
ALABAMA SOCCER ASSOCIATION
GOVERNOR'S CUP TOURNAMENT MANUAL

PURPOSE: This manual documents the methods, procedures, and guidelines used to stage the Governor's Cup Games. This annual tournament decides which teams are state 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 U9-U19 girls and boys Governor's Cup. These competitions will be held once a year. Dates, times, and the locations of the Chevy Governor's Cup will be set by the ASA Board of Directors.

AVAILABLE 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

FEES: Prior to league play, the ASA Board of Directors sets the tournament entry fees.

PERFORMANCE BOND:

Each team entering the Governors Cup tournament will post a bond set by the ASA Board of Directors. This performance bond check must accompany your tournament entry fee and application. The 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 held until the conclusion of the tournament.

A team's performance bond will be forfeited by:

- A team's failure to be ready to play at the scheduled time
- 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 withdraws from the Governor Cup after the deadline 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 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 tournament committee have additional sanctions levied against it.

PLAYER/COACH PASS:

Each player/coach participating in the Governor's 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 signature, and signature of the State Registrar or his/her designee and be laminated. These cards will be required at the check-in and at each game.

TEAM ROSTERS: All teams entering Governor's Cup competition must obtain and Official ASA roster signed and sealed by the ASA State Registrar (or Designate) prior to the tournament. The roster will list team coach, assistant coach, team manager, and all team players. Prior to playing in any competition of the Governor's 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 Governor's Cup Games. No player may play in more than one (1) state tournament (Governor's Cup, Division I State 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 tournaments.

There will be NO guest players on a Governor's Cup roster.

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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 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 ASA Governor's 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 as a Division III (Recreation) team or have the approval of the Tournament Committee. The team must demonstrate continuity on its roster following the transfer rule as stated in this manual. **State Select Teams may not compete.**

STATE CUP**PAIRINGS:**

The following pairing arrangements shall be used in Chevy Governor's Cup Play:

**FOUR TEAM
DIVISION:**

These teams will play a four team round robin. The winner and runner-up will be determined by points.

**FIVE TEAM
DIVISION:**

These teams will play a five team round robin. The top team in points is declared the champion.

**SIX TEAM
DIVISION:**

U13 & Older These teams will be placed into two, three team pools. These pools will each play a three team round robin. The first place team in Pool A will play the second place team in Pool B, and the first place in Pool B will play the second place team in Pool A. The winners will then play each other in the Championship game. The two third place teams from pool play will play each other in a consolation game.

U9-U12 A Six team division will be played as round robin. The Top team in points is declared the champion. Length of games will be shortened by 5 minutes each half.

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- SEVEN TEAM DIVISION:** These teams will be placed in two, two team and one, three team brackets (brackets A, B, and C). Teams in bracket A play each other and teams in B play each other. The winner of A plays the loser of B and the winner of B plays the loser of A. C plays a round robin. Based on accumulated points. The winner in each bracket and a wild card advances to the semi-finals. In semi-final play the winner of A plays the wild card and the winner of B plays the winner of C, unless the wild card is from A, then the winner of B plays the wild card and the winner of A plays the winner of C. The winners advance to the finals. The three teams that do not make the semi-finals will play consolation games.
- EIGHT TEAM DIVISION:** These teams will be placed into two, four team brackets. Each bracket will play a four team round robin. The winners of each bracket will play each other for the championship.
- NINE TEAM DIVISION:** These teams will be placed into three, three team brackets. These brackets will each play a three team round robin. The winning team from each bracket and a wild card team will advance to semi-final play. In semi-final play the winner of A plays the wild card and the winner of B plays the winner of C. If the wild card is from A, then the winner of B plays the wild card and the winner of A plays the winner of C. The semi-final winners will play for the championship. The five teams that do not make the semi-finals will play consolation games.
- TEN TEAM DIVISION:** These teams will be placed into two, five team pools. These pools will each play a five team round robin. The winning team from Pool A will play the winning team from Pool B for the championship.
- ELEVEN TEAM DIVISION:** These teams will be placed in two, four team pools and one three team pool. Each four team pool will play a four team round robin and the three team pool will play a three team round robin. The winning team from each pool and a wild card team will advance to semi-final play. In semi-final play the winner of A plays the wild card and the winner of B plays the winner of C. If the wild card is from A, then the winner of B plays the wild card and the winner of A plays the winner of C. The semi-final winners will play for the championship.
- TWELVE TEAM DIVISION:** These teams will be placed in four, three team pools. Each pool will play a three team round robin. The winner of Pool A will play the winner of Pool D and the winner of Pool B will play the

winner of Pool C. The semi-final winners will play for the championship. The second and third place teams in each pool will play consolation games.

**THIRTEEN
TEAM
DIVISION**

These teams will be placed in three, three team pools and one, four team pool. The three team pool will play a three team round robin and the four team pool will play a four team round robin. The winner of Pool A will play the winner of Pool D and the winner of Pool B will play the winner of Pool C. The semi-final winners will play for the championship. The second and third place teams in each three team pool will play consolation games.

**FOURTEEN
TEAM
DIVISION**

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 Pool A will play the winner of Pool D and the winner of Pool B will play the winner of Pool C. The semi-final winners will play for the championship. The second and third place teams in each three team pool will play consolation games.

