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# NEW JERSEY YOUTH SOCCER

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2018-2019 Commissioners Cup Rules

July 10, 2018  
NEW JERSEY YOUTH SOCCER  
569 Abbington Dr., East Windsor NJ

# 2018-2019 NJ Youth Soccer Commissioners Cup Rules



## NJ Youth Soccer Commissioners Cup

### I. INTRODUCTION

The NJYS Commissioners Cup competition is for third tier of teams and leads only to a New Jersey champion. The winners of the NJYS Commissioners Cup do not advance outside of New Jersey. Currently, this tournament is for boys and girls NJYS teams at the U11 through U16 age groups.

### II. STRUCTURE

- a. The NJYS Commissioners Cup will consist of one single elimination tournament with divisions as determined by NJ Youth Soccer. It will be open to all travel team boys and girls with age groups as follows: **11U and 12U (9v9), 13U & 14U age groups in the fall and the 15U to 16U age groups in the spring.**
- b. With the exception of the semifinal and finals, the format will be home and away with NJYS determining those designations. The home team will be responsible for securing the field.
- c. ***Players/teams entering the NJYS Commissioners Cup are ineligible to enter the NJYS Presidents Cup or National Championship Series at any level.***
- d. NJYS conducts random flighting to determine match ups. Only the previous year's semifinalists are seeded and placed in the brackets as far away from each other as possible.

### III. ADVANCEMENT

- a. There will be no advancement outside of the state level of this competition.

### IV. ADMINISTRATION

- a. NJ Youth Soccer will select venues for the NJYS State Cups tournaments semifinals and finals unless otherwise communicated by NJ Youth Soccer. All other rounds

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will be played following a “home and away” format with NJYS determining those designations each round.

- b. NJ Youth Soccer is the final arbiter for all NJYS Commissioners Cup decisions. There shall be no appeal beyond the authority of NJ Youth Soccer.

### V. REGISTRATION AND TEAM ELIGIBILITY

#### a. Team Qualifications for Application

- i. Teams must compete in at least a 4-team approved league flight during the current seasonal year in a US Youth Soccer affiliated league (e.g. NJ Youth Soccer, USYS Regional League, USYS National League and/or other USYS state association).
- ii. Leagues are required to schedule a minimum of one game against each of the different teams participating in the flight.
- iii. Notwithstanding this minimum playing requirement, a team must complete their entire league schedule.
  1. For example; if a league schedules 10 games during a season, a team must play ten games to qualify. League procedures for forfeits must also be adhered to and games postponed (e.g. due to weather will be taken into consideration).

#### b. Applications

- i. Teams must apply through the NJYS website.
- ii. Applications for each tournament must be accompanied by a NJYS roster and the proper entry fee before the application is accepted.
- iii. These items must be received by the NJYS office by the published deadline date and time to avoid team not being accepted. The individual team takes responsibility for adhering to this deadline.

#### c. Fees

- i. 11U – 16U  
\$160 (early registration one week prior to final registration deadline)  
\$185 (the week of final registration)

#### d. Dates of Competition

- i. Dates for all rounds of the NJYS Commissioners Cup are published in the State Cups calendar on the “State Cups” page of the NJYS website ([www.njyouthsoccer.com](http://www.njyouthsoccer.com)).
- ii. If your team is not prepared to play all games on all scheduled dates, please do not enter the competition.

#### e. Player Eligibility

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- i. Each player entering the competition must carry a US Youth Soccer member pass.
- ii. No player may present or play with a player pass issued by any other US Soccer member organization (i.e. US Club, Super-Y, non-NJYS)
- iii. The US Youth Soccer member pass, rosters and any revisions must be processed, and players age verified by NJYS.
- iv. Any violation of this rule will result in fines and/or suspensions.

