



South Carolina Amateur Soccer Association (SCASA)

STATE CUP 2010 March 28th 2010

The official SCASA State Championship Tournament

SCASA is the SC member of the US Adult Soccer Association (USASA) and the US Soccer Federation (USSF)

Format and Registration Details - 11v11

The SCASA 2010 State Cup will be held on a single day – Sunday, March 28th 2010.

The format shall be as follows:

DIVISIONS: The following divisions shall be offered:

- Men's D-1
- Men's D-2
- Men's D-3

Each division will be limited to 4 teams.

Registration will be on a “first-come / first served” basis with only one team per League being guaranteed entrance to the 2010 State Cup. After the first team from a League registers, subsequent entries from the same League shall be put on a waiting list in the order in which their completed registration was received. Based on total number of registrations The Tournament Committee may elect to expand registration and increase the number of entries in each division.

Teams must enter in the division they regularly play in during their respective league play. The Tournament Committee reserves the right to assign teams to the division they believe the team would be most competitive in.

REGISTRATION DETAILS:

- 1) **Date:** The 2010 State Cup shall be played on Sunday March 28th 2010. An alternate date on April 24th is set in the event of inclement weather.
- 2) **Venue:** Crooked Creek Park, Chapin and Seven Oaks Park, Columbia.
- 3) **Entry Fee:** The cost to enter is \$150.00, and this due at the time of registration.
- 4) **Bond:** A \$250 bond must be posted at the time of registration. The bond check will only be cashed in the event that the team forfeits its bond either by no-show to their scheduled game, withdrawal from the State Cup after acceptance to the tournament, or any other disciplinary action set by the Tournament Committee.
- 5) **Deadline:** The deadline for registration is March 1st 2010 (entries must be postmarked by this date).
- 6) **Registration:** To register a team must submit (by mail postmarked by the deadline to Danielle St. Marie at the address provided at the end of this document) :

- The completed registration form
 - The \$150 entry fee
 - The \$250 bond fee
 - A preliminary roster
- 7) **Roster Freeze Date:** The roster freeze date is Sunday, March 21st 2010 after which time no further modifications will be permitted to the rosters.
- 8) **Prizes:** The following prizes shall be awarded to participants:
- Division winners: \$200 cash prize
 - 2nd place finish: \$100 cash prize
 - 3rd place finish: \$75 cash prize

FORMAT: The format of the 2010 SC State Cup is outlined below (NOTE: though unlikely, the format may have to be modified based on game day specifics):

- **Divisional Alignment:** Play will be offered in three (3) divisions (1st, 2nd, and 3rd division) each with four (4) teams. Based on total number of registrations The Tournament Committee may elect to expand registration and increase the number of entries in each division.
- **Acceptance to the 2010 State Cup:** Registration will be on a “first-come / first served” basis with only one team per League being guaranteed entrance to the 2010 State Cup. After the first team from a League registers, subsequent entries from the same League shall be put on a waiting list in the order in which their completed registration was received.
- **Playing Format:** The 4 registered teams will be randomly drawn into a semi-final game (note: through the 2010 State Cup acceptance policy described above, every effort will be made to match teams from different leagues in the semi-final games). The two winners shall advance to the Final while the other two teams will play for 3rd place. Play will consist of two 45-minute halves. In event of a tie after regulation; two (15 minute) overtime halves will be played. The 30-minute overtime must be completed in its entirety (i.e. no golden goal rule will prevail). In the event of a tie after the 30-minute overtime, then kicks from the mark will be used to determine a winner. Initially 5 kicks from the mark will be taken by each team (alternating between kicks) to determine a winner. If still tied then single alternating kicks from the mark will be taken until a winner is determined. Only players on the field at the end of the 30-minute overtime period may participate in the kicks from the mark.
- In the event of suspension of a match due to inclement weather, the match shall be considered “complete” if the first half has been played in its entirety. The score shall be recorded at the time of match suspension. In the event of suspension due to inclement weather in the first half then the game shall be rescheduled and shall commence at the time when the game was abandoned (e.g. the 11th minute of the 1st half) with the score as it stood at time of abandonment (e.g. 1-1).

NOTE: the Tournament Committee may elect to revise this rule in the event of inclement weather that lasts long enough to jeopardize the 2010 SC State Cup.

Rules and Procedures 11v11

Below are Rules and Procedures as they pertain to the 11v11 divisions of the 2010 SC State Cup.

State Cup Administration: During the 2010 SC State Cup, the Cup Administration shall be set up at the Registration tent.

RULES: The SC State Cup 11v11 divisions will be played using two 45-minute halves for games with extra time and kicks from the mark as necessary (see Format section for clarification). The FIFA Laws of the Game shall apply to all matches unless otherwise stipulated here. NOTE: the Tournament Committee reserves the right to modify the length of the games and format due to weather, field conditions, etc.

- 1) **Substitutions:** Unlimited substitutions in each game. Same player may return to the field if they have been substituted. A team may substitute a player at the following times:
 - during a goal kick or at re-start after a goal by either team;
 - at half time;
 - during a throw-in when that team in possession of the ball;
 - in the event of an injury.

In each case (except for half time) the team must obtain the referees permission prior to substitution, and must enter/leave the field at the center line.

