident, shall be turned over to the Tournament Committee or its designee by the referee. The minimum penalty for a dismissal is that the player/coach shall not be permitted to participate in the remainder of the current match and the entirety of the team's next match. If a red card is given for violent conduct, the suspension shall be for two games. Penalties may be increased at the discretion of the Tournament Committee. If the red card/ejection was given in the last game of the US Youth Soccer South Carolina State Cup presented by Publix and the suspension can not be served in the Region III Tournament, then the player/coach will sit out the first game of subsequent league play and the first game in any State Cup in the next seasonal year (no matter which club he/she played/is playing for). The club shall be notified of the red card/ejection by the Tournament Committee. The player/coach pass shall be returned following the disciplinary period. **If a coach/assistant coach/club coach is ejected the team will incur a \$200 penalty.** A \$200 check must be submitted before the team can play their next scheduled match. If the \$200 payment is not received before the next scheduled match, the entire (\$250) Team Performance Bond check will be invoiced.

#### **18. ADEQUATE REST**

All teams are entitled to adequate rest between matches. A minimum of three hours between the scheduled start of two successive matches is considered to be adequate rest.

#### **19. FORFEITS**

A team that forfeits a game shall have their score recorded as a 0-3 loss, thereby awarding the other team played a 3-0 win over the forfeiting team.

#### **20. GAME BALLS**

Game balls provided by the US Youth Soccer South Carolina State Cup presented by Publix sponsors and approved by the Tournament Committee and referee shall be used for the entirety of all matches if they are available. Each team shall also furnish a playable game ball to the referee at the beginning of each match. Size five balls will be used for all U13 – U19 matches.

## **21. GRACE PERIODS**

Teams not ready to play within 10 minutes after the scheduled starting time of any match shall forfeit the match. Any team that is not ready to play after this 10-minute grace period shall be reported to the Tournament Committee or its designee by the referee. The game shall be recorded as a forfeit (3-0 win for the non-forfeiting team). The team not ready to play shall forfeit its performance bond.

## **22. HOME TEAM**

The team listed first in each pairing on the schedule is the home team. The home team shall change jerseys if, in the opinion of the referee, there is a color conflict.

## **23. LENGTH OF MATCHES AND OVERTIME PERIODS**

19 Under: Two 45-minute halves, two 10-minute overtimes \*

18 Under: Two 45-minute halves, two 10-minute overtimes \*

17 Under: Two 45-minute halves, two 10-minute overtimes \*

16 Under: Two 40-minute halves, two 10-minute overtimes \*

15 Under: Two 40-minute halves, two 10-minute overtimes \*

14 Under: Two 35-minute halves, two 10-minute overtimes \*

13 Under: Two 35-minute halves, two 10-minute overtimes \*

\* If any match is tied at the end of regulation play, two (2) full overtime periods as outlined above will be played. If the match remains tied, kicks will be taken from the penalty mark using FIFA guidelines with only those players on the field at the conclusion of play eligible to participate.

If a match is abandoned by the referee for any reason not related to the performance of a team, it shall be replayed in its entirety per FIFA law. If a match is abandoned for cause due to actions of a team, coach, parent, or spectator, the Tournament Committee shall determine whether to allow the score at the time of termination to stand, to forfeit the match in favor of the non-offending team, or to replay the match in its entirety. The referee shall report, with explanation, all abandoned games to the Tournament Committee or its designee within one hour of the termination.

## **24. PROTESTS**

All questions relating to the qualifications of the competitors or interpretation of the rules, or any dispute or protest whatever, shall be referred to the Tournament Committee or its designee. The Tournament Committee shall then refer the protest to a protest and appeals committee appointed by the Tournament Committee. The decisions of the latter committee shall be binding on both teams.

To be valid and eligible for consideration, each protest must (1)(a) if involving the field of play, be lodged verbally with the referee and the opposing coach at the game site before entering the field of play, (b) be filed within 30 minutes of the conclusion of the game with an SC Youth Soccer tournament official and (2) be filed in writing with the SC Youth Soccer tournament official and include a protest fee in the amount of \$250.00 (cash, cashier's check, or money order only), five written copies of the protest (which must include a description of the grounds on which the protest is lodged), and five written copies of any information to be presented by witnesses.

All written copies of the protests must be received by the Tournament Committee or its designee within two hours of the completion of the game being protested.

All protests relating to the grounds, goal posts, bars, or other appurtenances of the game shall be entertained only if a written objection has been lodged with the referee and the opposing coach prior to the start of the game.

The Tournament Committee shall immediately upon receipt of a protest notify the team against which the protest is made and shall send a copy of the protest and all particulars to that team which will then have the right to defend its case with or without witnesses, should it desire to do so.

A lawyer shall not represent a team at the hearing of a charge or protest unless he is a bona fide member of one of the teams concerned (coach or assistant coach as specified on a team's official SC Youth Soccer State Roster).

A plea of ignorance to the rules and regulations of the competition is not sufficient grounds for appeals or protests.

Judgment decisions of the referee are not subject to appeal or protest.

## **25. RULES OF COMPETITION**

All US Youth Soccer South Carolina State Cup presented by Publix matches will be conducted in accordance with FIFA's "Laws of the Game" and any additional requirements of the U S Youth Soccer Youth National Championship Rules (Current Revision), and SC Youth Soccer Administrative Manual (including all SC Youth Soccer Board of Directors updates).

## **26. SUBSTITUTIONS**

- For the 13Under and 14Under age groups, unlimited substitutions shall be allowed.
- For all other age groups, a maximum of 7 substitutions for each team shall be allowed in each game during each half of play and during overtime play. After leaving the game during a half of play, the substituted player may not re-enter the game during that same half of play. After leaving the game during overtime play, the substituted player may not re-enter the game.
- For the Final Four weekend only: If a player is suspected of suffering a head injury they may be substituted for evaluation without the substitutions counting against the teams total number of allowed substitutions during each half or overtime period. If the player with the suspected head injury has received clearance from the events' Health Care Professional, the player may re-enter at any stoppage of play. The evaluated player must replace the original substitute and will not count as a substitution. The temporary substituted player may re-enter the game as a regular substitute. A team may only make a temporary substitution if they have a substitution available.

Substitutions may be made, with the consent of the referee, at the following times:

- Prior to a throw-in in your favor.
- Prior to a goal kick by either team.
- After a goal by either team.
- After an injury by either team when the referee stops play (unlimited substitutions).
- At the beginning of the second half.
- When the referee stops play to caution a player, only the cautioned player may be substituted prior to the restart of the game.