<b>No Pass – No Play – No Exceptions</b>
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- v. Every player must be rostered on an official team roster and age verified by NJYS to be eligible to play in the NJYS Commissioners Cup.
- vi. Validated player passes are required for each player in every game.
- vii. A player can only be rostered on or play with one team in any level of NJYS State Cups competitions (Commissioners Cup, Presidents Cup, National Championship Series) during a seasonal year.
- viii. Secondary carded players are not eligible to play in the NJYS Commissioners Cup, even though the team's NJYS league may permit secondary carding.
  1. If a secondary carded player appears on a NJYS Commissioners Cup roster, that team will be disqualified from the competition.
- ix. Guest players are not eligible to play in the NJYS Commissioners Cup.
  1. If a guest player appears on a NJYS Commissioners Cup Roster, that team will be disqualified from the competition.
- x. Any team using ineligible player(s) will forfeit all of its tournament games and may be subject to fines.
- xi. Any player on a team advancing to a regional or national competition is ineligible to play for another team within this competition.

### f. Coach Eligibility

- i. All team officials, coaches, assistant coaches, managers, etc. must also be listed on the official roster, official game card (generated by NJYS' online registration system) and have a current valid member pass.
- ii. Coaches may be handwritten and will be permitted in the technical area provided they possess a valid (up to date) coaches pass.
- iii. A maximum of four coaches will be permitted in the technical area.
- iv. *The referees have been instructed to enforce the NJYS State Cups "No Pass-No Play rule."*

### g. Rosters

- i. NJYS will accept roster additions, releases, and transfers up to the roster freeze date set by NJ Youth Soccer, in conformance with the then-applicable regulations of the NJYS Commissioners Cup.

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- ii. A team's roster is frozen for the cup competition
  - 1. Players can be added to the league roster, but will not be eligible to play in the NJYS Commissioners Cup Competition.
  - 2. Players not on the state cups roster may be added to regional roster by club pass only (subject to regional and national rules for club passing. May apply by NJYS registrar only for US Youth Soccer Eastern Regionals competition or US Youth Soccer National competition and in compliance with National competition rules).
  - 3. For teams that are NJ Youth Soccer Champions from the fall, rosters are frozen for the entire spring season. **You cannot make any roster changes.**
    - a. (i.e. adds or transfers, during that period for NJYS State Cups, league, or tournament play. If you drop a player from the roster, the player is dropped for both league and NJYS State Cups play.)
- h. **Bracket Change**
  - i. If a team requests to change their state cup tournament (NJYS National Championship, NJYS Presidents Cup, Commissioners Cup) preference after the registration deadline but before the brackets are completed, it may incur a \$50 change fee (if approved by NJ Youth Soccer).
  - ii. If this request to change occurs after the brackets are posted, the team may incur a \$200 change fee (if approved by NJ Youth Soccer).

Teams that withdraw prior to the final registration deadline are eligible for a full refund of their registration fee. Teams that withdraw after the registration deadline but prior to the tournament draw may incur a \$50 processing fee. Teams that withdraw after the tournament draw are subject to the Forfeit rules (see section g. of "Rules of Competition.")

### VI. ROSTER SIZES

- a. 11U and 12U 9v9 teams can have a maximum of 18 players on the official roster, from which a maximum of 16 are eligible on the game day roster.
- b. 13U through 16U teams can have a maximum of 22 players on official the roster, from which a maximum of 18 are eligible on the game day roster.

### VII. RULES OF COMPETITION

- a. The playing rules of the NJYS Commissioners Cup shall conform to the IFAB Laws of the Game, except as provided in this document.
- b. **Home Team:** The Home team must:

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- i. Provide confirmation, via written communication, to the visiting team with game time and adequate directions to the home team's venue no less than 72 hours prior to the scheduled kickoff.
- ii. Properly mark the field of play
- iii. Provide a proper game ball
- iv. Provide proper nets
- v. Confirm that a referee has been assigned by a certified NJ State Referee Assignor for any game that has had a change in time, place, or date since originally scheduled and confirmed with the opposing team.
- vi. Inform the away team about the color of their uniform (in accordance with the uniform policy in the rules of competition).

*If both teams are properly notified per the parameters above and, following a 15- minute grace period, one team fails to show up and/or field a minimum of 7 players, the game may be forfeited to the showing team (extenuating circumstances may be favorably considered by NJ Youth Soccer). The referee at the field will NOT make any forfeit determination. Only NJ Youth Soccer can make this determination. Should both teams fail to meet this deadline, and the referee deems the field playable, both teams will forfeit.*

### c. **Score Reporting**

- i. Score reporting will be done by the referee via NJYS' online registration system (i.e. U.S. Soccer Connect).