- 2) **Uniforms:** As a minimum, every team must have matching jerseys with screened numbers on them. Matching socks and shorts are encouraged, but not required. Goalkeepers must wear distinct colors.
- 3) **Grace Period:** A team must have 7 players in order to start or end a game. A grace period of 15 minutes is given to teams that have less than 7 players at the scheduled kick-off time. If a team does not have the minimum 7 players within this time the game shall be ruled a forfeit. Once a team has 7 players present (within the 15 minute grace period) the game must start.
- 4) **Late Start:** The Tournament Committee in consultation with the referee may either shorten a half and/or the half-time break to accommodate for late starts. The referee will advise the team captains as to time changes prior to the start of the game. Independent of the formula used no half may be less than 35 minutes.
- 5) **Dual Registration:** Dual registration is not permitted – i.e. a player may play in only one (1) division and on one 11v11 team.

ROSTERS/PLAYER CARDS: Each team can carry up to 22 players. Up to 5 guest players may be added of which only 2 may be from a higher division. Any new players must be properly registered with SCASA and then they may also be added to the roster. A guest player is defined as a player who is a registered player on another South Carolina team that plays in one of the SCASA-sanctioned leagues.

For SCASA-affiliated leagues that do not offer 11v11 Men's divisions the guest player limit shall be amended to be "up to 10 guest players of which only 2 may be from a higher division".

All players must be properly registered with SCASA and they must have a valid 2009-2010 Player Card (i.e. with a completed blue SCASA validation sticker), which is completely filled in and laminated. The card must at least include a picture, player's signature, and team name.

GAME DAY PROCEDURES: The following are the game-day procedures:

- 1) For your first game, show up at the field at least 45 minutes before scheduled game time and immediately have each player check in at the registration tent. Every player must check in individually before they play.
- 2) For subsequent games show up at the field at least 30 minutes before the scheduled game time.
- 3) Upon arrival at the field check-in with the Referee and present to the Referee the State Cup-validated Team Rosters prior to each game.
- 4) Prior to kick-off, give every player his/her card. They in turn show it to the Referee/ AR before the start of the game.
- 5) Players who arrive after the start of play must present their player cards to the AR prior to entering the match.
- 6) No player may play without a card, and cards WILL BE CHECKED at every game.
- 7) The Referee will keep all player cards during the game and will return them to the Team Rep / Captain after the game. After the game the Team Rep / Captain must make a point to get with the Referee to collect their team's player cards.
- 8) If a player is ejected during the game the Referee will keep the ejected player's card and shall turn the card as well as an incident report to the State Cup Administration.
- 9) If a team uses/plays or attempts (i.e. "attempts to deceive") to use/play a non-rostered or non-registered player or a player without a card then the game will be awarded as a forfeit to the opposing team, and the Team Rep. / Captain will be suspended for the remainder of the State Cup and the team shall forfeit its Team Bond. Additional sanctions may be imposed by SCASA for such actions. The referee, AR, or an opposing team player may at any time during or after the game determine if a player without a card or a non-rostered player played. This challenge must be made to the Referee and State Cup Administration who will document the case and enforce the above action as necessary.

RED CARDS/SUSPENSIONS: A player issued a red card (either a straight red or two yellows in the same game) will serve a minimum 1 game suspension. Suspensions (based on degree/nature of the offense) will range from 1 game to life-time (NOTE: all life-time and other long-term suspensions are reported to the USSF and USASA, and these are enforced by all leagues and states).

Anyone ejected from a match must leave the field area, and may be asked to leave the facility.

If a player is ejected during the game the Referee will keep the ejected player's card and send it with a game report to the State Cup Administration.

The State Cup Disciplinary Committee will convene to assess the suspension and will notify the Team Rep /Captain on the length of the suspension. As always the player receiving the red card has the right to appeal. The appeal must be made in writing to the State Cup Administration.

Suspended player cards will be returned to the Team Rep / Captain after the player has served his/her suspension and the fine (if applicable) has been received by SCASA. NOTE: that on a “straight red card” a fine may be imposed based on the nature of the offense.

Any player receiving two straight red cards will be suspended for the rest of the State Cup.

If a straight red or double yellow is given during the last match that a team plays in during the 2009 SC State Cup, thus rendering impossible to serve the suspension, the player will serve out his/her suspension in his/her home league as stated in local procedures.

Fighting is a minimum three game suspension.

Any player found guilty by the Disciplinary Committee of “Referee Abuse” will receive a minimum three game suspension.

Any player found guilty by the Disciplinary Committee of “Referee Assault”: will receive a minimum 3-month suspension.

For any red cards issued, injuries, or roster irregularities as described under “Game Day Procedures, item number 9” above, the referee shall handwrite a report directly following the match and turn it in at the administration tent along with the player’s pass.

INJURIES: In the event of an injury to a player on your team, please make sure that the Referee records this. This will facilitate potential insurance claims. A First Aid station will be available at the Tournament Organization/Registration tent.

FORFEITS: If a team forfeits a game then it shall be penalized the full amount of its Team Bond.

MISCONDUCT TOWARDS SCASA OFFICIALS, SCASA ADMINISTRATOR, AND GAME OFFICIALS: The SCASA stresses that misconduct by players and spectators towards SCASA Officials, including SCASA Board members and Officers, the SCASA Administrator, and Game Officials (i.e. referees) shall not be tolerated. SCASA has adopted a policy for such misconduct that shall be enforced during the 2010 SC State Cup.

Please direct any questions to:

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