



APPENDIX 1  
S WWSA C  
GENERAL CUP COMPETITION  
RULES  
TIDE AMERICAN CUP  
WWSA CHEVROLET  
SNICKER HAMPIONSHIP

Application / REGISTRATION: *(please check the WWSA Administrative Manual for the criteria of team-make up for the completion you are entering)*

1. Teams submitting a properly completed application form, with the proper fees attached and being received with the proper postmark, will be bracketed and will receive the "Cup Packet" from the state office.

a) WWSA TIDE AMERICAN CUP- October 15

b) WWSA CHEVORLET CUP- May 9

c) SNICKERS- May 15

2. ROUND ROBIN GAMES- Teams will be considered registered prior to their first cup game when they present a state stamped roster and valid pass card for all players and coaches to the representative at the game site. Medical releases will also be checked at this time.

Coach 's Code of Conduct will be collected at this time.

SEMIFINAL & CHAMPIONSHIP GAMES- (TIDE AMERICAN CUP AND SNICKERS CUP)

*Snickers Cup teams will present a signed blue roster at registration.*

Teams will register prior to their semifinal game by each player presenting his/her pass card and signing a "game roster" in the presence of the representative. Medical releases will be checked at this time. *Note;* A player who received a red card in is/her last round robin game may not sign the game roster for the semifinal game. Upon the completion of the semifinal game, the player may then sign the game roster for the championship game. If the team does not advance, the player's manager or coach, may pick up the pass card

**IDENTIFICATION:**

**1. TEAM:** A state stamped roster issued to the team by the VP of Youth is required. The roster must be stamped for the competition in which it is entered. A roster may have both stamps (Cup and Travel) but a roster stamped only for "TRAVEL " is not acceptable. *Snickers cup teams should check with the state office to ensure eligibility.*

**2. PERSONEL:** All players must have a valid pass card. All coaches, mangers, and/or trainers must have a valid pass card. Only four (4) coaches, mangers and/or trainers will be permitted on the bench area of the touch line.

**3. Guest Players:** No guest players are allowed in any of the WVSA Cups.

**4. Players:** A player can only be rostered on one team in any WVSA Cup. If a player has been rostered with more than one team, contact the WVSA State Office for advice on proper procedures.

LENGTH OF THE GAMES: (TIDE AMERICAN CUP & *Snickers Cup* and Chevrolet Cup Semifinals & Finals)

Age	Game Length	Overtimes	Ball Size
*U10	2-25minhalf	None	#4
*U11/U12R	2-25 min half	2-8 min half	#4
U10	2-25 min half	2-8 min half	#4
UI2	2-30 min half	2-10 min half	#4

UI3	2-35min half	2-10 min half	#5
UI4	2-35min half	2-10 min half	#5
U15	2-40 min half	2-15 min half	#5
UI6	2-40 min half	2-15 min half	#5
UI7+	2-45min half	2-15 min half	#5

*\*Effective 09.01-03*

**1.** During ROUND ROBIN completion, tie scores at the end of regulation will stand- *No Overtime.*

**2.** In SEMIFINAL AND CHAMPIONSHIP competition, overtime periods will be played. The team, which scores the first goal, shall be declared the winner. If, at the end of the overtime, the score is still a tie, the game results will be determined by the taking of kicks from the penalty spot. Due to weather or lack of available light, the Cup Chairman may determine the need to eliminate the overtime period and go straight to the taking of kicks.

**3.** If a game has started and is then suspended due to weather or other conditions (i.e. light), the game will be rescheduled and replayed in its entirety if possible. However, if a game is suspended during the second half of play, the Cup Committee may determine the game complete and the score will stand as is at the stoppage of play. Teams must understand the physical limitations of field availability, hours in a day in a weekend.

**4.** CHEVROLET CUP games maybe played in a shortened format. Round Robin game lengths will be determined by the number of games to be played. NO team will play more than the equivalent of two regulation games in a day. Semifinal and Championship games will be regulation length for the appropriate age bracket and overtime and determining the results of a game will be the same as listed above.

**HOME TEAM DESIGNATION AND RESPONSIBILITIES:**

**1.** The team listed first in each paring is the home team.

2. The home team furnishes the game ball unless it is provided by WVSA.

3. The home team shall change jerseys if, in the opinion of the referee, there is a conflict.

### **UNIFORMS:**

1. Each player must wear an official uniform with a number on the back of the shirt.  
*This includes goalkeepers! Snickers Cup must have a six-inch minimum size number on the back of the shirt,*
2. Duplicate numbers are not permitted.
3. Teams must bring an alternate jersey.
4. Shin guards are mandatory.
5. "Rec. Specs" are acceptable.
6. No hats or other headgear may be worn with the following exceptions\*
7. Soft billed caps for goalkeepers per FIFA.
8. Religious headgear per USSF.
9. Soft caps (no bills) or headbands in cold weather.
10. Headgear for medical reasons under the following conditions
  - a. Soft, closed cell material.
  - b. US Soccer specific release sign by parents
  - c. Doctors permission
  - d. Any exception is with the approval of the referee.

