



2007 EPYSA Fast Fixin' Challenge Cup

U-9 to U-17 GIRLS AND U-9 to U-17 BOYS

Rules and Regulations

I. Eligibility

1. This competition is governed by the United States Youth Soccer Association National Championship Rules. In the event that an issue arises that is not specifically covered by these EPYSA Fast Fixin' Challenge Cup rules then the USYSA NCS rules shall be used to resolve the issue.
2. Only US Youth Soccer/EPYSA affiliated teams will be accepted into the EPYSA Fast Fixin' Challenge Cup competition.
3. Teams may enter only one (1) cup competition. Players may play for only one team and in only one cup competition either the US Youth Soccer NCS or the Fast Fixin' Challenge Cup.
4. Teams applying for cup competition must compete in an EPYSA approved, cup-qualifying travel league during the current seasonal year and have played at least one (1) league game prior to the start of state cups.
5. All cup team rosters are restricted to the official team roster filed in the state office.
 - 5.1 The number of players permitted on a roster at any one time fourteen (14) for the U-9 and U-10 age divisions. Teams are permitted five (5) transferred players from their original league roster.
 - 5.2 The maximum number of players permitted on a roster at any one time is eighteen (18) for U-11 to U-16 age groups. Teams are permitted five (5) transferred players from their original league roster.
 - 5.3 The maximum number of players permitted on a roster at any one time is twenty two (22) for U-17, U-18, and U-19 teams. Teams are permitted five (5) transferred players from their original league roster.

6. No roster may be altered for spring league play by any team competing in the Fast Fixin' Challenge Cup until their cup competition is completed.
7. All roster changes must be executed and dated by an approved League Registrar by March 15, 2007. **There are No Exceptions!**
8. Cup team rosters can include only primary players. Secondary players are not permitted on cup rosters.
9. U-10 teams playing in U-11 divisions of approved leagues are not eligible for the U-11 division. To be eligible to play in the U-11 Cup there must be nine (9) age-pure U-11 players on the original league approved roster.

II. Competition Rules

A. Player Check-in

Check-in Rules for U-16 and Below Age Groups

1. All players must be registered with a current and proper EPYSA player pass. Pass numbers are not required by EPYSA.
2. Player passes should be exchanged and examined by the opposing coaches prior to the game. Proper procedure is to line up each team in a line, each player with his/her pass in hand. Opposing coach should check player against pass. Referee does not check player passes. The only exception is for the Finals where the EPYSA Cup Staff or their designee will check in the players prior to the game.
3. A line-up form must be presented to the referee prior to the game, in triplicate, properly completed, listing jersey number and player name. A player whose name does not appear on the line-up form who plays is considered an ineligible player. A player whose name appears on the line-up form is considered to have played in that game. Coaches must sign the line-up form.
4. Coaches! You must have a coach's pass available and surrender the same to the referee prior to the start of the game. There will be a \$25.00 fine for any coach not having his pass. **NO EXCUSES.** If you don't have a coach's pass, see your league registrar. The referee will return the coaches passes at the end of the game.

Check-in Rules for the U-17, U18, and U-19 Age Groups

5. All players must be registered with a current and proper EPYSA player pass. Pass numbers are not required by EPYSA.
6. A line-up form must be presented to the referee prior to the game, in triplicate, properly completed. The guidelines for completing the form are as follows:

- 6.1 For U-17 to U-19 Teams the coach must submit the specific U-17 to U-19 Line-up form. A copy is attached at the end of these rules.
- 6.2 On this form the coach must list every player on their approved EPYSA Roster even if the player is not present at the game
- 6.3 The coach must designate which players will be playing in the game up to a maximum of 18 players by marking an 'X' in the appropriate box on the line-up form.
- 6.4 The coach must designate which players will NOT be playing in the game by marking an 'X' on the line-up form AND Initial next to the 'X' to confirm that a player is ineligible for a game.
- 6.5 If a coach needs to change a player's status before the game the coach must inform the referee and the opposing coach, change all 3 line-up sheets in the presence of the referee and initial the changes.
- 6.6 The coach should submit their line-up sheet with the player passes of the ineligible players to the referee before the start of the game.
- 6.7 Once the game starts no changes may be made to the eligible player list.
- 6.8 Players that are ineligible for the game may sit with their team but they can not wear the game jersey being used by their team for that game.
7. Coaches must sign the line-up form.
8. Player passes should be exchanged and examined by the opposing coaches prior to the game. Proper procedure is to line up each team in a line, each player listed on the line-up sheet as eligible with his/her pass in hand. Opposing coach should check player against pass. The coaches should identify which players are ineligible for the game. Referee does not check player passes. The only exception is for the Finals where the EPYSA Cup Staff or their designee will check in the players prior to the game.
9. Coaches! You must have a coach's pass available and surrender the same to the referee prior to the start of the game. There will be a \$25.00 fine for any coach not having his pass. NO EXCUSES. If you don't have a coach's pass, see your league registrar. The referee will return the coaches passes at the end of the game.

