



Championship of Regions Policy & Procedures

Competitions

USASA Region I, Region II and Region III shall organize the Championship of Regions consisting of the Werner Fricker Cup for the Amateur Open Championship, the Gerhard Mengel Cup for the Over-30 Championship and the National Over-40 Cup. The following are the rules and procedures. Each Region will determine its qualifications procedures and who will represent their Region. The host Region will provide a second team to ensure a four-team final.

Competition Procedure

Team Eligibility

1. To enter a competition, a team must be properly affiliated and its players registered with USASA through an Organization Member.
2. Only Men's teams competing in a USASA affiliated league consisting of at least four (4) teams may enter the Werner Fricker Cup.
3. A club may enter more than one team in the competition. Players may only participate for one team within that club per competition.
4. A team may enter and compete in the competition only once through one Organization Member. For purposes of defining a team for this circumstance, the team is composed of the players on the roster. Once the players on a team have competed in a competition, that team with the players on that roster may no longer enter and compete through another Organization Member.

Player Eligibility

1. All players taking part in these competitions must be men and must be properly registered through a USASA Organization Member at least seven (7) days prior to playing in any competition.
2. A player registered and listed in a player pool may not be included on the player pool of another team in the same competition. Such player is considered cup tied and not eligible to compete with any other team in that competition.

3. Players born on the 30th year from the year of the cup competition or earlier are eligible as Over-30 players. Players born on the 40th year from the year of the cup competition or earlier are eligible as Over-40 players.

Player Pool

1. Teams must submit a player pool of registered players that will take part in a competition. The player pool must be reviewed and verified by the team's respective Organization Member.
2. Teams may submit a player pool with a maximum of 22 players. Of those 22 players, 12 must have been on the team's Region player pool that qualified the team for the finals.
3. Teams will be notified the date that player pools are to be submitted. The player pools will be distributed among the teams in the competitions.

Playing Rules

FIFA Laws of the Game

The FIFA Laws of the Game apply to all of the competitions, with the exception of those noted here in.

Uniforms

1. When the uniforms colors of the two competing teams are determined similar by the referee, the home team shall change its color.
2. A clear visible number at least 8 inches in height must be worn on the back of each player's jersey. Each player on a team must wear a number different from the numbers of the other players on the same team.

Player Passes

Each player must have an identification pass issued from the team's respective Organization Member prior to entering a match. The pass shall include the player's name and photograph and indicate the Organization Member that issued the pass.

Match Procedures

1. Match Day Roster
 - a. Teams will be allowed to select no more than 18 players from its official Player Pool to be designated for its match day roster.

b. A match day roster must be submitted to the referee no later than 30 minutes prior to the start of the match. The form must indicate no more than 11 players that shall start the match and include the players who may enter as substitutes. The roster form shall include the first and last name of each player and the jersey number of the player.

2. Length of Match

a. The semifinal and final matches shall be comprised of two 45-minute halves with a halftime interval not to exceed 15 minutes. If tied after regulation, 30 minutes of extra time will be played in two 15-minute periods. If still tied, then the winner will be determined by kicks from the penalty mark as prescribed by FIFA.

b. The third-place matches shall be comprised of two 45-minute halves with a halftime interval not to exceed 15 minutes. If tied after regulation, the winner will be determined by kicks from the penalty mark as prescribed by FIFA.

3. Substitutions

a. A maximum of 7 substitutions, if the team has 18 players designated on its match day roster, shall be allowed in each half. Otherwise, substitutions shall be limited to those players not starting the half who have been named on the match roster. A player who has been replaced by a substitute may not re-enter the match in that half.

b. If the match goes to extra time, both extra time periods shall be treated as a half for substitutions. A player who has been replaced during extra time, regardless if it was the first or second extra time period, may not re-enter the match.

c. If the match is to be decided by kicks from the penalty mark, only those players who were on the pitch at the end of the match can take part in the penalty rounds. No substitutions are allowed.

4. Match Officials

The host Region shall be responsible to assign all match officials.

5. Match Not Completed in its Entirety

a. A match terminated before completion of regulation shall be replayed in its entirety with the exception of the following circumstances:

1) If the match is terminated clearly as the result of misconduct of one of the teams, its management and/or its followers, then the match shall be determined a forfeit

by the offending team and awarded to the opposing team. Review and disposition of such a situation shall be conducted by the Cup Committee.

2) If the match is terminated due to one of the teams no longer able to field the minimum required seven (7) players to continue the match, then the match shall be determined a forfeit by the team that no longer could continue with the minimum required and awarded to the opposing team.

3) If the match is terminated due to weather conditions or other extenuating circumstances that no longer allowed the match to be playable, the Cup Committee shall determine the outcome for that.

