

ALABAMA DIVISION I STATE CUP
TOURNAMENT MANUAL

U14-U18

November 2-4, 2007

Finals November 9-11, 2007

U13 Prelimanaries

May 9-11, 2007

U13-Finals

May 16-18, 2007

August 1, 2007

ALABAMA YOUTH SOCCER ASSOCIATION
DIVISION I STATE CUP TOURNAMENT MANUAL

- PURPOSE:** This manual documents the methods, procedures, and guidelines used to stage the Division I State Cup Games. This annual tournament decides which teams are state champions and will represent Alabama in the USYSA Regional III United States Youth National Champions. In order to continue to improve the games, this manual may be updated by the Tournament Committee and redistributed.
- SCOPE:** This manual is applicable to the annual U19, U18, U17, U16, U15, U14 girls and boys Division I State Cups. These competitions will be held at the end of the Fall season while the U13 age will be held at the end of the Spring season. Dates, times, and the locations of the State Cup will be set by the ASA Board of Directors.
- APPLICABLE DOCUMENTS:** FIFA "Laws of the Game" as amended annually
USYSA/USSF Official Administrative Rulebook as amended annually
ASA Constitution and By-Laws
ASA Meeting Minutes
ASA Annual Calendar
ASA Policy and Procedures
ASA State League Guidelines
ASA Small-Sided Games Manual
AYSA Rules & Regulations
- FEES:** Prior to league play, the ASA Board of Directors sets fees for the bond and tournament entry fees.
- PERFORMANCE BOND:** Each team participating in the State Cup must post a \$400.00 performance bond upon entering the team in the AYSA state league. This performance bond shall be in the form of a check must be made payable to AYSA with the name of the team placed on the check. A club may submit one check for any or all of its teams participating. The bond will be returned to the team/club in accordance with State League Guidelines. In all cases, the performance bond will be held until the conclusion of the State Cup. (A separate State Cup entry fee will be required.)
- A team's performance bond will be forfeited by:
- A team's failure to be ready to play at the scheduled time plus grace period of any game.
 - A team's failure to participate in the entire awards ceremony if that team is a participant in the championship game.
 - A team forfeits any match.
 - A team that withdraws from the state cup after the deadline to withdraw as set by the Tournament committee
- If a performance bond is forfeited, then a new performance bond must be posted before the team may continue as a part of the tournament.

Forfeits and failure to appear at the required event shall also be a matter of

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review by the Tournament Committee, which shall have the authority to take such action against the team and coach, as it deems appropriate. Any team or coach that forfeits a game or is not present at a required event may, at the discretion of the ASA Tournament Committee, have additional sanctions levied against it (him/her).

**PLAYER/COACH
PASSES:**

Each player/coach participating in State Cup play must have an official USYSA pass (ID card). The pass shall have a CURRENT photograph of the player/coach permanently attached, the player's/coach's signature, and signature of the State Registrar. Laminated player/coach's passes are required. These will be required at check-in and at each game.

TEAM ROSTERS:

All teams entering State Cup competition must obtain an Official AYSA Roster signed and sealed by the AYSA State Registrar prior to the State Cup Tournament. The Roster will list the team coach, assistant coach, team manager, and all team players. Prior to playing in any competition of the State Cup Tournament, the team coach, assistant coach or team manager will present this Roster to the referee officials.

Rosters are frozen at a date chosen by the ASA Board of Directors. No player may be added or transferred onto a team after the team roster is frozen. No player may play for more than one (1) team in State Cup Games. No player may play in more than one (1) state tournament (Division I State Cup, Governor's Cup, or Division II State Cup). If a player is double rostered, that player must play with his/her primary team. If the player's primary team does not play in a state tournament, the player may play with his/her secondary team. At registration the coach must declare that the player is playing with his/her secondary team, to allow for verification that the primary team is not registered in any of the state tournaments.