B. Referees

1. All games for the U-11 and above age groups will be officiated under the three (3)-referee system: one (1) referee and two (2) assistant referees. If the full official contingent does not appear, the game will be played with the

available personnel and any assistance they shall request. Any issues contact your Age Group Cup Commissioner and if they are unavailable contact Dave Ash (215-932-4347)

2. For the U-9 and U-10 ages we will use a one referee system for all round robin games and any quarterfinal games. We will use a 3 referee system for the finals and if possible the semifinals. The AR fee is \$12 per AR for the U9 and U10 ages.
3. **If the referees do not show you must play the game. Do not leave until you reach Dave Ash (215-932-4347). Teams leaving without talking to Dave will forfeit the game.**
4. Each team is responsible for paying one-half of the appropriate referee fees (in cash) for all games except the finals. EPYSA will pay the referee fees for all final games.

Referee Fees - Three Referee System

U-9 & U-10	\$ 48.00	Ref.	\$24.00	A \$12.00*	A \$12.00*
U-11 & U-12	\$ 80.00	Ref.	\$32.00	A \$24.00	A \$24.00
U-13 & U-14	\$ 94.00	Ref.	\$38.00	A \$28.00	A \$28.00
U-15 & U-16	\$110.00	Ref.	\$46.00	A \$32.00	A \$32.00
U-17	\$128.00	Ref.	\$52.00	A \$38.00	A \$38.00

* For semi-finals and finals only

5. All games planned for 3-referee system. If less than 3 referees, you must play. If less than 3 referees officiate, you must pay the proportionate fee. **PLEASE NOTE:** If a game is canceled by the referee at the field site prior to the start of the game, each team pays the referee one-half (1/2) the regular fee. Once the game has started and must be called due to weather or field conditions, the entire fee must be paid. If a team shows for a game and the opposing team forfeits by a no-show, the team that shows does not pay the referee any fee. The referee will receive the fee at a later date.

C. Elimination Rules

1. The Fast Fixin' Challenge Cup competitions will be in a World Cup Tournament format for all ages and will be played at home or away fields.
2. There is no overtime in any World Cup Tournament format preliminary games.
3. World Cup Tournament Format rules are attached

D. Scheduling

1. The home team and game schedule is determined by the Cup Committee Chairperson.
2. If after the schedule is published, both teams in a game wish to play the game before the scheduled date, they must agree on a date, time, and location and then both coaches must advise the EPYSA office of the proposed change (at least 4 days in advance) **for approval**. The teams must submit a request for change form with the details as required by the form and we will advise the teams of the decision. The reschedule will be contingent upon the availability of fields and referees for the proposed change. EPYSA reserves the right to decline a requested schedule change.
3. If one team wishes to play early and the other team does not, the request to change the schedule can be sent to the Cup Committee Chairperson 7 days in advance for consideration. The decision of the Cup Committee Chairperson on any schedule changes will be final and can not be appealed.
4. In the event that a game is rescheduled it must be played before the start of the playoff rounds of the competition. If a rescheduled game is not played before the start of the playoff rounds that game will be declared a double forfeit by the Cup Committee. Both teams will be responsible for the forfeit fee and the forfeit scores will be applied to both teams and used to determine the winners of their bracket. The Cup Committee reserves the right to waive the forfeit fee for unless extenuating circumstances.
5. Additionally, the Cup Committee Chairperson and/or EPYSA President may exercise discretion to change a game time or date if the participating team will be missing players due to regional and/or national team commitments.
6. To accommodate the three (3) referee system and ensure availability of officials, it may be necessary to change home field advantage to Home AREA advantage. The Cup Committee is sole authority in determining field locations.
7. The Cup Committee may also designate a common competition site for all or part of an age group in either the USYS National Championship Series or the Fast Fixin' Challenge Cup event.
8. All games must be played by the scheduled date and time
9. The Cup Committee reserves the right to revise the schedule after it is published.