### d. **Results**

- i. Game results will be posted on the NJYS website by Monday evening following weekend games.

### e. **Scheduling**

- i. NJ Youth Soccer oversees scheduling for all tournament games. Initial determination of home and away teams will be done by random selection. NJ Youth Soccer also has the ability to mandate any game date change.
- ii. NJYS Commissioners Cup Games have priority over NJ Youth Soccer league and other games. *The online scheduled game time is NOT necessarily the game time. (Our scheduling system requires a start time to function so this is simply a placeholder.) A game can be played any day or time approved by NJ Youth Soccer. This is to allow flexibility around league and home field schedule. Game times must be mutually acceptable to both teams, with the guideline of making sure both teams have a fair chance and no team is put at a disadvantage.*

### f. **Contingency Scheduling**

- i. A game can be postponed by NJ Youth Soccer, referee or the home team

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- if, for example, weather has made the field unplayable.
- ii. Every attempt should be made to play the game as scheduled. The home team must notify NJ Youth Soccer, the Referee Assignor and the opposing team by 10:00 AM on the day of the game or at least three (3) hours in advance of the scheduled game time (whichever is earlier).
- iii. The referee, NJ Youth Soccer and NJ Youth Soccer will be prerogative to declare a field unplayable due to adverse weather conditions.
- vii. Any game canceled due to an unplayable field or adverse weather that prevents a team from traveling to the venue site, NJ Youth Soccer will determine the rescheduling. If the home field is playable, teams should be expected to play.
- viii. Any game not postponed by 10:00am shall be considered as "ON" and only the referee shall have the authority at this point to judge the fitness of the grounds.
- ix. Any postponed game must be played by Wednesday immediately preceding the next game date unless otherwise approved by NJ Youth Soccer

### g. Forfeit

- i. Any team forfeiting a game must notify NJ Youth Soccer by Tuesday before the game is scheduled and follow up with a written confirmation to the NJYS State Office via [statecups@njyouthsoccer.com](mailto:statecups@njyouthsoccer.com).
- ii. If, for any reason the game is not played by the Wednesday deadline, **BOTH TEAMS WILL FORFEIT**. This includes rainouts.
- iii. The forfeiting team(s) may be assessed a fine according to the following schedule:

Preliminary Round Game	\$150 plus referee costs
Quarter Final Game	\$200 plus referee costs
Semi Final Game	\$250 plus referee costs
Final Game	\$350 plus referee costs

***New Jersey Youth Soccer is the final arbiter for all NJYS State Cups decisions.  
There will be no appeal beyond the authority of this New Jersey Youth Soccer.***

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All fines must be paid within ten days of notification. Failure to pay any fine may result in a suspension from all affiliated play. Notification will be sent to the team's club president and league president.

### h. Unfinished Games

- i. Unfinished games due to any cause will not be replayed provided neither team is at fault and the first half has been completed.
- ii. If the first half has been completed and play cannot be resumed and provided neither team is at fault, NJ Youth Soccer and may deem the game complete.
- iii. Should play be stopped at any time due to one of the teams being adjudged at fault, it will be at the discretion of NJ Youth Soccer as to whether the game is to be replayed or declared a forfeit.

### i. Substitutions:

- i. Substitutions may be made, with the consent of the referee, at any stoppage of play.
- ii. 11U - 16U Age Groups
  1. Unlimited substitutions shall be allowed with the consent of the referee during any stoppage of play, except penalty kicks.

