

ASSA SCHOLASTIC CUP 2008

Rules and Regulations

Team Responsibilities

1. Be at your game ready to play 20 minutes before game time.
2. First team listed is the home team.
3. Home team is to change jersey if there is a color conflict.
4. No alcoholic beverage is to be consumed at any soccer complex.
5. The referee game card is to be official document and constitutes the official record of the game. It is the coach's responsibility to verify that the score reported is correct.
6. Bench area **MUST BE** cleaned before leaving the area.
7. Spectators must be on the opposite side of the field as the playing team and the coach.
8. Coaches are responsible for the behavior and actions of persons from their team.
9. Good sportsmanship will be expected from all coaches, players and spectators.
10. A team representative is responsible for securing the player/coach passes from the referee after termination of the match.

Protests

The referee's decision concerning all aspects of the game, including the laws of the game is final. Protests will be allowed for challenges to player eligibility and data of competition. Any protest must be filed with the field marshal within one hour of the match's competition. A \$100 filing fee is required. It will be returned if the protest is upheld. The protest must be in writing.

Cautions and Send-Offs

Any player or coach that is sent off will be ineligible to participate in his/her next tournament game. The player or coach will also have their player card pulled and not returned to them until after the team's next match. The tournament committee, based upon the referee's game report, may impose additional disciplinary action. An accumulation of three yellow cards by any player during the course of the tournament will cause the player to be ineligible to participate in their next tournament game.

Forfeits

If a team forfeits a match, all of their games played or to be played will be declared a forfeit. Forfeited games will be declared three (3) goals scored and zero (0) goals resulting in an automatic score of three points for the team forfeited against. Failure to report at the tournament or cancellation after acceptance will result in the forfeiture of the entry fee. If a team withdraws from the tournament within 48 hours of the tournament or forfeits a match during the tournament, the team's association will be fined \$500.

Termination of the Game

The tournament committee reserves the right to end the tournament, shorten or reschedule games in the event of inclement weather. If, due to inclement weather, a match is halted after the first half ends, the score stands. Winners will be determined under the point system described below.

Rules of Competition

Except as otherwise provided, FIFA laws of the game and USYSA modified rules apply to all competitions.

Player's Equipment

No player shall wear anything that is dangerous to himself/herself or any other player, including but not limited to, jewelry of any kind, hard medical cast, or splints. Shinguards are mandatory and must be age appropriate.

Round Robin Divisions

There is no final in these divisions. The team with the most points after the round robin/double round robin is the winner.

Standings

Teams will be awarded the following points:

- Three (3) for a win
- One (1) for a tie
- Zero (0) for a loss

In the case of ties in points, standings will be determined by:

1. Winner of head-to-head competition
2. Goal differential (goals scored minus goals allowed, up to three (3) goals maximum per game)
Example: A 6 - 4 win = 2 + points for the winner, -2 for the loser
A 10 - 7 win = 3 + points for the winner, -3 for the loser
A 10 - 1 win = 3+ points for the winner, -3 for the loser
3. Fewest goals allowed.
4. FIFA kicks from the penalty mark.
 - a. If three or more teams are tied through fewest goals allowed, the tournament director shall randomly draw the pairings for the FIFA kicks from the mark. The last team name drawn in the odd numbered situations will receive a bye in the first round of FIFA kicks and will then compete in the second round of FIFA kicks.

Player Pass

Each player and all coaches (Maximum of 4) on the player side of the field must possess a laminated ASSA player pass. Passes will be given to the referee or assistant referee prior to the start of the game and returned at the end of the game.

Substitutions

Substitutions shall be unlimited and made with the consent of the referee at the following times:

1. Prior to a throw-in by the team in possession.
2. Prior to a goal kick by either team.
3. After a goal by either team.
4. After an injury by either team (1 for 1)
5. At the beginning of each half.
6. For players receiving a yellow card.

Length of Game, Overtime Periods, Ball Sizes

Game length = 2 x 35 minutes; 2 x 10 minute overtime periods; ball size is 5.

Overtime will only be used in semi-finals and finals. Preliminary games can end in a tie. Should a tie occur in the semi-finals or finals then the game shall go into overtime and the golden goal rule shall apply. If still tied after the completed overtime periods, FIFA kicks from the penalty mark shall be used to determine the winner.

I have read, and agree to abide by, the rules and regulations for the 2008 ASSA Scholastic Cup.

Team Name: _____ Date: _____

Coach's Name: _____ Signature: _____

Manager's Name: _____ Signature: _____