**FIFTEEN
TEAM
DIVISION**

These teams will be placed in three, four team pools and one, three team pool. The 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 Pool A will play the winner of Pool D and the winner of Pool B will play the winner of Pool C. The semi-final winners will play for the championship. The second place team in Pool D will play the fourth place team in Pool A and the third place team in Pool D will play the fourth place team in Pool B as consolation games.

**SIXTEEN
TEAM
DIVISION**

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 Pool A will play the winner of Pool D and the winner of Pool B will play the winner of Pool C. The semi-final winners will play for the championship.

**DEFINITION
OF DIVISIONS:**

DIVISION III

Teams that are participating in an official ASA league or are registered with ASA and are not playing in a league structure. These are emerging Recreational Teams that are seeking a higher challenge in entering the Governor's Cup.

DIVISION IV

Teams that are registered with ASA as an intramural team competing in an intramural league or are registered with ASA as an intramural team and are not playing in a league structure, and are seeking an opportunity to play in the Chevy Governor's Cup.

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DEFINITION OF DIVISIONS: (cont'd.)	U10 RECREATION	Teams that are playing intramural games or those teams that are in an interclub league that are not playing at the highest competitive level. All-star teams may enter this division only with the permission of the Tournament Committee.
	U10 COMPETITIVE	Teams that were picked through evaluation or trial for the purpose of or to facilitate team registration. This division is open to tournament and all-star teams chosen from their own intramural league that has been picked for this event. All-star teams may not be chosen from interclub leagues (i.e., CASL, EASL, NASL, LASL, etc.).
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 WINNER:		Semi-final matches shall be played to a conclusion, including two full overtime periods, if necessary. There is no "GOLDEN RULE" . Should the semi-final matches remain tied at the conclusion of the second overtime, the winner shall be determined by kicks from the mark, using FIFA guidelines.
DETERMINATION OF CHAMPIONSHIP WINNER:		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 kicks from the mark using FIFA guidelines.
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. Any team running the score up past 8 goals shall be subject to discipline actions by the tournament committee.
DETERMINATION OF STANDINGS:		During regular play, teams will be awarded game points as follows <ul style="list-style-type: none"> • Three (3) points for a win. • One (1) point for a tie. • Zero (0) points for a loss.

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- DISMISSALS:** If a player is dismissed from any match, 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 and league of the ejection. 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.
- EQUAL REST:** All teams are entitled to sufficient and, to the extent practical, equal rest between matches. When scheduling matches the Tournament Committee will do everything possible to provide equal rest.
- FORFEITS:** A team which forfeits any game shall have the scores of that game recorded as a 0-3 loss, thereby awarding the other team a 3-0 wins over the forfeiting team. Any team, which forfeits a match during the Governor's Cup games, will be ineligible to advance or receive any awards.
- 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 U13-U19 matches, size four balls will be used for all U9 – U12 matches.
- GRACE PERIODS:** Teams should be ready to start their matches at the scheduled starting time. There will be no grace period. Any team not ready to play at the scheduled time 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).
- 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.

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**LENGTH OF
MATCHES AND
OVERTIME PERIODS:**

U19	Two 40 min. halves, two 10 min. overtimes, if applicable
U18	Two 40 min. halves, two 10 min. overtimes, if applicable
U17	Two 40 min. halves, two 10 min. overtimes, if applicable
U16	Two 35 min. halves, two 10 min. overtimes, if applicable
U15	Two 35 min. halves, two 10 min. overtimes, if applicable
U14	Two 30 min. halves, two 5 min. overtimes, if applicable
U13	Two 30 min. halves, two 5 min. overtimes, if applicable
U12	Two 25 min. halves, two 5 min. overtimes, if applicable
U11	Two 25 min. halves, two 5 min. overtimes, if applicable
U10	Two 25 min. halves, two 5 min. overtimes, if applicable
U9	Two 25 min. halves, two 5 min. 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 overtime periods shall both be played as described in this manual. **There is no "GOLDEN RULE"**

If a match is abandoned by the referee for any reason not related to the performance of a team, the match shall be determined at the discretion of the Tournament Committee, which may include the replaying of the match in its entirety, replaying only the portion not previously played, or letting the score stand as indicated at the conclusion of play. When making this decision, the Tournament Committee shall take into consideration the reason for the abandonment, the playing conditions, availability of referees, and any other elements that the Committee may deem pertinent. 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**)).

All protests must be received by the Tournament Committee or its designee within **two (2) hours** of the completion of the game being protested.

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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 bona fide member of one of the teams concerned (coach or assistant coach as specified on a team's ASA roster). Pleas 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 PROTESTS. RED CARDS ARE NOT PROTESTABLE NOR APPEALABLE.**

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

**RULES OF
COMPETITION:**

All Governors Cup matches will be conducted in accordance with any ASApolicy and procedure

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 and shin guards. 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 remain tucked in for the duration of all matches. No jewelry, except medical alert and religious (these must be taped) may be worn during a match. **THERE WILL BE NO OTHER EXCEPTIONS.**

WILD CARDS:

The wild card team will be determined by game points earned during bracket play. In the event there is a tie for the Wild Card spot the Tie Breaking Procedure will be used.

AWARDS:

Awards will be presented after each championship game. For all divisions both 1st and 2nd place awards will be presented. **The location of the wards ceremony**

will be set prior to the tournament. Failure to participate in this ceremony will result in a forfeiture of your performance bond.