



**DELAWARE YOUTH SOCCER ASSOCIATION  
FIRST STATE CUP  
RULES GOVERNING PLAY FOR BOYS AND GIRLS  
(Last updated 01/2012)**

**I. REGISTRATION**

**A. Only teams registered with DYSA shall participate in the First State Cup. Teams must be registered by April 1st,\* of the competition year, in order to be eligible to play. Teams must or are participating in a USYSA league of at least four (4) teams in the same division during the current seasonal year; thus, "select" teams are not allowed to enter. Only teams registered in Delaware and with 50% of their players being residents of Delaware (college students qualify if they live in Delaware) may enter.**

**\* March 15 for GU15, GU16, GU17, & GU18**

**B. Registrations will be accepted in the U19, U18, U17, U16, U15, U14, U13 and U12 age groups.**

**C. The registration deadline is April 15th, \* of each competition year. Registrations will be accepted after this date only under extraordinary circumstances, as determined by the Cup Committee.**

**\* March 15 for GU15, GU16, GU17 & GU18**

**Teams will be given a (5) Five day extension period to register for the State Cup for an additional \$500 late fee. Teams registering after March or April 15th may still register until March 20 and April 20th. The fee to register late is \$500.00. Confirmations postmarked after the March 15 and April 15 dates will also be subject to the \$500.00 fine.**

**D. A registered team may withdraw from the Cup and receive a refund of the registration fee until the registration deadline. A withdraw after this date shall be considered a forfeit, and the registration fee shall not be refunded.**

**E. All teams entering the First State Cup do so with the understanding that they accept the responsibility of representing Delaware at the Region I and National Competitions, should they be crowned Delaware State Champions, or runner-ups, and advance. Such teams may withdraw from the Region I championships without penalty up to 90 days prior to the start of regional play by notifying DYSA in writing. All teams that withdraw from the Region I Championships less than 90 days prior to the start of regional play will be subject to a fine of \$1,500.00.**

**F. Teams attending the Region I Championships will be subject to a fine of \$500.00 per game for any unreasonable forfeits, as determined by the Region I Championship Committee.**

**G. The Club of the team attending the region I Championships will be responsible for any fine(s) their team(s) may incur as a result of the tournament. The Club will forward the fine(s) to the DYSA, who will forward them to the Region I Championship Committee.**

**H. Any Club that does not pay the fine(s) of their teams by September 1, of the competition year, will be considered not in good standing with DYSA and its teams will not be permitted to play in any future DYSA sanctioned events until the fines are paid.**

**I. U9 - U12 teams must have 50% age appropriate players (new for 2008)**

## **II. ADVANCEMENT TO REGIONAL COMPETITION**

**A. The winner of the U19, U18, U17, U16, U15, and U14 competitions shall be declared Delaware State Champions and will represent Delaware in all regional and national play, with the costs of such competitions to be borne by the team; these games will be held at a time and place scheduled by the regional and national committees.**

**B. The winners of the U13 and U12 competitions shall be declared Delaware State Champions and will represent Delaware in the Regional Cups, with the costs of such competition being borne by the individual teams; these games will be held at a time and place scheduled by the regional committee.**

## **III. PLAYING RULES**

**A. Except as otherwise provided herein, the FIFA "Laws of the Game" shall apply to any and all competitions sponsored by the DYSA.**

**B. Coaches and other team officials shall be subject to all rules pertaining to misconduct contained herein, including cautions, ejections and standard suspensions. Any other individuals, who may be reasonably construed as being associated with a team such as relatives and spectators, shall also be subject to the jurisdiction and authority of this Association. Any coach or team official shall be held responsible for the actions of any individual(s) at any match, that in the opinion of the referee, is a supporter of that team.**

**C. Zero Tolerance Policy**

**Coaches and Assistant Coaches are expected to maintain a high level of sportsmanship, professionalism, and integrity both on and off the field. Coaches must maintain respect for the game as well as the referees and all others involved with the game. Coaches are charged with the responsibility of controlling their players and parents at all times during a match. Coaches lead and teach by example. They are expected to have respect for the game, the authority of the referee, and his/her assistants**

