

# SOUTH JERSEY CUP



## FACT SHEET All Divisions 2021- 22 Tournament (Revision October 7, 2021)

FIFA Laws of the Game apply except as noted herein or as provided for in the relevant league rules.

### NO PASS – NO CUP GAME DAY ROSTER - NO PLAY NO EXCEPTION!

ALL coaches, trainers and players MUST present to the referee a valid approved US Club pass PRIOR to participating in any Cup scheduled game. Individuals without passes or who present passes with damaged, missing or replaced photographs are ineligible to participate. Passes from other organizations, such as USYS, may not be used.

DIVISION	GAME TIME	BALL SIZE	REF	AR
(U15)	2 – 40 min	5	\$64	\$43 each
(U13-14)	2 – 35 min	5	\$60	\$35 each
(U11-12)	2 – 30 min	4	\$50	\$25 each
(U10)	2 – 30 min	4	\$40	\$20 each

### ALL REFEREES:

Please scan in the game day roster and email to the appropriate league official as indicated on the game day roster.

### ALL COACHES:

- (1) Score Reporting – Winning team reports the score online
- (2) Ref Evals - Both teams may do a referee evaluation, but these aren't mandatory for SJ CUP
- (3) Parent Conduct - Coaches are responsible for their parents on the sidelines and may be penalized/carded for not controlling them.
- (4) Referees - Coaches do NOT have a right to speak with or debate calls with the referee(s).

### ALL PLAYERS:

- (1) Jersey - All team players must wear matching uniform tops, with at least 4-inch numbers. Jerseys must be tucked into shorts during the entire game. Players may wear long sleeve shirts or jerseys under a short sleeve jersey if the long sleeve is the same main color of the sleeve of the game jersey. Hooded sweatshirts or jackets may NOT be worn under or over the player's jersey. GK's jersey must be distinctly different in color from all players on both teams and the referees.

- (2) Shorts - All team players must wear matching shorts. Players may wear clothing under their uniform shorts that exceed the hemline of the shorts if the clothing is hemmed and the entire team is wearing the same color and tucked into the socks. Specifically designed goalie pants are allowed and billed hats may be permitted to be worn by the keeper at the referee's discretion.

- (3) Shin guards/Socks - Players must wear shin guards and matching color/ pattern socks so that the shin guards are completely covered by the socks during the game. Tape must match color of socks.

- (4) Other - A referee has the authority to require a player to remove any article of clothing he/she decides is dangerous to that player or to other players. Players with casts or other protective gear may play at the referee's discretion. Goalies may NOT wear hard casts of any sort, covered or not.

### GAME STATUS:

- (1) Referees – Ref fees will be paid by the teams for the Group Stage and the Semi-final Round. Ref fees will be paid by the Committee for the Finals.

- (2) Abandoned/Terminated Game – The winner (if any) of an abandoned or terminated game shall be determined as per league policy. A referee cannot declare a forfeit.

- (3) Unplayable – If the ref declares the field unplayable prior to the start of the game, the full fee must still be paid by the Home Team.

- (4) Weather – If after a match starts, the referee terminates the match for weather or any other reason, the game will be reviewed by the Cup Committee before it is determined to be official.

### GAME DAY:

- (1) Team Size - The minimum number of players to commence OR continue play is seven (7) for an 11v11 team, six (6) for a 9v9 team and five (5) for a 7v7 team to commence play. If a team has less than the minimum required number of players, the game cannot be played and will be recorded as a forfeit.

- (2) Home Team - The team designated as the Home Team is responsible for:
  - (a) If only one referee, up to two (2) volunteers to assist the referee on the sidelines if requested
  - (b) Goal nets (secured), corner flags & properly sized and anchored goal posts (7'x21' or 6.5'x18.5' for small sided games and 8'x24' for 11v11)
  - (c) Correct lining of the field including spectator & team lines, parallel to and a different color from the touch line and 10 feet from it, and a build-out line where appropriate.
  - (d) Proper sized game ball, properly inflated
  - (e) Changing jerseys in the event of duplication of colors.
  - (f) Half of the referee's fees. The other half is to be paid by the visiting team. If the Visiting team fails to show, the Home team will pay the full fee and be reimbursed by the Cup Committee. There is NO single game fee.

- (3) Forfeit Time - Forfeit time will be fifteen (15) minutes after the scheduled starting time of the game. The team that is present needs only to present their passes and be inspected. It is not

necessary to kick off, score a goal, etc. Forfeits are recorded as a 1-0 loss by the forfeiting team.

