SOUTH CAROLINA YOUTH SOCCER
2014/2015 PUBLIX OPEN CUP MANUAL
(SOUTH CAROLINA OPEN CUP)

1. PURPOSE

This manual documents the methods, procedures, and guidelines used to stage the Publix Open Cup games. These annual competitions determine which teams are the Publix Open Cup Champions. In order to continue to improve the games, this manual may be updated by a majority vote of the SC Youth Soccer Board of Directors.

2. SCOPE

This manual is applicable to the annual U13-U19 Publix Open Cup. Dates, times and the locations of the Cup will be set by the SC Youth Soccer Board of Directors and posted on the SC Youth Soccer website.

3. APPLICABLE DOCUMENTS

FIFA Laws of the Game as amended annually
USSF Official Administrative Rule Book as amended annually
Policy on US Youth Soccer National Championships as amended annually
SC Youth Soccer Bylaws
SC Youth Soccer Administrative Manual/scysa.org
SC Youth Soccer Board of Directors Meeting Minutes
SC Youth Soccer Annual Calendar

4. COMPETITION DIVISIONS AND AGE GROUPS

The Publix Open Cup games are comprised of the following competition divisions and age groups: Girls and Boys U13 -U19 Classic I teams not qualifying for the PMSL Cup and Classic II teams desiring to compete. The winner of each division shall be the Publix Open Cup Champion.

5. FEES

Fees for entry into the Publix Open Cup are set prior to the cup by the SC Youth Soccer Board of Directors and will be listed on the Publix Open Cup entry form and the SC Youth Soccer website.

6. PERFORMANCE BOND

Each team participating in the Publix Open Cup wiil be responsible for a performance bond. In addition teams that did not participate in the President's Medal Soccer League shall post a registration fee. The performance bond will be invoiced for the following infractions:

A team's performance bond will be forfeited by:

1. Improper registration.
3. Failure to be ready to play at the scheduled time plus grace period of ten minutes for any game.
4. Failure to participate in the entire awards ceremony if that team is a participant in the championship game.
5. Once a team has declared its intent to play, any failure to appear at Cup matches may result in the loss of the team's bond and a minimum suspension for one (1) year of the coach and assistant coach of the team in violation.
6. If a performance bond is forfeited, then the team will be responsible for a new performance bond.

7. PLAYER/COACH PASSES

Each player, coach, assistant coach and manager (if applicable) in the PMSL must have an official US Youth Soccer pass (ID card). The pass shall have the signature of the State Registrar/designee, and a current photograph of the player/coach permanently attached. Players/coaches may not be photographed in hats or headbands. Laminated player passes are required. NO pass – NO play. Each team roster must have a coach designated as a head coach while all others are assistant coaches. The DOC pass and club coach pass gives the DOC or club coach the ability to coach one of their club's teams during Presidents Medal League or cup matches without having to be listed on the official South Carolina Youth Soccer team's roster. There may be no more than (4) coaches (including DOC's/club coaches) on the player's bench at any one time.

8. TEAM ROSTERS
All teams entering this competition must have an Official SC Youth Soccer Roster signed and sealed by the SC Youth Soccer State Registrar/designee prior to the Publix Open Cup. The Roster shall list the team coach, team assistants, managers (if applicable) and all team players. Rosters are frozen at a date chosen by the SC Youth Soccer Board of Directors. No player may be added or transferred on to a team after the team roster is frozen. Teams with club pass players must submit a Game Day Roster signed by the coach/DOC to the State Registrar/designee no later than 48 hours prior to cup.

9. RED CARD EJECTION NOTICE FORM
The Red Card Ejection Notice form and procedures will be used in the Publix Open Cup play. Upon receiving a Red Card Ejection players should contact the tournament committee. The tournament committee will track red card ejections during cup play.