**The DELAWARE YOUTH SOCCER ASSOCIATION FIRST STATE CUP, and referees will be taking a Zero Tolerance. Any harassment, foul or abusive language along with berating of the referees, players or fans during or after the match by players, coaches or parents will be dealt with under Zero Tolerance**

**. A player ejected from a game must sit out the balance of that game and the next scheduled game unless the ejection was for fighting, in which case the player or coach is ineligible for the remainder of the State Cup. Where applicable the suspension will carry over from year to year.**

**A coach ejected from a game must sit out the balance of that game and the next scheduled game unless the ejection was for fighting, in which case the coach is ineligible for attending the remainder of the State Cup. Coaches must serve this suspension off-site. (and out of sight of the referees.) Where applicable the suspension will carry over from year to year. The DYSA State Cup Committee reserves the right to review every suspension and apply a greater penalty of additional game suspensions, a fine or both. Failure of the coach to adhere to the rules could cause the team to be ejected from the tournament.**

**A parent ejected from a game must sit out the balance of that game and the next scheduled game unless the ejection was for fighting, in which case the parent is ineligible for attending the remainder of the State Cup. Parents must serve this suspension off-site. (and out of sight of the referee) The DYSA State Cup committee reserves the right to review every suspension and apply a greater penalty of additional game suspensions a fine or both.**

**D. The team listed first on the schedule is to be considered the home team. The home team will supply the game ball in all games.**

**E. If a conflict arises concerning teams with like uniforms, the home team must switch. Refusal to do so will be an automatic forfeit for the home team.**

**F. Substitutions**

**1. Substitutions may be made, with the consent of the referee, at any stoppage of play.**

**2. For the Under 14 and younger age groups, unlimited substitutions shall be allowed; and**

**3. For all other age groups, a maximum of 7 substitutions for each team shall be allowed in each game during each half and during any overtime play. After leaving the game during a half of play, the substituted player may not re-enter the game during the same half of play. After leaving the game during overtime play, the substituted player may not re-enter the game..**

**G. Teams should report to the center referee 30 minutes before each game. A 10 minute grace period will be given if a team does not have 7 players when the referee is ready to start the game. A forfeit will be declared with the other team declared the winner if the team still does not have 7 players at the end of the grace period . No Exceptions!**

**H. Team Bench - Sidelines**

**Teams and team officials (maximum of four (4) people can represent the team officials, e.g. coach, assistant coach, manager, trainer) will be on one sideline.**

**Parents and spectators will be on the opposite sideline.**

**First State Cup Championship Committee, State Reps, and official press will be given a pass to stand on the side line. Come to the headquarters tent to pick up a pass.**

**J. Teams are required to turn their game report in to the headquarters tent at the end of every match or face a fine. – No Exceptions**

## **IV.TEAM ROSTERS**

**A. Players on DYSA-registered teams shall be properly registered with the DYSA.**

**B. U 12 teams playing in an 8v8 format shall have a maximum of 14 players on the roster.**

**C. The maximum roster for Under U12 [11v11], and U13, shall be made up of eighteen (18) players**

**D. The Under 14 & Older Age Group may have a maximum of twenty-two players on their team roster and a maximum of eighteen (18) players on each game roster. For each game, it will be the responsibility of a Team Official to cross out the names of the players who will not be participating in the team's game. The team's game roster can have a maximum of eighteen (18) players. The marked roster must be presented to the Game Officials before the start of each game. The player passes of the players who are not on the game roster will be given to the Game Officials. Upon completion of each game the Game Officials will return the player passes to the appropriate Team Officials.**

**E. Eligible players must be rostered to their team no later than fifteen (15) days \* prior to the start of the first game in their competing age group. Players may only play with their primary rostered team.**

**\* Unless otherwise stated by the Cup committee**

**F. Prior to all matches the Referee shall collect and retain team rosters and all players' and coaches' passes (NO CARD, NO PLAY). At the conclusion of the match, the Referee will return the passes to the respective teams, except for the pass of any player who has been ejected from the match; such pass will be given to the Field Coordinator, who will forward it to the Cup Committee.**