**NO hard cast or braces with exposed metal parts may be worn.**

Inclement weather often poses problems. Sweatshirts or long sleeves may be worn under the jersey (a jersey number must be visible). It is advised that the extra shirt match or coordinates with the uniform and does not conflict with the other team. Headgear worn for religious beliefs is permitted. The referee may determine if hats are allowable for extenuating circumstances (i.e. rain, snow or cold, extreme sunlight). The headgear must be deemed to be safe for the player and other players. Sweat pants or tights should follow the same guidelines as for sweatshirts or long sleeve shirts.

### **RULES OF PLAY:**

1. Except as otherwise provided herein, the rules of USYSA and the PIPA Laws of the Game shall apply.
2. Unlimited substitutions may be made, with the consent of the referee at the following times:
  - A. Prior to a throw- in, in your favor
  - B. Prior to a goal kick
  - C. After a goal
  - D. After an injury, either team, when the referee stops play
  - E. After a caution, for the cautioned player only
3. Players wishing to enter the game should be at the half line prior to the substitution opportunity.
4. Player must follow the referee's guidelines concerning when he/she may enter the field. However, substitutions should not hinder the flow of the game.

**GRACE PERIODS:**

1. Teams not ready to play at the scheduled start time of any match shall be granted a ten-minute grace period. Seven players will constitute a team and the game will proceed.
2. Any team not ready to play after the grace period has expired shall be reported to the Cup Committee by the referee.
3. It is the responsibility of the team to learn of any schedule changes- either time or field assignments.
4. Teams should allow sufficient time to arrive and register promptly. It is the team's responsibility to know of traffic patterns, problems or detours

**FORFEITS:**

1. If a team forfeits a preliminary game in the TIDE WWSA American Cup or *Snickers*,

the team's league club shall be fined \$100.00 per game.

2. If a team forfeits a preliminary round game in the Chevrolet Cup, the team may be fined \$100.00. The fine must be paid prior to the start of their next game

3. Points will be awarded accordingly for forfeited games:

A. The NON-FORFEITING team shall be awarded:

1. 3 points for a win

2. Goal differential by the winner of a forfeited game shall be equal to the average goals, for game (*s*) in the same bracket against the team that forfeits.

3. Zero goals against the winner of forfeited game

B. The FORFEITING team shall be awarded:

1. Zero points for the loss

2. Zero goals for the loss

3. 4 goals against

4. If a referee terminates a game for reasons other than weather or field conditions, the WVSA Cup Committee will decide the result of the game.

5. Teams forfeiting quarter final or semifinal games may be fined \$200. Teams forfeiting championship games will be fined \$500.

### **EJECTIONS:**

1. If a player is sent off from any game, the player's pass card together with the referee's report of the incident shall be turned over to the cup committee by the referee.

A. The minimum penalty for a player sent off is not participating in the next match of the competition. The cup committee may increase this penalty if they deem the offense to merit a stronger disciplinary action.

B. It is the cup committee's responsibility to inform the referee administrator and the coach of the next opponent of the suspension.

C. Teams allowing a suspended player to participate will automatically forfeit the game.

D. Upon completion of the suspension, the player pass card may be picked up from the cup committee.

2. If a coach is sent off from any game, the coach's pass will be turned in along with the referee's report of the incident to the cup committee.

A. The minimum penalty for a send off is a one-game suspension. However, the penalty may be increased if the cup committee deems the offense merits such action.

B. It is the responsibility of the cup committee to inform the referee administrator and coach of the next opponent that the coach is under suspension.

C. Coach's pass may be picked up from the cup committee upon completion of the suspension.

D. A suspended coach that is present at the game may cause the team to forfeit.

3. A second ejection of a player or a coach in the competition will result in the player or coach being suspended for the rest of the tournament.

4. *Players or coaches who are sent off during the Championship Games of Snickers Cup will serve a one-game suspension during the first game of regional competition.*

5. Penalties beyond the minimum may be appealed by following the appeal process of WVSA (check Chapter 4 of the WVSA Administrative Manual).

### **PROTESTS:**

1. All questions relating to the qualifications of the competitors or interpretations of the rules, or any dispute or protest, shall be referred to the cup committee or its representative.

2. The cup committee or its representative shall compile the necessary information to hear the protest from all available sources before the protest is heard.

A. This shall include, if possible, both coaches, field marshals, referees, assessors and available witnesses if necessary. All materials will be treated with confidentiality.

B. Both coaches and/or their designated representatives should be available or reachable until the protest is decided.

C. The cup committee or its representative will notify both coaches of the committee's decision.

D. Decisions made by the cup committee concerning protests are not appealable. The decisions are final. Play will continue following the decision.

