



**Southern Ohio Adult Soccer Association**



## **SOASA Cup Tournament Rules**

### **Eligibility**

- To qualify for the SOASA Cup, a team must finish first or second in the highest league and/or division in a league sanctioned by SOASA.
- Team must be in good standing with their league and SOASA.
- Winner and Runner-up of SOASA Cup qualify for the Tournament of Champions.
- If the SOASA Cup Champion and/or the Runner-up choose(s) not to go to the Tournament of Champions, the invitation can be deferred to the third and fourth place teams.
- SOASA reserves the right to select an alternate state representative should the champion elect not to go to the Tournament of Champions.

### **Laws of the Game**

- The SOASA Cup will be played using the international rules of FIFA/USSF.
- Exception to these rules are substitutions are permitted at the mid-field line:
  - After a goal is scored
  - Before any goal kick by either team
  - By both teams if the team in possession before a throw-in chooses to substitute
  - At the beginning of any period of play
  - After the referee stops play for injury
- Players are permitted to re-enter a match.
- There is no limit to the number of times a player can be substituted or re-enter a match.
- Format for overtimes shall be two ten (10) minute sudden victory (Golden Goal) periods. (2-08)

### **SOASA Cup Site**

- The SOASA Cup will be held in Dayton, Columbus and Cincinnati on a rotating basis.
- A league representative in that city is required to host the SOASA Cup every third year.
- If the league in the designated city for that year is not able to host the SOASA Cup, it will be offered to the city next in the rotation. The designated city then loses its turn.
- Alternate sites can be used during each SOASA Cup in the event two teams from the same region can play a cup match locally.
- SOASA will reserve the playing fields for the tournament in conjunction with the league that will host the tournament.
- SOASA has final approval regarding site and city selection for the SOASA Cup.

### **Rosters**

- Each team may dress 18 players per match from the 22 players on their league roster.
- Valid, sealed pass cards are required. All players must have a valid pass card and be in good standing with their league.
- Three (3) guest players are permitted. Guest players must have a valid SOASA pass card and be in good standing with their league. (6-23-08)
- Players are not permitted to play for more than one SOASA Cup team.
- Players may not switch teams during the SOASA Cup tournament.
- Rosters are frozen after the team's last intra-league game (SOASA Rules of Order #2b).
- SOASA reserves the right to rule on any SOASA Cup roster discrepancies.

### **Uniforms**

- Each team is required to have matching jerseys, shorts, socks and proper shin guards.
- All players with the exception of the goalkeeper must wear a numbered jersey.
- The top team on the tournament bracket is the home team.
- Home team is required to change to an alternate color jersey should there be a uniform conflict with the visiting team.
- A player may be sent off the field to make uniform corrections.

### **SOASA Cup Match Points**

- Each team will accumulate points for a win and a tie. The point system for the SOASA Cup is as follows: Win = 3 points, Tie = 1 point, Loss = 0 points
- The team with the most points following completion of all of the SOASA Cup matches will be the SOASA Cup Champion.
- A team that fails to field at least seven players at the scheduled kick-off time shall forfeit the game by a score of 3:0. The Tournament Committee may use discretion in enforcing this rule. (2-09)

### **SOASA Cup Tie Breaker**

- Head to head competition
- Fewest card points totals for the entire tournament. Red = 3 points, Yellow = 1 point
- Goal differential – three maximum per match
- Fewest goals allowed
- Most goals scored
- Results of penalty kicks
- Coin toss

### **SOASA Cup Tournament Format**

- SOASA shall select the tournament format. The number of teams entered and the amount of time available shall be major considerations in making the decision.

### **Penalty Kicks**

- Kicks from the Penalty Mark shall be taken according to FIFA procedures.

### **Sportsmanship**

- The SOASA Cup is to be played in the spirit of good sportsmanship.
- A player receiving a straight red card during a match is suspended for the remainder of that game plus and additional two (2) games. Suspension to be served in the team's next two scheduled tournament games.
- A player receiving two yellow cards in a match is suspended for the remainder of that game plus an additional one (1) game. Suspension to be served in the team's next scheduled tournament game.
- A player who accumulates three yellow cards during the SOASA Cup (one per match) will be suspended for the following tournament game.
- SOASA reserves the right to enforce any discipline measures as deemed necessary to uphold the integrity of the game.

### **Protests**

- A protest fee of \$100 cash to be paid by the team to the SOASA Cup Chairman.
- Protests must be presented in writing along with the \$100 fee to the SOASA Cup tournament chairman within 30 minutes from the conclusion of the match.
- The coach must notify the referee of their intent to file a protest immediately following the match in question.
- Protest can only be submitted when there is a question regarding the laws of the game.
- Protests will not be accepted if the basis of the protest is a judgement call of a referee.
- The \$100 fee is returned to the team if the protest is upheld.
- The team forfeits its \$100 fee if the protest is denied.
- The SOASA Cup Chairman's decision on any protest submitted is final.
- Any matters not provided for by the Rules of the tournament shall be determined by the Tournament Committee. (2-09)

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