



B. Pre-Game Procedures –

1. In all age groups, both the home team and the away team will provide the Official Game Roster. All players who will participate in the Fall or Spring State Cup competition must be “Locked IN” the Got.Sport system no later than the Roster Freeze date/time to be listed as available players on the Official Game Roster. For the U13-U19 age groups, as part of the team check-in process, the referee will check off those players who will not participate in the game on that specific day; up to 18 players can be rostered to play in a game. At the time of the kick off, the roster of 18 will be set and no changes can be made to the Official Game Roster. Players not participating may sit on the team’s bench but they must be dressed in street clothes; they cannot wear any part of the team uniform. The referees may ask any player not playing in the game to leave the team bench and the team sideline should an issue arise.

2. For the U12-U11 age groups, as part of the team check-in process, the referee will check off those players who will not participate in the game on that specific day; up to 16 players can be rostered to play in a game. At the time of the kick off, the roster of 16 will be set and no changes can be made to the Official Game Roster

3. Each team must present for inspection at the beginning of the game or at the prescribed grace period their approved frozen Official Game Roster and their laminated US Youth Soccer or US Club Soccer Player Passes (US Club Soccer logo on either players card- Athlete ONE allowed). You are **NOT** allowed to have passes from both sets of organizations (VYSA/US Club) for the same rostered team.

Checking passes, players, and rosters **MAY NOT** be waived by the referee or the coaches. If checking of the Official Game Roster and passes against each player is not done, the coaches of both teams will be considered to be at fault. This may be grounds for a hearing on the validity of the game. The referee will check in each team official. Team officials must show a current team official pass in order to be on the team bench.

C. Required Identification Documents for each State Cup match:

1. Official Game Day Roster (State Cup roster) printed from Got.Sport
2. Laminated Player Passes (VYSA, US Club Soccer & Athlete One).

1. All teams must bring both the Official Game Day Roster and the Laminated Player Passes to each game

In extreme circumstances when a team does not have the required pieces of identification at the start of the game, we have outlined a way to proceed with the game. A game can NOT start without at least either the Match Card, Official Game Day Roster, or the Laminated Player Passes. Team with missing documents MUST contact 'Director of Cups' Ray Ford by email (ray@vysa.com) giving a contact cell number. No game can continue in the second half without all 3 documents (Match Card, Official Game Day Roster and the Laminated Player Passes) or approval from Director of Cups in a written email to both teams and the referee crew informed.

A) At game time—If both or just one of the required identification documents is present for check in, then the game may proceed. If the game proceeds with only one piece of required identification, the other missing documents must be available to the referee not later than the start of the second half of the game. If the additional identification documents are produced, the referee will be required to perform a check of the identification documents. If the missing documents are not presented to the referee before the end of half time, the referees must contact the Director of Cups. They can NOT declared a forfeit, at this time. The score of the game at half time will have no bearing on the decision to declare the game a forfeit.

B) At game time—if none of the Match Card, Official Game Day Roster or the Laminated Player Passes are available, a 15-minute grace period will be allowed to produce one or all of the required identification documents. If at the end of the 15-minute grace period none of the Match Card, Official Game Day Roster nor the Laminated Player Passes are presented, the game will be declared a forfeit.

2. U13-U19 Teams, Players Available A fifteen (15) minute grace period is given to each team (11v11) which cannot field eleven (11) players at game time. After fifteen (15) minutes, the game will start provided that the team has at least seven (7) players. If less than seven (7) players are present at the end of the grace period, the team forfeits.

3. U12 & U11 Teams, Players Available A fifteen (15) minute grace period is given to each U12, (9v9) team which cannot field nine (9) players at game time. After fifteen (15) minutes, the game will start provided the team has at least five (5) players. If less than five (5) players are present at the end of the grace period, the team forfeits.

D. Game Durations, Overtime, and Ball Requirements –

1. Games shall consist of two halves of equal duration in accordance with the age group specifications included below under paragraph 3.

2. In the single elimination PLAY IN rounds and the semi-finals and finals, if a game is tied at the end of regulation, the tie shall be resolved by playing two equal overtimes according to the age group specifications. If tied after both overtimes have been played, penalty kicks in accordance with the FIFA Laws of the Game will break the tie.

3. Group Play Games can end in a win, loss or a tie and will not play any overtime periods.

4. Games shall be played in accordance with the following Age Group Specifications:

Age Group	Game Length	Overtime Play	Ball
19, 18, 17 Under	2- 45 minute halves	2- 15 minute periods	#5 Ball
16, 15 Under	2- 40 minute halves	2-15 minute periods	#5 Ball
14, 13 Under	2-35 minute halves	2-15 minute halves	#5 Ball
12, 11 Under	2-30 minute halves	2-10 minute periods	#4 Ball

4. Goal size for the 12U & 11U State Cup age group has been established. The goal size for each field used by 12U State Cup for games must be 7' by 21'.

E. Substitutions –

1. Substitutions may be made, with the consent of the referee, at any stoppage of play.
2. For the U14 and younger age groups, unlimited substitutions shall be allowed.
3. For all U15-U19 age groups, a maximum of 7 substitutes for each team shall be allowed in each game during each half and during any overtime play. After leaving the game during a half of play, the substituted player may not re-enter the game during the same half of play. After leaving the game during overtime play, the substituted player may not re-enter the game. All U13-U19 teams may dress only 18 players for each game. Additional players may sit on the team bench as long as they wear no part of the team uniform.
4. If a player is suspected of suffering a head injury, they may be substituted for evaluation without the substitutions counting against the team's total number of allowed substitutions during each half or overtime period. If the player with the suspected head injury has received clearance from the events' Health Care Professional, the player may re-enter at any stoppage of play. The evaluated player must replace the original substitute and will not count as a substitution. The temporary substituted player may re-enter the game as a regular substitute. A team may only make a temporary substitution if they have a substitution available and have not used the maximum of 7 substitutes during the half.

At age group division U11 ONLY

Whenever the ball strikes a player in the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head. If deliberate, the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed inadvertent, then the proper restart is a dropped ball.

The Director of Cups retains the final decision-making authority while following the applicable rules for any game day protest for Play IN games, Group games, Semi-Finals or Finals in this competition.

Rules Revised: July 2011; July 2013; July 2014; July 2015, July 2016, August 2, 2016, February 2017, July 2017, July 2018, August 2018, July 2019, August 2020, February 2021, September 2021, Sept 2023. Dec 2023. April 2024. July 2024. August 2024.