- (4) Pre-Game - The coach of each team will present the game fees, coaches' passes, the player passes and Cup game day roster (GDR), which shall include the coaches and players' names, pass numbers and uniform numbers to the referee PRIOR to the start of the game. The GDR must be properly completed by each team. If a team is unable to produce the GDR or player passes by game time, the game shall not be played and the offending team shall receive a 1-0 loss in the standings. Ref fees shall be paid in full by the offending team and that team may be subject to further disciplinary action by the league.
  - (5) Valid Pass - If at any time prior to the completion of the game a team does not have a carded coach available, the game must be abandoned and the game may be declared a forfeit by the Cup Committee. Opposing coaches have the right to inspect and challenge the eligibility of a player/the validity of the pass, and may request the referee to retain the pass. At the discretion of the coach, the player challenged may participate in the game; however, if the player is found ineligible or the player's pass invalid, the game will be forfeited.
  - (6) Location - Both teams (players and all coaches) shall occupy the same side of the field. All spectators shall be on the opposite side of the field from the teams. Cup officials and monitors may be present anywhere at the game site except on the field of play. No more than four (4) carded coaches and/or trainers per team are permitted on the players' sideline during a game. Teams are restricted to an area 20 yards from the halfway line (15 yds for U10-U12 fields) on their own half of the field. This area must be clearly marked. Field and goal sizes MUST be in conformance with league guidelines.
  - (7) Substitutions - ALL MATCHES - Unlimited substitutions on ANY stoppage of play at the referee's discretion.
- When a player is sent off the field by the ref with a red card, the ref shall: (1) allow no substitution, except that a GK that is removed may be replaced and another field player removed so that the team is playing short by the number of players sent off, (2) note the cause on the game card, and (3) inform the Cup Committee. During a stoppage of play to remove a carded player from the field, no other substitutions are permitted, except as provided above.
- (8) U10 Punting - There is NO punting in U10 games! When the GK has possession, either during play or for a goal kick, the opposing team must move out beyond the build-out line and may not cross that line until the GK puts the ball in play or for goal kicks that the ball crosses outside of the penalty area. "In play" occurs when the ball leaves the GK's possession.
  - (9) U11-12 Punting - Under 9v9 rules, an indirect free kick is awarded to the opposing team at the CENTER SPOT on the halfway line if the GK punts or drop-kicks the ball from his/her penalty area and it lands in the air in the opponents' penalty area. If the ball goes directly into the goal or bounces into the goal in violation of this rule, no goal is awarded and the ball is returned for an indirect kick as above.
  - (10) Injuries - Coaches shall inform the referee of all game related injuries to be reported on the referee's game card.
  - (11) Sanctions - Players, coaches and team and/or club officials are subject to disciplinary action by the officiating referee(s) during or

following a Cup sanctioned game in the form of a poor conduct rating, yellow or red card, or removal from the game and/or field in accordance with league rules. Further sanctions, if any, will be assessed by the Cup Committee.

- (12) Roster Limits - U10 game day rosters are limited to 14 players, U11-U12 to 16 players and U13 and above to 18 players. Cup rosters submitted during the Fall season must be used throughout the competition. Players added to the team during the seasonal year after the date of the first scheduled Cup game may not be used in Cup matches. Players on the Cup roster but removed from the league roster during the seasonal year who remain in the team's player pool are still eligible to participate with that team.
- (13) Lightning/Thunder Policy - All coaches should bring a copy to ALL games. Under no circumstances may a game be permitted to resume for thirty (30) minutes after the last observed event.
- (14) U11 and below Heading - U11 and below teams may not intentionally head balls in games. Intentional heading a ball during a game will result in an indirect kick being awarded to the opponent from the point of the infraction. U12 and above teams may head balls without restriction. U11 and below players playing up on U12 and above teams are not permitted to head balls during a game.
- (15) Concussion Protocol - If a player is suspected to have a head injury, the referee must stop play to allow for treatment or evaluation. A player with a suspected head injury may NOT return to the game unless a medical doctor clears the player following appropriate guidelines. If a coach or parent insists on returning the player to the field without such clearance, the referee will signal the end of the game.
- (16) Club Pass Players - Are NOT PERMITTED in any Cup match!

#### **MERCY RULE:**

In the spirit of sportsmanship, coaches are discouraged from ever letting the goal differential (GD) become greater than 6. When the GD becomes 6 the leading coach shall be alerted to the score by the referee. If a goal is scored bringing the GD greater than 6 the game shall be temporarily halted. The final score shall be officially recorded as it was with a 6-point goal differential. The losing coach will be offered the opportunity to end the game immediately or continue play. If the coach chooses to end the game, the match may not continue and is immediately terminated. If the choice is to continue the game, any goals from this point forward from either team will not be attributed to the final score, and the goal differential restrictions removed. There will be no sanctions levied for a GD greater than 6. The losing coach will be given the opportunity by the referee to terminate the match after each subsequent goal.

#### **TIE BREAKER:**

Matches during the Group Stage may end in a tie and do not require extra time or kicks from the mark. During the Semi Final and Final rounds, the game must have a winner and in the event of a tie at the end of full time the following applies. Two (2), five-minute extra time periods will be played in their entirety, regardless of score (NO GOLDEN GOAL). If the teams are still tied after extra time, KFTM will take place. FIFA rules regarding KFTM shall apply.