### j. Protests

- i. NJ Youth Soccer will hear and decide protests, appeals, and Commissions for NJYS Commissioners Cup Competition, subject to the following conditions:
  1. A protest must be verbally lodged with the referee and with the opposing coach before leaving the game site.
  2. It must be noted by the referee on the game report, and NJ Youth Soccer must be notified of any protest within four hours of the game completion or immediately following the games completion when games are played at a central site.
    - a. Note: With regard to the referees at the match, only the misapplication of the "Laws of the Game" is subject to protest. Judgment calls (such as foul and misconduct) are not subject to protest.
  3. A protest must be submitted in writing via email to NJ Youth Soccer within 24 hours of the game by a team official listed on the roster involved in the game.
  4. The fee for a protest is \$300 and must be sent to the NJYS State Office and postmarked no later than the next post office working day after the game was concluded or delivered to the NJYS Site Coordinator within two hours after the completion of the game at a central site. If the protest is upheld, the fee will be returned. If denied, the fee will be retained.
  5. Written complaints can be filed without a fee but they will not



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result in a change in the game result.

### k. Conduct

- i. Coaches are responsible for the conduct of their players and spectators.
- ii. Abuse of the referees will not be tolerated.
- iii. Misconduct by parents and/or spectators will be referred to the NJYS Appeals/Discipline Committee for disciplinary action.
- iv. All coaches of competing teams are to remain within a ten (10) yard technical area (coaching box) on their side of the field.
- v. At games played at a centralized location, both players and coaches will be on one side of the field as specified by NJYS.
- vi. Parents and spectators will remain on the opposite side for the entire match.
- iii. For games at a centralized location, a maximum of four sideline passes per team will be issued to coaches who have a current year, valid member pass and who are listed on the team's approved roster.
- iv. Only coaches with sideline passes will be permitted on the side of the field with the players.
- v. Coaches are not permitted to coach from the spectators' side of the field.
- vi. Coaching is only permitted from inside the technical area.

### Length of Games, Overtime Periods, and Ball Specifications

Age Group	Duration	Halftime	Overtime	Ball Size
16U, 15U	2-40 minute halves	10 Minutes	2-15 minutes	5
14U, 13U	2-35 minute halves	5 Minutes	2-10 minutes	5
11U, 12U (9v9)	2-30 minute halves	5 Minutes	2-10 minutes	4

- vii. Balls
  - 1. At preliminary stage and quarterfinal games, the home team will supply the referee with 2 game balls.
  - 2. At semifinal and final games, all matches will be played with a ball supplied by NJYS.
- ii. Overtime
  - 1. If a game goes into overtime, both overtime periods must be played in entirety.
  - 2. A brief hydration break will be provided between the overtime halves; however, players may not leave the field of play.
  - 3. If a game is still tied at the end of overtime, the match will be

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decided in accordance with the FIFA “Instructions Regarding the Taking of Kicks from the Penalty Mark.”

### I. Uniforms

#### i. Logo Rules

1. No team will wear the logo, insignia, or other identifying mark of a non US Youth Soccer organization (e.g. US Club, NPL, Super Y) on their uniforms. Teams are expected to remove the marks, cover the marks, or change uniforms to comply with this rule.
2. If a team fails to adhere to these rules, the referee will be asked to report the issue after the game and the team may be subject to a team fine.

#### ii. Player Jerseys

1. Each player must have a unique number on their jersey. The numbers must be a size of six inches. Numbered jerseys for goalkeepers are required.

#### iii. Team Colors

1. The home team should wear their lightest uniform, and the away team should wear their darkest uniform. The home team is responsible to change in case of conflict.

### m. Hydration Breaks

- i. Prior to the start of the match, a decision will be made by the referee, or the NJ Youth Soccer at a central site, to implement a hydration break.
- ii. The break occurs at the midpoint of each half and at the end of each overtime period (if played).
- iii. The break will be implemented when the heat index is above 85 degrees at game time.
- iv. The break will be given at a normal stoppage of play and all players must remain on the field.

### n. Referees

- i. NJ Youth Soccer will work with the NJ State Referee Committee to assign referees for the semifinals and finals only (unless otherwise communicated by NJYS).
- ii. Referee fees will be split by teams 50/50 for play dates and quarter-final rounds. NJYS will assign and pay ref fees for semifinal and final rounds. The established fees are:

<b>Age Group</b>	<b>Referee</b>	<b>AR</b>	<b>Per Team</b>
15U – 16U	\$80.00	\$50.00	\$90.00
11U - U14	\$70.00	\$40.00	\$75.00

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- iii. The USSF approved referee assignment policy is preferred when assigning referees:
  - 2. Referee and two neutral uniformed assistant referees.
  - 3. Referee and two club linesmen.
  - 4. One referee working alone.
  