10. PLAYER EQUIPMENT AND UNIFORMS
All teams shall wear matching uniforms consisting of jersey, shorts, and socks. Every field player shall have a unique and identifiable number attached to his jersey. Additional garments may be worn to protect against the elements, but all players must present a uniform appearance and all extra clothing is subject to the approval of the referee. Socks must be pulled up over each player's shin guards and all shirts must be tucked in at the start of each half of play. No jewelry of any type may be worn during a match under any circumstances. All players, including the goalkeeper, must wear shin guards during the duration of all matches. Additional equipment or clothing worn to reduce the chance of injury or to protect existing injuries shall be used only with the approval of the referee. The referee is the judge of whether player equipment, casts, or protective or other assistant devices shall be allowed as prescribed in the FIFA "Laws of the Game". In general, hard casts will be allowed only if they are (a) wrapped in their entirety with a half inch of foam or other cushioning material and (b) are, in the opinion of the referee, safe. At the first indication that a player with a cast or other protective device is using it in an unsafe manner, or to gain an advantage, the player shall be removed from the match not to return for the duration of the competition, or until the cast or device has been removed.

Should the referee in any match determine that the equipment worn by a player does not meet the FIFA criteria as documented for non-dangerous player equipment, and prevents the player from match participation, that referee shall be required to submit a written report to the Tournament Committee detailing the reason(s) for the decision. The report is to be submitted by the end of the day.

11. TEAM ELIGIBILITY
To be eligible for the Publix Open Cup, a classic team must be comprised of properly registered and rostered youth players and the team and its SC Youth Soccer affiliated organization must be in good standing with SC Youth Soccer. The team shall compete in a SC Youth Soccer approved league comprised of no fewer than four (4) teams during the cup season, and that competition shall consist of a minimum of one (1) game against at least three (3) other teams participating in the league. Any team having forfeited two (2) or more league games during the current cup season shall be reviewed by the SC Youth Soccer Board of Directors and may be deemed ineligible for play in the Publix Open Cup. All teams U13– U19 shall demonstrate continuity of rosters between league and cup play by maintaining a minimum of nine (9) players common to the rosters of both competitions. State Select/ODP/Challenge teams may not compete.

Recreation teams may be invited to compete in the Publix Open Cup to complete a bracket or if there are not enough recreation teams to field a bracket in the Publix Recreation Cup.

12. FORMAT
All PMSL Classic II teams that did not qualify for the Publix Presidents Medal State Cup are eligible to play in the Publix Open Cup. All registered Classic II teams that have met the requirements for state cup participation and did not play in the PMSL Classic I Division, SCSCL or Premier Soccer Leagues are eligible to play in the Publix Open Cup. Teams will be seeded in divisions based on their season standings (see Section 14 below).

13. TEAM PARTICIPATION
The Publix Open Cup will allow all classic teams requesting participation and meeting all requirements to participate and compete for the Championship in their division provided there are enough teams (minimum of three teams) to form a division.

14. SEEDING AND PAIRINGS
Seeding: Seeding will be based on a team's record during their playing season. Teams playing in the President's Medal Soccer League Classic I Division not qualifying for the Publix Presidents Medal Cup will be seeded first in order based on their standings. Teams playing the Presidents Medal Soccer League Classic II Division will be seeded second in order based on their standings. Teams playing in a local classic league and playing in a division with only classic teams will be seeded next in order based on their standings (if any teams in this group are tied on points a blind draw will be used for seeding of the tied teams). Lastly teams playing in a league with recreational teams playing in their division will be seeded in order based on their standings (if any teams in this group are tied on points a blind draw will be used for seeding of the tied teams).

Example: 12 team division with 2 teams from the President's Medal Soccer League Classic I Division 2 teams from the President's Medal Soccer League Classic II Division, 3teams from a local classic league and 3 teams playing in a recreational league.

Season Record - 2 Classic teams in the President's Medal Soccer League Classic I Division:
Team 1   4 wins   4 losses
Team 2   0 wins   8 losses

Season Record 4 Classic teams in the President's Medal Soccer League Classic II Division
Team 1   8 wins   0 losses
Team 2   6 wins   2 losses
Team 3   4 wins   4 losses
Team 4   0 wins   8 losses

Season Record - 3 Classic teams in Local Classic League:
Team 1   8 wins   0 losses
Team 2   6 wins   2 losses
Team 3   4 wins   4 losses

Season Record - 3 Classic teams in Recreational League:
Team 1   8 wins   0 losses
Team 2   6 wins   2 losses
Team 3   4 wins   4 losses

Seeding for Publix Open Cup for above teams:

SEEDING	TEAM	RECORD		SEASON LEAGUE
1	Team 1	4 wins	4 losses	President's Medal Soccer League, Classic I
2	Team 2	0 wins	8 losses	President's Medal Soccer League, Classic I
3	Team 3	8 wins	0 losses	President's Medal Soccer League, Classic II
4	Team 4	6wins	2 losses	President's Medal Soccer League, Classic II
5	Team 1	4 wins	4 losses	President's Medal Soccer League Classic II
6	Team 2	0 wins	8 losses	President's Medal Soccer League Classic II
7	Team 1	8 wins	0 losses	Local Classic League
8	Team 3	4 wins	4 losses	Local Classic League
9	Team 4	0 wins	8 losses	Local Classic League
10	Team 2	6 wins	2 losses	Recreational League
11	Team 3	4 wins	4 losses	Recreational League
12	Team 4	0 wins	8 losses	Recreational League

The following pairing arrangements shall be used in the Publix Open Cup:

Three Team Division:
   These teams will play a three-team round robin to determine the top two teams of the division. The two teams with the highest points total will play for the championship. If there is a three-way tie, then a three-way kicks from the penalty mark will be conducted to determine the top two teams.
Four Team Division:
   These teams will play a four-team round robin. The two teams with the highest point total will play for the championship.
Five Team Division:
  These teams will play a five-team round robin; the champion will be the team with the highest point total at the end of round robin play.   If there is no outright point winner at the conclusion of the round robin play, the winner will be established using the Divisional Tie-Breaking Procedure.
Six Team Division:
   These teams will be placed into two three-team brackets. These brackets will each play a three-team round robin and one crossover match. Crossover matches will be as follows: 1 vs 5, 2 vs 6 and 3 vs 4. The team from each bracket with the highest point total will play for the championship.
Seven Team Division:
   Each team will play two games on Saturday and then be seeded on Sunday based on Saturday's results. Consolation Games: #6 Seed vs #7 Seed and then the winner of that game will play the #5 Seed. Semi Final Games: #1 Seed vs #4 Seed and #2 Seed vs #3 Seed. Final: Winners of the Semi Final Games.

Eight Team Division:
   These teams will be placed in two four-team brackets. Each bracket will play a four-team round robin and the team from each bracket with the highest point total will play for the championship.
Nine Team Division:
   These teams will be placed into three three-team brackets. These brackets will each play a three-team round. The team from each bracket with the highest point total plus a wild card team will advance to semifinal play. (A vs wildcard [unless wildcard is from the A bracket then it will be the C bracket winner], B vs C [unless wildcard is from the A bracket then B will play wildcard].) The wild card team will be determined by game points earned during bracket play. In the event there is a tie for the Wild Card spot, the Divisional Tie Breaking Procedure will be used. The semifinal winners will play for the championship.

Twelve Team Division:
   These teams shall be placed in four three-team brackets: A, B, C and D. These brackets will each play a three-team round robin. The team from each bracket with the highest point total will advance to semifinal play (i.e. A vs D and B vs C). The semifinal winners will play for the championship.

15. <u>DETERMINATION OF SEMI-FINAL WINNERS</u>
Semifinal matches shall be played to a conclusion, including overtime periods. If the teams are still tied after two overtime periods the match will be decided by kicks from the penalty mark using FIFA guidelines with only those players on the field at the conclusion of play eligible to participate.

16. <u>DETERMINATION OF CHAMPIONSHIP WINNERS</u>
Championship matches shall be played to a conclusion, including overtime periods. If the teams are still tied after two overtime periods the match will be decided by kicks from the penalty mark using FIFA guidelines with only those players on the field at the conclusion of play eligible to participate.

17. <u>DECORUM</u>
Coaches are responsible for the behavior of all players, coaches, parents, and spectators associated with their team. Coaches and their players shall be located on the opposite side of the field from the parents and fans.

The only persons allowed on the team bench during the Publix Open Cup matches are those players/coaches/assistant coaches/managers (if applicable)listed on the approved Official SC Youth Soccer Roster or holding a DOC or Club Coach pass with a maximum of four (4) coaches/assistants. All players and coaches shall have approved SC Youth Soccer player/coach passes and must be checked in at the field by a tournament official before being allowed on the bench.

The only exceptions to this rule shall be:
   • Any medical emergency requiring additional assistance, and
   • During half-time visitors may approach the team bench with approval of a tournament official.

Upon verification by a tournament official or their designee, any team with unauthorized persons at their team bench when the match begins or at the start of the second half shall result in the coach for that team paying a $50 fine to the tournament director at the conclusion of the match. This fine must be paid before the coach will be allowed to coach another match.

