

A. PLAYER EQUIPMENT

1. Where the color of the jersey is similar or identical, the designated home team will change jerseys.
 2. All players must have uniforms with individual numbers on the jersey.
 3. No jewelry (including earrings) may be worn by any player.
 4. Players wearing hard casts are not allowed to play under any circumstances. No exceptions will be permitted.
 5. Shin guards must always be worn by all players.
 6. No guest players or loan players are allowed, unless they are officially added to a team's valid US Club Soccer roster and their names are imprinted on this roster. All players must have a valid US Club Soccer player card for the club they are playing for.
 7. A valid, printed (no iPad, cell phone copies) US Club Soccer roster MUST be presented to the referees and available at all New Jersey Cup games, along with corresponding US Club Soccer player and coach passes for all players and coaches. No pass, no play; no pass, no coach.
 8. All players' names MUST appear on the team's official US Club Soccer roster. All player names MUST be imprinted on the US Club Soccer roster; no handwritten entries on the official US Club Soccer roster printed from the web. (New Jersey Cup Game Reports can be handwritten.) A player may only play for one team participating in the New Jersey Cup. A player is Cup-tied to the team they play with in the New Jersey Cup. Players may not play for different teams in different age groups, or different clubs, even if their team gets eliminated. 18 game players maximum may dress per team for 11v11 and 9v9 games; 14 may dress for 7v7 games.
 9. A US Club Soccer-carded coach within a team's club may be on the team sideline during a game. A maximum of three US Club Soccer-carded coaches may be on a team sideline.
- B. SUBSTITUTIONS. Substitutions are unlimited and can be made on any play stoppage with the referee's permission if the substitute is up and ready to go in.

C. GAMES

1. One-loss elimination, plus a consolation bracket for teams that lose their very first game played.
2. 18/19-U17-16-15U will play 80-minute matches; 2 x 40. 10-minute half time.
14-13U will play 70-minute matches; 2 x 35. 10-minute half time.
12-11U will play 60-minutes matches; 2 x 30. 10-minute half time.
10U will play 50-minute matches; 2 x 30. 10-minute half time.
3. Overtime: if a game is tied after regulation play, the two teams will then play two 5-minute, full-term periods. If the teams remain tied after overtime, the match will go to FIFA penalty kicks.

Penalty Kicks: Five designated players from each team will attempt penalty kicks, with a winner determined after five players from each team have completed their shots. If the game remains tied, the penalty kick phase will continue with a sixth kicker from each team, sudden death, although each team gets an even number of attempts.

D. FORFEITS A forfeit will be declared if a team isn't present at the field and prepared to play within 30 minutes of the scheduled start time. A minimum of 7 (11v11) 6 (9v9) 5 (7v7) players are needed to start a game. A team also will forfeit a game if their players and coaches aren't in possession of valid U.S. Club Soccer player/coach passes.

E. REFEREES

1. The home team is responsible for getting referees for its home game through the club's referee assignor. The home team/club is responsible for the assigning fees.
2. The referees are paid whatever the home team/club normally pays referees for home games. This fee should be addressed with the assignor. The two opposing teams split the costs of the referees for the game. The home team must tell the visiting team in advance what the fees are and what the fee split is.

F. MISC. REGULATIONS

1. Inclement weather - In case of severe weather that begins after the start of play, Cup officials in consultation with referees may reduce the length, postpone, conclude, reschedule, relocate or cancel any game. Games terminated after the first half is completed will be considered a finished game and the score will stand. Games terminated during the first half will be considered void and the game will need to be replayed at another time and location agreed upon by both teams.
2. Protests - There are no protests. Cup officials reserve the right to decide all matters pertaining to the Cup and Cup rules and regulations. The judgment of the Cup Director is final.
3. Ejection - Any player or coach who is red carded will be ineligible for the next scheduled New Jersey Cup game. Any player or coach who receives two yellow cards in a game, resulting in a red card, will be ineligible for the next scheduled New Jersey Cup game. Referees will report the infraction to the referee assignor and the New Jersey Cup director.
4. Straight red cards - any player or coach who receives a red card will be ineligible for at least the next scheduled New Jersey Cup game. Straight red card offenses will also be reported to the referee assignor and the New Jersey Cup director for review and possible further action/suspension. Gross or severe misconduct, as determined by the Cup director can result in a team's expulsion from the Cup. Referee assault or abuse as determined by the Cup director WILL result in a team's expulsion from the Cup. Any expulsion will result in the forfeit of awards and fees.

THE PASS OF AN EJECTED COACH/PLAYER WILL BE RETURNED TO THE TEAM AT THE END OF THE GAME EXCEPT IN THE CASE OF REFEREE ASSAULT OR ABUSE, IN WHICH CASE THE REFEREE WILL KEEP THE PASS, INFORM THE ASSIGNOR OF THE ABUSE/ASSAULT WITHIN 12 HOURS, AND RETURN THE PASS TO NEW JERSEY CUP DIRECTOR WITHIN 24 HOURS.

5. Coach's Responsibility - Each coach is responsible for the conduct of the players, parents, and spectators on his/her team.
6. Team Field Positions - The players and coaches of both teams will take a position on the sideline opposite that of the spectators. Only US Club Soccer-carded/rostered players and coaches will be allowed with teams on the sidelines. A maximum of three coaches per team.
7. If no referees are present at kickoff, the home team should immediately contact their referee assignor to find out what happened and to get substitute referees to the game. The visiting team must wait 30 minutes from the kickoff time to see if referees show up. If no referees appear within 30 minutes of kickoff, the game will then revert to the visiting team's home field as a replayed game within one week.
8. No refund will be made in the event of cancellation or shortening of any matches due to inclement

weather once the Cup begins; the Cup committee could alter this and grant partial refunds depending on the point of cancellation.

9. Once a team is accepted, there is no application-fee refund.

G. SCHEDULING A PRELIMINARY-ROUND GAME

1. The home team must offer at least three different dates to play a game, including at least two different weekend options (Saturday/Sunday or two different calendar weekends). Offering different times on the same day counts as one day. Once the home team has offered at least three different dates the visitors must select one and play. Further discussions can occur, but once at least three dates have been offered the home team has fulfilled its requirement and the visitors must select one of the dates.

2. Once scheduled, an email must be sent to statecupnj@usclubsoccer.org with the game details: teams, age group, gender, date, time, location.