At the conclusion of the awards ceremony, each of the State Cup championship team player/coaches will sign the official blue roster required by Region III.

TRANSFER RULE:

A transfer means the movement of a currently or previously rostered player within the seasonal year (August 1-July 31) onto another roster or of a player who returns to the same roster within the current seasonal year. A team shall be limited to a total of five (5) transferred players onto its roster per seasonal year. The board will set a deadline for submitting transfers each year.

A competitive player is obligated to his/her competitive team for the soccer year from the time he/she signs a contract (registration form) until the end of the soccer year (August 1-July 31), and any release to transfer to another AYSA competitive team will be allowed only as stated in the AYSA Rules & Regulations document.

**PLAYER
EQUIPMENT:**

All players, including the goalkeeper, must wear shin guards during the entirety 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 sole judge of whether player equipment, casts or

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protective or other assistant 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 tournament, 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 within two (2) hours after the match is completed.

TEAM ELIGIBILITY: To be eligible for AYSA Division I State Cup play, a team must be comprised of properly registered and rostered youth players and the Team and its Affiliated Organization be in good standing with ASA. The team must be registered in or compete in Division I of the AYSA State League. The team must compete against three different teams participating in the league. The team must demonstrate continuity on its roster between league games by maintaining a minimum of nine (9) players common to the roster of the above-mentioned games. State Select Teams may not compete. Teams participating in the RIII Premier League automatically qualify for State Cup, as this is a sanctioned league by Region III.

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**STATE CUP
PAIRINGS:**

Teams from each age bracket qualify by playing Region III or State League play. The format will be as follows:

Two Team age group: These two teams will play each other in the finals.

Three Team age group: The second and third seed will play each other in the semi-finals. The winner will play the first seed in the finals.

Four Team age group: The first seed will play the fourth seed and the second seed will play the third seed in the semi-finals. The winners will play each other in the finals.

Groups that have four or less teams will not participate in the Division I preliminary weekend games, but will play only on the Final Four Weekend.

Five Team age group: These teams will play a five team round robin. The four teams with the highest point totals will advance to the semi-finals where the team with the highest point total will play the team with the fourth highest point total and the team with second highest point total will play the team having the third highest point total. The winners of each semi-final match will play each other in the championship game.

Six Team age group: These teams will be placed into two, three team pools (Pool A consisting of seeds 1, 4, and 5 & Pool B consisting of seeds 2, 3, and 6). Each bracket will play a three team round robin. The top two teams in each pool will advance to the semi-final games with the team with the highest point total playing team with the fourth highest point total and the team with the second highest point total playing the team with the third highest point total. The winners of each of these semi-finals will play each other in the championship game.

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**STATE CUP
PAIRINGS:
(CONT.)**

- Seven Team age group:** The teams seeded sixth and seventh will be notified of their status. At that time they will have an option to either play an 8:00pm Friday night game or withdraw from the tournament. This game would take place the Friday night of the tournament. The first team to respond with their intention to withdraw will be given a complete refund while the other team will be required to play their games. If both teams decide to play each other in the Friday night game the loser will go home with NO REFUND and the winner will go to play in the tournament.
- Eight Team age group:** Teams will be placed in two pools of four teams (Pool A consisting of seeds 1, 4, 5, & 8 and Pool B consisting of seeds 2, 3, 6, & 7) and each pool will play a four team round robin. The top two teams in each pool will advance to the semi-final games with the team having the highest point total playing the team with the fourth highest point total and the team with the second highest point total playing the team with the third highest point total. The winners of each of these semi-finals will play each other in the championship game.
- Nine Team age group:** Teams will be placed in three pools of three teams (Pool A consisting of seeds 1, 6, & 7, Pool B consisting of seeds 2, 5, & 8, and Pool C consisting of seeds 3, 4, & 9) and each pool will play a three team round robin. The winner of each pool and one wildcard team will advance to the semi-final games with the team having the highest point total playing the team with the fourth highest point total and the team with the second highest point total playing the team with the third highest point total. The winners of each of these semi-finals will play each other in the championship game.
- TEN TEAM age group:** These teams will be placed into two, five team pools. These pools will each play a five team round robin. The top two teams in each pool will advance to the semi-final games with the team having the highest point total playing the team with the fourth highest point total and the team with the second highest point total playing the team with the third highest point total. The winners of each of these semi-finals will play each other in the championship game.