E. Fields

1. Preparation of the field is the responsibility of the home team. If it is a home area game, the home team is still responsible for the field. Proper lining, goal

nets, and corner flags are required for all fields. Protests made in regard to field conditions must be made prior to the start of the game.

2. There are several home and away games in the Cup competition. It is the responsibility of the **Home team** to contact the coach of the visiting team to give them directions
3. Field changes will carry a fee of \$50 if changed to the opponent's field and an additional \$50 if changed to a neutral site. Fees will be waived if the field change is due to extenuating circumstances (as deemed by the Cup Committee, EPYSA Executive Director, or President)

F. Game Rules

1. Duration of the game:

<u>Division</u>	<u>Game Duration</u>	<u>Overtime (playoff only)</u>
U-9 & U-10	2 - 25-minute periods	2 - 10-minute periods
U-11 & U-12	2 - 30-minute periods	2 - 10-minute periods
U-13 & U-14	2 - 35-minute periods	2 - 10-minute periods
U-15 & U-16	2 - 40-minute periods	2 - 15-minute periods
U-17	2 - 45-minute periods	2 - 15-minute periods

Overtime only applies to elimination games. Elimination games are defined as Playoff games to determine a bracket winner as well as all quarterfinal, semifinal, and final games.

So to be clear, games played in the round robin rounds do not play overtime.

The overtime periods are NOT sudden death so you must play both overtime periods. If the game is still tied after the overtime periods, five (5) alternating penalty kicks will be taken. If, after the five (5) penalty kicks, the game is still tied, then single alternating kicks will be taken until the tie is broken. Each penalty kick shall be taken by a different player. No player shall repeat until all eleven (11) players of the team have taken a kick. Only those players on the field at the end of the overtime period will be eligible to participate in the penalty kicks.

2. Each competing team shall present a game ball to the referee prior to the start of the game. U-9 to U-12 use a #4 ball, all other ages will use a #5 ball.
3. Substitutions shall be unlimited and may be made at the following times with the consent of the referee: *Please Note: The NCS limited substitution rules do not apply to the Fast Fixin' Challenge Cup competition.*
 - a. Prior to a throw-in in your favor
 - b. Prior to a goal kick (either team)
 - c. After a goal (either team)

d. After an injury when referee stops play (either team--unlimited)

4. Forfeit Rules

Forfeit score: 4 - 0
Forfeit fee: \$150.00 per forfeited game

5. Forfeit Time – teams must appear with at least seven (7) players no later than 15 minutes after the scheduled start time of the game otherwise the game will be declared a forfeit by the referee. The forfeit score of 4-0 will apply. In the event that neither team appears within 15 minutes with the required 7 players the game will be declared a double forfeit. The score will be reported as 0-0.

G. Cards

1. If any cards (yellow or red) are issued in the competition, the coach or team manager of the cautioned/ejected player(s) or coaches must email Dave Edgecombe at edgerock1@comcast.net immediately after the game with the following information:

- a. Fast Fixin' Challenge Cup
- b. age group and division (male or female)
- c. team name
- d. carded player name and jersey number (or coaches name if it is a coach)
- e. type of card
- f. date of game
- g. name and phone number of the person sending this information

2. Reminder: Three cautions (yellow cards) given in cup play equal a red. If a player receives a direct red card or two yellow cards in a game or receives their 3rd yellow of the competition, they can not play in at least their next scheduled game. So if you do not hear from Dave Edgecombe after you report a direct red card or a 3rd yellow card for a player prior to your next game Do NOT play such a player in that game!

3. Also remember that any un-served suspensions for Red cards or accumulations carry over into next year's Fast Fixin' Challenge Cup or NCS Competition!