- viii. In the event that no assigned referee appears at the field within 30 minutes of the scheduled game time, two choices are available:
  - 1. The game may be played with a mutually acceptable substitute referee.
  - 2. Both teams may elect to play the game at another time but before the following Wednesday. NJ Youth Soccer must be notified. The home team will lose the home field advantage.
  - 3. Failure of a referee to show up will not be the cause for canceling or protesting a game. Please see Section IV, Part P for more details
  
- o. **Before the start of each game**
  - i. Each team will give the referee an official NJYS computer generated game card.
  - ii. The referee will inspect all player and coaches passes and hold all passes until the end of the game.
    - 1. The home team shall be inspected first
    - 2. Any challenges by either team will be noted on game report by the referee and the player will be allowed to play.
    - 3. Challenges of players must be made at time of player pass inspection.
    - 4. NJ Youth Soccer, through the State Registrar, shall address the challenges of players.
  - iii. The referee will determine the suitability of the field for play noting any improperly prepared fields on the game report.
  
- p. **After the Game**
  - i. Game Reporting
    - 1. The referee will report the score, red cards and yellow cards via NJYS reporting system (U.S. Soccer Connect) within 24 hours of the game start time. Directions to complete the report are available at [njyouthsoccer.com](http://njyouthsoccer.com).
    - 2. Red Cards
      - a. Referees will submit a supplemental report to their assignor and to NJYS by email ([statecups@njyouthsoccer.com](mailto:statecups@njyouthsoccer.com)) within 24 hours of the game, and preferably the same day.
      - b. Details of the player name, pass #, team, club, and reason for the dismissal should be included.

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- c. The pass of a player/coach who is sent off the field (red carded) will be given back to the coach.
- d. For games hosted at a central location (e.g. semis and finals), the red card will be reported on the game card.
- e. The game card will then be given to the onsite NJYS representative to be recorded in the NJYS reporting system.
- f. All other passes will be returned to the coach at conclusion of the game.
- g. *The NJYS Office will retain the pass of any player or coach sent off for the duration of the penalty. Penalties for individuals sent off will be carried over to the next NJYS State Cups competition (e.g. Commissioners Cup, Presidents Cup or National Championship Series) where applicable.*

<b>Red Card Violation</b>	<b>Minimum Penalty</b>
Violent Conduct	3 games/3 weeks
Serious Foul Play	2 games/2 weeks
Second Caution in the Same Match	1 game/1 weeks
Offensive, insulting, abusive language	1 games/ 1 week

- h. The next round opponent will be notified of all red carded players.
3. The referee will record any game protested by either coach on the game report and email NJYS (statecups@njyouthsoccer.com).

### q. **Game Report and Roster**

- i. Before the game, each team will give the referee an official NJYS computer generated game card.
- ii. Coaches will be permitted on the sideline provided they possess a valid (up to date) coaches pass.
- iii. Only players on the game card may compete in the game.
- iv. Players not eligible must remain on the parents' side of the field and may not be dressed in uniform.
- v. For semifinals and finals held at the centralized location, the game roster will be produced by NJYS and generated by the roster frozen before tournament flighting.

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### **PROPER BEHAVIOR ON THE SIDE LINES**

Teams that are waiting for their match cannot warm up or congregate along the goal line of an active field or between fields. NJYS will designate an area for teams waiting for their match and teams are expected to stay within the area for their warm up activities. Teams not adhering to this requirement will be subject to disciplinary action and may be fined \$100.

A maximum of four (4) carded, rostered coaches, assistant coaches, administrators, trainers, for each team will be permitted on the sidelines with the rostered players. Sideline passes must be displayed prominently.

Spectator areas are behind the marked only area. Please be considerate of other games in progress. There is plenty of area for player warm up and preparations without congregating along the goal lines or between fields. Proper behavior is required on the sidelines.

Your cooperation and that of your players and spectators will be greatly appreciated.