6. Technical Area

Teams will be permitted to have no more than four team officials (coaches, assistant coaches and trainers) along with the players listed on the players' pool in the team's technical area.

7. Spectators/Supporters

Spectators/supporters must be seated on the opposite touchline from the team benches or designated seating areas in the stands. Spectators are not permitted on the field or technical area. Teams are responsible for the conduct of their supporters. If it is determined that a match is disrupted or terminated due to the conduct of a team's supporters, sanctions may include forfeiture of match, disqualification from future cup matches and a fine not to exceed one thousand dollars (\$1,000).

Player & Team Official Discipline

1. Team officials (coaches, assistant coaches, trainers and others allowed to be in the technical area) are expected to behave in a responsible manner. A team official may be expelled from the field by the referee, in which case the team official must leave the technical and playing area of the field entirely and no longer participate directly or indirectly in the match. The dismissed team official will also be suspended from participating in the next scheduled match of the official's team. USASA reserves the authority to impose further sanctions necessary to uphold the integrity of the game.

2. Player Suspensions

a. A player issued a red card in the semifinal, including as a result of being issued two (2) yellow cards in the same match, shall be suspended for the remainder of the finals.

b. The Cup Committee shall review the circumstances concerning all red cards issued. If it is determined that the actions of the player warrants greater penalty than the

minimum penalties imposed, then the Committee reserves authority to impose further sanctions necessary to uphold the integrity of the game.

Withdrawal from the Competition

A team that has withdrawn from a competition is subject to losing its participation bond, removal from any other competition it has entered and participation from any competition in the following year.

Disqualifications

A team found to be ineligible to participate in the competition or found to be using an ineligible player may be disqualified from the competition as determined by the Cup Committee. Sanctions may also include loss of participation bond, removal from any other competition it has entered and participation from any competition in the following year.

Administrative Matters

Team Bond Requirement

Teams may be required to post a performance bond in order to participate in a competition. The bond may be used in case of a forfeit to reimburse referee fees or costs of field rental. It may also be used towards a penalty imposed to a team for misconduct.

Protests

1. A protest related to a competition shall be filed in writing to the Cup Committee no later than one (1) hour after a match. It may be sent by facsimile, overnight mail or electronic mail. A fee of \$500 must accompany the protest documents.
2. The protest must describe in detail the grounds of the protest.
3. A protest alleging the use of an ineligible player listed on a player pool as verified by the team's organization member and approved and published in advance by USASA will not be entertained.
3. A protest may be withdrawn in writing after it has been submitted but withdrawal of a protest may result in forfeiture of the protest fee. The determination shall be made at the discretion of USASA
4. The protest fee shall be returned if the protest is sustained

Team Procedures

Player Passes

Player passes of the starting eleven (11) will be submitted to the referee crew prior to the start of the match by each player. Substitutes will submit their player pass to the fourth official before entering the field. The same procedure will be used for the second half and if necessary, extra time.

Pre-Match & Match Start Time

- Matches will start at the published times of the schedule unless extenuating circumstances require the Cup Committee to make changes.
- Teams are to report to their field one hour prior to the start of their match.
- A trainer will be provided at the site.

Team Benches & Technical Area

- Both teams will be seated on the same side of the field in the designated technical area.
- No more than 15 individuals may occupy the bench area during the match. Those individuals may only include the designated substitute players (no more than 7), additional players listed on the player pool (no more than 4) and coach/manager/training staff (no more than 4).
- Coaches must stay within the technical area (one yard) on either side of the designated seat area and extending forward to a distance of one yard from the touch line.
- Only one person at a time is authorized to convey tactical instructions from the technical area.
- A team trainer may only enter the field upon receiving permission from the referee.
- Everyone in the technical area must behave in a responsible and professional manner.
- Substitute players must wear pennies or shirts that distinguish them from the team uniforms.
- Rostered players not listed as substitutes are not to wear team uniform.
- Everyone in the technical area must wear proper attire. Footwear and shirts must be worn at all times within the technical area.
- Alcoholic beverages, tobacco products (both smoking and non-smoking) and all other intoxicants are prohibited from the technical area.
- Spectators will not be permitted in or near the technical area.

Player Rosters/Passes

- No more than 18 players may suit-up for the game.
- The remaining four players may sit in the player area but may not be in uniform.

- The teams will provide the referees the game rosters. The rosters and game reports will be returned to the Cup Committee at the conclusion of the match.
- If a player does not have a player pass, the player is not eligible to play.

Players Equipment

- All jewelry is prohibited.
- In cases of color conflict, the designated home team must change.
- All players, including the goalkeeper, must have a number on their jersey that is different from any other teammate.