H. Results

1. The winning coach of a game is required to email the score of their game to the EPYSA Score link found on the EPYSA web site and to their appropriate Cup Commissioner by 7:00 p.m. the night of the game unless you give them the results in person. There is a \$25 fine if the score is not reported by 7:00 p.m. In case of a tie, the HOME team reports the score.

I. Protests

1. There are no protests on referee decisions. The only protests allowed are regarding player eligibility.
2. In the event that a team wishes to file a protest they must submit the protest within 48 hours of the game. In the event that the next game is scheduled in less than 48 hours after the game being protested, the protesting team must notify the Cup Chairperson ASAP and no later than 2 hours before the next scheduled game. Protests received that do not comply with these rules will not be evaluated and will be considered void.
3. Protests must be presented in writing to the Cup Chairperson. Email submission is considered acceptable as long as the Cup Chairperson is notified by phone of the pending protest.
4. The protest must be accompanied by a protest fee of \$200 which will be refunded if the protest is upheld.
5. For protests in the playoff rounds - In the event that a game was played and a protest is filed against the winner of the game by either the loser of the game or another Cup participant and the game winner is disqualified from the competition, the cup record will show the winner of the game as Vacant. The loser on the field will NOT advance. No one from that game will advance to the next round. The opponent in the next round will be awarded a forfeit win.
6. The EPYSA Cup Committee will evaluate properly submitted protests and render a timely decision.
7. If the team wishes to appeal the decision of the EPYSA Cup Committee they may do so by submitting an appeal to the EPYSA Arbitration Board following the submission guidelines of that Board.
8. Decisions of the Arbitration Board are final and no further appeal is possible as described by the USYS NCS Rules.

J. Quarter-Final, Semi-Finals, and Finals

1. Quarter-final games, if needed, will be played on a home/away basis.
2. Semi-finals - the objective is to schedule these games on neutral fields
3. The Finals are scheduled for the weekend of May 19th and 20th. If we have bad weather prior to the finals we may have to play back-to-back on some weekend.
4. Individual and team awards will be presented to both the champion and runner-up. A presentation will be made immediately following the championship game. Please have your team participate.

2007 EPYSA Fast Fixin' Challenge Cup

Tournament Format Rules

I. Round Robin Play (also called bracket play)

Round-robin play will be held in each group, with the divisional winner to be determined as follows:

1. The team earning the most game points wins the division. Game points are awarded as follows:
 - 3 points for a win
 - 1 point for a tie
 - 0 points for a loss

Remember that games tied at the end of regulation time will stand and that there will be no penalty kicks or overtime in preliminary rounds.

2. In the event that two teams are tied in total game points at the end of the preliminary rounds the tie will be broken using the following criteria in the listed order. Start with # 1 and proceed till the tie is broken or you reach criteria #4. Once a criterion is used you do not repeat the use of those criteria for any reason.
 1. Winner of Head-to-Head Competition
 2. Goal difference cumulative all games
Maximum + or - 4 goals/games
 3. Least goals allowed (total of all preliminary games)
 4. Playoff – if after applying the three criteria listed above two or more teams remain tied then a playoff will be set up to determine the bracket winner.

3. In the event that more than two teams are tied in total game points at the end of the preliminary rounds the tie will be broken using the following criteria in the listed order. Start with # 1 and proceed till the tie is broken or you reach criteria #3. Once a criterion is used you do not repeat the use of those criteria for any reason.
 1. Goal difference cumulative all games
Maximum + or - 4 goals/games
 2. Least goals allowed (total of all preliminary games)
 3. Playoff – if after applying the criteria listed above two or more teams remain tied then a playoff will be set up to determine the bracket winner.