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ELEVEN team age group: The teams seeded tenth and eleventh will be notified of their status. At that time they will have an option to either play an 8:00pm Friday night game or withdraw from the tournament. This game would take place the Friday night of the tournament. The first team to respond with their intention to withdraw will be given a complete refund while the other team will be required to play their games. If both teams decide to play each other in the Friday night game the loser will go home with NO REFUND and the winner will go to play in the tournament.

TWELVE team age group: These teams will be placed in four, three team pools. Each pool will play a three team round robin. The winner of each pool will advance to the semi-final games with the team having the highest point total playing the team with the fourth highest point total and the team with the second highest point total playing the team with the third highest point total. The winners of each of these semi-finals will play each other in the championship game

THIRTEEN team age group: The teams seeded twelfth and thirteenth will be notified of their status. At that time they will have an option to either play an 8:00pm Friday night game or withdraw from the tournament. This game would take place the Friday night of the tournament. The first team to respond with their intention to withdraw will be given a complete refund while the other team will be required to play their games. If both teams decide to play each other in the Friday night game the loser will go home with NO REFUND and the winner will go to play in the tournament.

FOURTEEN team age group: These teams will be placed in two, three team pools and two, four team pools. Each three team pool will play a three team round robin and each four team pool will play a four team round robin. The winner of each pool will advance to the semi-final games with the team having the highest point total playing the team with the fourth highest

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point total and the team with the second highest point total playing the team with the third highest point total. The winners of each of these semi-finals will play each other in the championship game

FIFTEEN team age group: These teams will be placed into three, five team pools. These pools will each play a five team round robin. The winner of each pool and one wildcard will advance to the semi-final games with the team having the highest point total playing the team with the fourth highest point total and the team with the second highest point total playing the team with the third highest point total. The winners of each of these semi-finals will play each other in the championship game.

SIXTEEN team age group: These teams will be placed in four, four team pools. Each of these four pools will play a four team round robin. The winner of each pool will advance to the semi-final games with the team having the highest point total playing the team with the fourth highest point total and the team with the second highest point total playing the team with the third highest point total. The winners of each of these semi-finals will play each other in the championship game

**TIE BREAKING
PROCEDURE:**

- I. Goal differential, with a maximum differential of 3 goals per game (i.e., in each game, goals scored minus goals allowed).
- II. Fewest total goals allowed in all games.
- III. Kicks from the penalty mark per FIFA rules.

**DETERMINATION
OF SEMI-FINAL
WINNERS:**

Semi-final matches shall be played to a conclusion, including two full overtime periods if necessary. There is no "GOLDEN RULE". Should semi-final matches remain tied at the conclusion of the second overtime, the winner shall be determined by penalty kicks using FIFA guidelines.

**DETERMINATION
OF
CHAMPIONSHIP
WINNERS:**

Championship matches that are tied at the end of regulation play shall be extended to include two full overtime periods. There is no "GOLDEN RULE". Should the match remain tied at the conclusion of the second overtime, the winner will be determined by penalty kicks using FIFA guidelines.