**1. The Referee will only entertain a challenge to a player's eligibility to compete prior to the actual beginning of play. At this time, he will note the challenge and submit it along with the player's pass (if applicable) to the Field Coordinator, who will forward it to the Cup Committee for review. If the player is then declared ineligible, the match will be forfeited in favor of the opposite team.**

**2. If, after a match, a player is found to be improperly registered, the DYSA will decide on proper action to be taken.**

**H. Upon completion of these games, the winning teams advancing to the Regional Competition will surrender their Passes and Team Roster to the Cup Committee, who will review each Roster and Pass to ensure that they are all in proper form before the team competes in the Regional or National Cups.**

## **V.PLAYING EQUIPMENT**

**A. A #5 ball will be used for all matches played by the U19, U18, U17, U16, U15, U14, and U13 teams.**

**B. A #4 ball will be used for all matches played by the U12**

**C. The designated home team will supply the game ball in all games. Either a sewn or a molded ball is acceptable, subject to approval of the Referee.**

**D. Shin guards will be required for all players.**

## **VI. LENGTH OF MATCH PLAY**

**A. The length of the halves and any overtime will conform to the schedule below. There will be no overtime until the semi-finals or the finals, at which time two (2) full periods will be played according to the schedule shown (time shown is in minutes):**

<b>GROUP</b>	<b>HALVES</b>	<b>OVERTIME</b>
UNDER 19	45	30 (two 15 minute periods)
UNDER 18	45	30 (two 15 minute periods)
UNDER 17	45	30 (two 15 minute periods)
UNDER 16	40	30 (two 15 minute periods)
UNDER 15	40	30 (two 15 minute periods)
UNDER 14	35	20 (two 10 minute periods)
UNDER 13	35	20 (two 10 minute periods)
UNDER 12	30	20 (two 10 minute periods)
UNDER 11	30	20 (two 10 minute periods)
UNDER 10	25	20 (two 10 minute periods)

**B. If the match is still tied after the overtime period, FIFA penalty kick rules will apply to determine the winner.**

## **VII. PROTESTS**

**A. All protests relating to Cup competition shall be directed in writing to the President of DYSA for review and consideration by the Protest Committee. A plea of ignorance to the rules and regulations is not sufficient grounds for a protest. Judgement decisions of the referee are not subject to protests.**

## **VIII. FORMATION OF GROUPS**

**Drawing will be double-blind with the teams in one "hat" and the group and position in that group in another "hat", with teams and groupings being drawn alternately until all teams have been placed. Following the draw, the groups will be reviewed and their compositions adjusted, if required to provide a balance in competitiveness between the groups.**

**B. If there are too few teams to form more than one group, a round robin competition will be played by the teams entered in that group.**

## **IX. FORMAT**

**A. The tournament will be played using a World Cup format if possible. At least six (6) teams in an age group is required to accomplish this. If fewer than six (6) teams**

enter in an age group, a round robin will be used for that age group. At the end of the first round of play, teams will be chosen to advance on the basis of the results of play within their group to the semi-finals and finals; if there is only one group in an age group, then the two top teams from the round robin will be chosen to play for the championship. Teams may play two (2) games per day the first two (2) days of the tournament but the semi-finals and finals will be played on separate days if the weather permits or unless the Committee decides otherwise, in which case all interested parties will be notified.

## **X. ADVANCEMENT TO THE SEMI-FINALS AND FINALS**

**A. Within a group, teams winning a game will be given three (3) points, teams tying a game will each be given one (1) point, and teams losing a game will be given zero (0) points.**

**B. Teams will be chosen to advance on the basis of the total number of points accumulated in the first round of play (in round robins, the number of points accumulated in the round robin will be used). IN THE EVENT THAT TEAMS DO NOT PLAY AN EQUAL NUMBER OF GAMES, TOTAL POINTS WILL BE ADJUSTED FOR RELATIVE NUMBER OF GAMES PLAYED TO ALLOW FAIR COMPARISONS TO BE MADE; points will be rounded to the nearest hundredth of a point. For example, Team A plays 3 games, wins 2 and loses 1, for a total of six (6) points. Team B plays 4 games, wins 2 and loses 2, for a total of six (6) points. Team B's points are then adjusted by the ratio of 3/4 (0.75), giving it 4.50 points; Team A finished ahead of Team B.**

**C. In the case of ties using the above system, the following tie breakers will be used:**

- 1. The team that won in head-to-head competition will advance.**
- 2. The team with the largest goal differential will advance (maximum of 4 goals/game). For example:**

Score	Equivalent	Differential
15 - 0	4 - 0	+ 4
4 - 1	4 - 1	+ 3
1 - 1	1 - 1	0
2 - 4	2 - 4	- 2
0 - 8	0 - 4	- 4

Differentials for teams playing more than 3 games will be adjusted as specified in XI.B above.