For clarity here is an example of how the goal differential is calculated:

<u>Final Score</u>	<u>Winning Team</u>	<u>Losing Team</u>
6-0 = 4-0	+4	-4
7-2 = 6-2	+4	-4
2-1 = 2-1	+1	-1

II. Wild Card Selection and Placement

At the end of round robin play the divisional winners will be determined by the criteria in Section I. In age groups where there are wild cards, the wild card team(s) will be selected from the remaining teams in the draw after the divisional winners have been determined. Once the divisional winners are determined all of the remaining teams will be grouped into one pool. The wild card entries will be determined by the following criteria:

1. Team(s) earning the most game points in round robin play will designated as the wild card(s). Game points in round robin play are awarded as follows:
 - 3 points for a win
 - 1 point for a tie
 - 0 points for a loss

2. In the event that two teams are tied in total game points at the end of the preliminary rounds after the divisional winners have been selected, the wild card(s) will then be determined by using the following criteria in the listed order. Start with # 1 and proceed till the tie is broken or you reach criteria #4. Once a criterion is used you do not repeat the use of those criteria for any reason.
 1. Winner of Head-to-Head Competition
 2. Goal difference cumulative all games
Maximum + or - 4 goals/games (see above example)
 3. Least goals allowed (total of all preliminary games)
 4. Coin Flip – if after applying the three criteria listed above the two more teams remain tied then a coin flip will be used to determine the wild card(s).

3. In the event that more than two teams are tied in total game points at the end of the preliminary rounds after the divisional winners have been selected, the wild card(s) will then be determined by using the following criteria in the listed order. Start with # 1 and proceed till the tie is broken or you reach criteria #3. Once a criterion is used you do not repeat the use of those criteria for any reason.
 1. Goal difference cumulative all games
Maximum + or - 4 goals/games
 2. Least goals allowed (total of all preliminary games)
 3. Coin Flip – if after applying the three criteria listed above two or more teams remain tied then a coin flip will be used to determine the wild card(s)

3. The wild cards will be placed in the playoffs as noted in the draw. In the event that a wild card is scheduled to play a team from their round robin bracket, the placement will be modified so that the wild card plays an opponent from another bracket. The Cup Committee will make such adjustments, if needed, after the wild cards are selected.

2007
Fast Fixin' Challenge Cup Commissioners

Dave Ash, Cup Committee Chairperson

42 Sharon Drive, Richboro, PA 18954
215-364-5320 (home) 215-364-3443 (work) 215-932-4347 (cell)
epysacupchair@aol.com

BOYS

U-9, 10, and 11 Boys Challenge Cup

Laura Baranko
1011 South Green Street
McAdoo, PA 18411
570-929-2213 (home)

lajoe@intergrafix.net

GIRLS

All Girls' Challenge Cup

Sharen Gregg Bolognese
5702 Cricket Lane
Harrisburg, PA 17112
717-652-4828

elitecoachb@verizon.net

U-12, 13 and 14 Boys Challenge Cup

Marty Wade
34 Blue Fox Lane
Richboro, PA 18954
215-322-6387 (home)
215-322-1532 (fax)
215-431-8248 (cell)
mwadecrew@aol.com

U-15, 16, and 17 Boys Challenge Cup

Jim Kuntz
2534 Brookside Drive
Lancaster, PA 17601
717-889-0691 (home)
717-858-8532 (fax)
jimmyk101@aol.com

2007 Fast Fixin' Challenge Cup

Coaches Check List

Before Competition Begins

- Did you get your schedule and did you check it to make sure that it is correct. Report any issues to the State Office.

The Week of the Game

- Did you call opposing coach early in week to go over game details, directions, uniform colors, etc. Home team coach should take the initiative and call. Please don't wait until the last minute.
- If you are playing at a common site, do you know how to get there?
- If you are the Home team did you make sure that the field is properly prepared (lines, nets, corner flags)?

Pre-game Preparation

- Bring your player passes & coaches pass
- Bring your coach's pass
- Bring line-up form (in triplicate) to present to referee prior to game
- Bring Referee fee in cash
- Bring you rules
- Bring Soccer Balls

After the Game

- Were you or any of your team members issued any cards? If so did you email them in to Dave Edgecombe at edgerock1@comcast.net as required
- Are you responsible for calling in the score? If so did you do it?
- Email to cupscores@epysa.org and your age group cop commissioner

2007 EPYSA State Cup Competition

U-17 - U-19 Game Line-up Card

Line-up of: _____ Date: _____

Home Team: _____ Age Group: U- _____

Visiting Team: _____ Referee: _____

Last Name	First Name	Jersey #	Playing	Not Playing	Coach Initial
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Coach Signature: _____