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- DECORUM:** Coaches are responsible for the behavior of all players, coaches, parents, and spectators associated with their team. Both teams will populate the same side of the field while all parents and spectators will populate the opposite side of the field. Players coaches, parents, and spectators will remain away from the goal lines. As per FIFA requirements, there shall be no coaching from the sidelines.
- DETERMINATION OF STANDINGS:** During regular play, teams will be awarded game points as follows:
- Three (3) points for a win.
 - One (1) point for a tie.
 - Zero (0) points for a loss.
- DISMISSALS:** If a player is dismissed from any match, the player's 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 shall not be permitted to play in the remainder of the current match and the entirety of the team's next match. This penalty may be increased at the discretion of the Tournament Committee. The Tournament Committee shall notify the player's club of the ejection. Should the red card suspension not be able to be served in the tournament the suspension will be carried over to the next national cup competition (State Cup/Regional). The player's pass shall be returned to the player's coach/manager following the disciplinary period. If a coach is asked to leave any match, he/she will not be allowed to be present for the remainder of that match, and his/her team's next scheduled match. This penalty may also be increased at the discretion of the Tournament Committee.
- FORFEITS:** A team that forfeits any game in a round robin shall have the scores of that game recorded as a 0-3 loss, thereby awarding the other team a 3-0 win over the forfeiting team. Any team, which forfeits a match during the Division I State Cup games will be ineligible to advance to the semi-finals or finals or receive any awards, and will forfeit their performance bond.
- GAME BALLS:** Game balls provided by tournament 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 U14- U19 matches.
- GRACE PERIODS:** Teams not ready to play within 10 minutes after the scheduled starting time of any match shall forfeit the match. Any team 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.
- 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.
- LENGTH OF MATCHES AND OVERTIME**
- | | |
|------------|--|
| U19 | Two 45 minute halves, two 10 minute overtimes, if applicable |
| U18 | Two 45 minute halves, two 10 minute overtimes, if applicable |
| U17 | Two 45 minute halves, two 10 minute overtimes, if applicable |

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PERIODS:

U16	Two 40 minute halves, two 10 minute overtimes, if applicable
U15	Two 40 minute halves, two 10 minute overtimes, if applicable
U14	Two 35 minute halves, two 5 minute overtimes, if applicable
U13	Two 35 minute halves, two 5 minute overtimes, if applicable

In regular play, the score at the end of regulation time shall stand, unless otherwise noted. In semi-final and championship matches, two full overtime periods shall both be played as described in this manual. There is no "GOLDEN RULE".

If the referee abandons a match 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 or spectators, 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.

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 the 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) be lodged verbally with the referee and the opposing coach at the game site before entering the field of play or before leaving the game site, and (2) be filed in writing by submitting a protest form, with the Tournament Committee and include a protest fee in the amount of \$200.00 (cash, cashier's check, or money order only (which must include a description of the grounds on which the protest is lodged and all supporting documentation).

The Tournament Committee or its designee must receive all protests within two (2) hours of the completion of the game being protested.

**PROTESTS
(CONT'D)**

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 bonafide member of one of the teams concerned (coach or assistant coach as specified on a team's ASA roster).

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

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

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RED CARDS ARE NOT PROTESTABLE OR APPEALABLE

The protest fee paid will be refunded in its entirety if the protest or appeal is upheld.

RULES OF COMPETITION:

All State Cup matches will be conducted in accordance with FIFA "Laws of the Game" consistent with the additional requirements of the USYSA National Championship Rules (current Revision), and any ASA Policy and Procedures.

SUBSTITUTIONS:

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

- 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 or overtime periods.

UNIFORMS:

All teams shall wear matching uniforms consisting of jersey, shorts, shinguards and socks. 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 shinguards and all shirts must remain tucked in for the duration of all matches.

No jewelry of any type may be worn during a match under any circumstances. The only exceptions being medical alert or religious jewelry which must be taped to the body.

AWARDS:

Awards will be presented after each championship game. The location of the awards ceremony will be set prior to the tournament. Failure to participate in this ceremony will result in a forfeit of your performance bond.

Awards will be presented as follows:

- | | |
|---------------------------------|--|
| • One team divisions | No awards |
| • Two team divisions | 1 st & 2 nd place awards |
| • Four team divisions and above | 1 st & 2 nd place awards |