3. The team that had the fewest goals scored upon it will advance. For teams playing more than 3 games, the goals allowed will be adjusted as specified in XI.B above.

4. If there is still a tie after these tie breakers, there will be a playoff to determine the team to advance.

5. In the event of a tie with more than 2 teams, head-to-head will be skipped. Once a team is eliminated from the tie and 2 or more teams remain, the tie breakers are started over until only one team remains. If an odd number of teams remain at the sudden death match, then a coin will be tossed to determine which team will have a bye and play the winner of the first sudden death match.

**D. World Cup Format Groups** Four teams will be selected to participate in the semi-finals and finals. If there are only two (2) groups in an age group, the two top teams in each group will advance. If there are more than two (2) groups, the group winners will advance as will the team with the most points from the remaining teams until at least four teams are chosen. If there are more than four groups, the group winners with the fewest points by the above criteria (three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss) will take part in a playoff to reduce the number of teams to four. In the case of a tie using the above criteria, the tie breaking criteria will be used as applicable to determine the teams who will take part in the playoff game.

**E. Round Robin Format Groups.** The two (2) teams with the most points in the round robin will play for the championship with the tie breaker criteria being used if necessary.

## **XI. PLACEMENT FOR SEMI-FINALS**

**A. Brackets With Two (2) Groups** The winner of each group will play the second place team from the other group.

**B. Brackets With Three (3) Groups** The group winner with the most points will play the group winner with the 3rd most points. The remaining group winner will play the wild card team. Ties will be resolved using the tie breaking criteria described in XI.C., except that the final tie breaker will be a coin flip.

**C. Brackets With Four (4) Groups** The group winner with the most points will play the group winner with the 3rd most points, and the remaining teams will play each

**other. Ties will be resolved using the tie breaking criteria described in XI.C., except that the final tie breaker will be a coin flip.**

**D. Brackets With Five (5) Groups The group winner with the most points will play the group winner with the 3rd most points. The group winner with the 2nd most points will play the winner of the playoff between the group winners with the fewest points.**

**E. Brackets with more than Five (5) Groups Placement will be determined by the Cup Committee.**

## **XII.FORFEITS**

**A. Any forfeiture of a game, due either to a team not showing up for Cup play or forfeiting a game during the competition, will result in the team being eliminated from the Cup.**

**B. If a team fails to show up for the competition, its' scheduled games will be canceled and the remaining teams will play the balance of their schedule. As a result of the forfeits the bracket standings will be adjusted using the criteria described in XI.B.**

**C. If a team forfeits a game during the competition, the results of its previous games (if any) will be voided, and the results of the remaining games between the non-forfeiting teams will be adjusted using the criteria described in XI.B.**

**D. Any unreasonable forfeits, as determined by the Cup Committee, will be subject to a fine of \$250.00 per game forfeited.**

**E. The Club of the team(s) will be responsible for any fine(s) that their team may be assessed.**

**F. Any Club that does not pay the fine(s) of their teams by September 1, of the competition year, will be considered not in good standing with DYSA and its teams will be ineligible to participate in any future DYSA sanctioned events until the fine(s) are paid.**

### **XIII. CHANGES TO THESE RULES**

**A. DYSA and the Cup Committee reserve the right to change any of the above rules at any time before, during or after the tournament begins, if necessary. All coaches or their assistants or managers will be notified if possible as will any other person designated by the coach to receive such notice if the coach cannot be contacted. In case such notification fails, the rule change stands and cannot be appealed; however, the Cup Committee will try to minimize any problems arising from such changes.**