



South Carolina Amateur Soccer Association

STATE CUP 2009 April 24-26, 2009

The official SCASA State Championship Tournament

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

Rules and Procedures 6v6

Thanks for registering your team in the SCASA 2009 State Cup. Below are Rules and Procedures as they pertain to the 6v6 divisions of the 2009 SC State Cup.

State Cup Administration: During the 2009 SC State Cup, the Cup Administration shall be set up at the Registration tent.

RULES: The 6v6 Division of the 2009 SC State Cup will be played using two 25-minute halves, and the FIFA Laws of the Game shall apply to all matches unless otherwise stipulated here.

- 1) **FIELD OF PLAY:** Goal size – 12 x 18 ft. Fields are 40yds wide/60yds long. Goal Box/Penalty area is 8yds x 24yds, with the Third Line is being 13yds in front of the goal. – ADJUST
- 2) **NUMBER OF PLAYERS:** Six-a-side. Minimum number of players on the field of play is 4 (four).
- 3) **SUBSTITUTIONS:** Either team may have unlimited substitutions; (1) After a goal is scored, (2) On an injury time out, (3) On either team's goal kick, (4) After a caution has been awarded (5) On either team's throw-in. Substitutes must enter the field at the center line.

***NOTE: No substitutions on corner kicks!

- 4) **PLAYERS EQUIPMENT:** A player may not wear anything dangerous to another player as determined at the discretion of the referee. SHINGUARDS ARE MANDATORY!
- 5) **UNIFORMS:** All players must play with numbered (screened) matching jerseys. Goalkeepers must wear distinct colors. Goalkeeper jerseys do not require a number.
- 6) **REFEREES:** One referee will be assigned to each match.
- 7) **DURATION OF THE GAME:** The game is two 25 minute halves with a 5 minute half-time.
- 8) **GRACE PERIOD:** There is a 5 (five) minute grace period.
- 9) **COMPLETION OF GAME:** If a game is abandoned by the referee due to weather conditions the following shall apply:

- During the “round-robin play” if abandonment occurs after the completion of the first half, the score at the time of abandonment shall stand as the final score.
 - During the “round-robin play” if abandonment occurs during the first half, the balance of the game shall be rescheduled and remaining time played. The rescheduled game shall commence at the time when the game was abandoned (e.g. the 16th minute) with the score as it stood at the time of abandonment (e.g. 3-1).
 - During the Championship game, the balance of the game shall be rescheduled and remaining time played independent of when abandonment occurs. The rescheduled game 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).
- 10) **OFFSIDES:** There will be no offside violations.
 - 11) **START OF PLAY:** Opposing players must be a minimum of 5yds away prior to all kickoffs. Kick off does not have to be played forward to start play. a goal may **NOT BE** scored directly from a kick off.
 - 12) **THREE LINE VIOLATION:** If the ball crosses “three lines” in the air without touching the ground or a player it is considered an infraction. This violation is subject to an indirect kick from the point where the ball passed the first line.
 - 13) **GOALKEEPER RESTRICTION/PRIVILEGES:** The FIFA Laws of the Game that pertain to regular 11v11 games also apply in 6v6 games (including, the back pass, the 6-second time period to release the ball after possession; and double possession).
 - 14) **GOAL KICKS:** Taken within 2yds of the goal line.
 - 15) **FREE KICKS:** Opposing players must remain at least 5yds from the ball. Once the ball is stationary, the kicker will have FIVE seconds to play the ball after being signaled by the referee to do so. Infraction will result in an indirect free kick!
 - 16) **PENALTY KICK:** A penalty kick shall be taken from the penalty mark. (10 yds from the goal line). All players except the kicker and the opposing goalkeeper must be outside the penalty area at least 5yds from the ball.
 - 17) **CORNER KICK:** The FIFA Laws of the Game that pertain to regular 11v11 games also apply in 6v6 games except that players must be a minimum of 5yds away from the ball.

ROSTERS/PLAYER CARDS: Each team can carry up to 14 players. All players must be properly registered with SCASA for the 2008/2009 seasonal year.

Every player must have a valid 2008-2009 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. Team bonds are due at this time.
- 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.
- 5) No player may play without a card, and cards WILL BE CHECKED at every game.
- 6) 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.
- 7) 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.
- 8) If a team uses/plays or attempts (i.e. "attempts to deceive") to use/play a non-registered or non-rostered 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, linesman, 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.

FORMAT, POINTS AND STANDINGS: NOTE: the format of the 2009 SC State Cup outlined below may have to be modified based on game day specifics. Based on the number of teams registered the breakdown shall be as follows:

There are four (4) teams registered in a single division – Open. Play will be via round-robin within the bracket with 25-minute halves. Teams will play 2 games on Saturday and 1 game on Sunday. Based on standings, the 1st and 2nd place teams play in the Final on Sunday.

During round-robin play will consist of games with 25 minute halves. Teams will be awarded points according to the following formula:

- 4 points for a win during regulation time;
- 1 point per goal up to 6 goals;
- 2 point for a shutout;
- 2 points for a draw during regulation time or in overtime;

- 3 points for an overtime win;
- 1 point for an overtime loss;
- Maximum number of points possible per game = 12.

During round-robin play, if a game is tied after regulation; one (5 minute) overtime period will be played. The 5-minute overtime must be completed in its entirety (i.e. no golden goal rule will prevail). In the event of a tie after this period then the score shall be recorded as a tie.

In the event of a forfeit (i.e. a team is a no-show or does not have at least 4 players at kick off) the score shall be recorded as 2-0 and 8 points awarded to the winning team. In addition to bond forfeiture (see Forfeit section) a team that forfeits will also be penalized 6 points. A team with 2 forfeitures during the 2009 SC State Cup will be disqualified.

In the event of a tie in points the following criteria will be used to determine standings:

- 1st tiebreaker: head-to-head result;
- 2nd goal differential;
- 3rd tiebreaker: most goals scored;
- 4th tiebreaker: least goals against.

The Championship game will be played between the top two finishers during round-robin play and shall consist of 25-minute halves and a winner must emerge. In the event of a tie after regulation; one (5 minute) overtime period will be played. The 5-minute overtime must be completed in its entirety (i.e. no golden goal rule will prevail). In the event of a tie after the 5-minute overtime, then each team shall play with one less field player. The 5-minute 2nd overtime must be completed in its entirety (i.e. no golden goal rule will prevail). If the score is still tied then a 3rd 5 minute overtime period will be played (each team with the same number of players as the 2nd overtime period). Golden goal shall apply from the 3rd overtime period onwards (i.e. first team to score wins). If needed 4th, 5th, etc. overtime periods will be played until a team scores (i.e. golden goal applies).

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 and submitted 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. If a team forfeits one (1) game, the team will have to post a second bond (of \$50) before it can continue to play. If a team forfeits a second game, then the team will be disqualified from the 2009 SC State Cup and will be penalized the full amount of both bonds it has posted.

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 2009 SC State Cup.

Please direct any questions to:

Andy Marion
SCASA Treasurer, Secretary
(803) 254-0505
amarion.soccer@mindspring.com

or

Danielle St. Marie,
SCASA Administrator
(803) 622-1880
columbiaSCsoccer@aol.com