3. To valid and eligible for consideration, each protest:

A. Must be verbally lodged with the referee and with the opposing coach and field marshal at the game site before entering the field of play or leaving the game site (except noted in D).

**B.** Must be filed with the cup committee or its representative:

1. Fee in the amount of \$100 -this fee may be in cash, cashier's check, money order or personal check. All checks and money orders must be made payable to WVSA.
2. All protests must be submitted in writing with a minimum of three copies and must include full particulars of the grounds on which the protest is lodged.
3. Any information to be presented by witnesses must be in writing.

**C.** All protests must be received by the cup committee or its representative within two hours of the completion of the game being protested.

**D.** Any protests relating to the field, goal posts, bars or other appurtenances of the game shall be entertained only if written objection has been lodged with the referee and the opposing coach prior to the start of the game.

**E.** A plea of ignorance of the rules and regulations of the competition is not sufficient grounds for protests or defense.

**F. JUDGMENT DECISIONS OF THE REFEREE ARE NOT GROUNDS FOR PROTEST.** Protest forms are available from the cup committee or its representative.

### **POINT SYSTEM -WORLD CUP FORMAT:**

Round Robin Game Points - 3 points for a win  
1 points for a tie  
0 points for a loss

### **DETERMINATION OF STANDINGS WITHIN A GROUP:**

The total round robin points a team accumulated in the round robin shall determine its standings within its group.

### **RESOLVING TIES WITHIN A GROUP:**

1. At the end round robin competition the following steps will determine the standings.

**A.** Winner of head to head competition

**B.** Goals scored difference (maximum 4 goals per game) *example*  
15-0=4-0(+4)      8-1=5-1(+4)      2-4=2-4(-2)

**C.** Least goals allowed

**D.** FIFA kicks from the penalty spot immediately following round robin games.

2. If a three-way tie exists -THIRD PLACE will be determined by the criteria listed above, except that 1.A. (head to head) will not be used.. Once third place is established, second and first place will be determined by going through the criteria again, as it compares the remaining two teams.

### **ADVANCING TO SEMIFINAL AND FINAL**

### **COMPETITION:**

1. Four teams will advance from each age group to the semifinals from the round robin competition in the following groups:
  - A. 3 team groupings in *Snickers* will be played on the final weekend. Round robin games on Saturday, semis and finals on Sunday.
  - B. Only the first and second place teams will advance from an age group of only four teams.

### **GENERAL INFORMATION:**

1. Many leagues/ clubs enter teams in competitions. In doing so they agree to play to the rules and guidelines of the competition in addition to the laws of the game.
2. Each league/ club/team official should understand what is expected of them to preserve the good name of their organization. It is suggested that, to avoid any misunderstandings, a copy of rules and guidelines are in the possession of the coach and league officials at all cup competitions.
3. Teams, coaches and respective staff (with valid pass cards) shall occupy the same side of the field.
4. Spectators will observe spectator lines marked on the field. If there are no lines, spectators will remain five feet back from the touchline. No spectators will be allowed behind goal lines.
5. The COACH is ultimately responsible for the conduct of himself/ herself, support staff, players and spectators/supporters.
6. The coach or his/her designee must complete a scorecard for each game and return it to the site personnel. Scores will be posted when two of the three score cards are in hand.

### **TOBACCO USE:**

1. WVSA discourages the use of tobacco products at youth events. Please refrain from its use while on touchlines or around the facilities where youth are present.
2. Tobacco use is prohibited on all school properties. Competitions held on these properties will respect this regulation.

### **ALCOHOL AND/OR ILLEGAL DRUGS:**

1. WVSA prohibits; the use of or being under the influence of alcohol and/or illegal drugs at its competitions.
2. Persons suspected of alcohol or illegal drugs, regardless of where the alcohol was consumed or the drug was used. Will be removed from the area of competition.
3. Penalty for violation of this rule will be suspension from all WVSA activities for not less than one year.

### **SPORTSMANSHIP AWARDS:**

***Objectives:***

1. Promote respect for self and others through fair play
2. Encourage respect for officials who ensure fair play and safe play.
3. Promote an appreciation of opponents, without whom there would be no game
4. Encourage safety and development of skills.
5. Provide an atmosphere for the elimination of violence

***Ratings:***

All teams participating in the WVSA Cup Competitions will be rated on each game by the referees. The criteria for awarding points are cooperation of players, cooperation of coaches, and overall game conduct. All teams will be rated during preliminary games and the cup committee will meet at the end of the preliminary games to select the winning teams for boys and girls in each age group. Winners will be announced at the awards ceremony at the conclusion of the competition. The cup committee's decision is final.

Complete rules of the competition and team eligibility are contained in the WVSA Administrative Manual. All questions concerning the competitions should be directed to the state office and/or the VP of Programs or the Cup Chairman.

**WEST VIRGINIA**

**SOCCKER ASSOCIATION**

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