18. <u>DETERMINATION OF LEAGUE PLAY SEEDING AND DIVISION (BRACKET) STANDINGS</u>
During league play and divisional (bracket) play, teams will be awarded game points as follows:
   • Three (3) points for a win
   • One (1) point for a tie
   • Zero (0) points for a loss

19. <u>DISMISSALS</u>
If a player/coach is dismissed from any match, the player/coach pass, together with the game report of the incident, shall be turned over to the Tournament Committee or its designee by the referee. The minimum penalty for a dismissal is that the player/coach shall not be permitted to participate in the remainder of the current match and the entirety of the team's next match. If a red card is given for violent conduct, the suspension shall be for two games. Penalties may be increased at the discretion of the Tournament Committee. If the red card/ejection was given in the last game of state cup, then the player/coach will sit out the first of subsequent league play and the first game of any state cup in the next seasonal year (no matter which club he/she played/is playing for). The club shall be notified of the red card/ejection by the Tournament Committee. The player/coach pass shall be returned following the disciplinary period. **If a coach/assistant coach/club coach is ejected the team will incur a $200 penalty.** A $200 check must be

submitted before the team can play their next scheduled league match. If the $200 check is not received before the next scheduled match, the entire ($250) Team Performance Bond check will be invoiced.

20. DIVISIONAL TIE BREAKING PROCEDURE

Standings at the conclusion of division (bracket) play will be determined on the basis of game points. In the event of ties, standings will be established using the following tie breaking criteria in sequence until a winner has been determined:

1. Winner of head to head competition. (This criterion is not used if more than two teams are tied. See below.)
2. Most wins.
3. Teams with the greatest net goal difference (NGD) which is computed as "goals for" minus "goals against" with a maximum of 3 NGD per game.
4. Team with the least goals against Team with the most goals (maximum of 3 goals per game).
5. Kicks from the penalty mark per FIFA Laws.

More than two teams tied:

If more than two (2) teams are tied, the sequence will start at 20.2 and will be followed until a team is eliminated. When a team is eliminated the remaining teams will then restart the sequence at 20.2 above until the tie is broken.

If three teams are still tied after computing the listed tiebreakers and FIFA Kicks have to be taken, there will be a draw by the Tournament Committee. The first team drawn will receive the bye. The next team drawn will be the home team against the remaining team in the first contest of FIFA Kicks. The winner of the first contest will then compete against the bye team in FIFA Kicks to determine the winner. The bye team will be the home team.

If four teams are still tied after computing the listed tiebreakers and FIFA Kicks have to be taken, there will be a draw conducted by the Tournament Committee. The first team drawn (home team) will compete against the second team drawn (away team) in the first contest of FIFA Kicks. The third team drawn (home team) will compete against the fourth team (away team) in the second contest. The winners of these two contests will then compete to determine the winner. The winner of the first /second draw will be the home team.

21. ADEQUATE REST

All teams are entitled to sufficient and, to the extent practical, equal rest between matches. A minimum of three hours between the scheduled start of two successive matches is considered to be sufficient rest. Where field or bracketing limitations make equal rest impossible, a minimum of three hours between the scheduled start of two successive matches is also considered to be equal rest.

22. FORFEITS

A team which forfeits any game shall have the scores of ALL of its games recorded as 0-3 losses, thereby awarding every other team played a 3-0 win over the forfeiting team.

23. GAME BALLS

Game balls provided by tournament sponsors and approved by the Tournament Committee and referee shall be used for the entirety of all matches if they are available. Each team shall also furnish a playable game ball to the referee at the beginning of each match. Size five balls will be used for all U13-U19 matches.

24. GRACE PERIODS

Teams not ready to play within 10 minutes after the scheduled starting time of any match shall forfeit the match. Any team not ready to play after this 10- minute grace period shall be reported to the Tournament Committee or its designee by the referee and the game shall be recorded as a forfeit (3-0 win for the non-forfeiting team). The team not ready to play shall forfeit its performance bond.

25. HOME TEAM

The team listed first in each pairing on the schedule is the home team. The home team shall change jerseys if, in the opinion of the referee, there is a color conflict.

26. LENGTH OF MATCHES AND OVERTIME PERIODS:

Under 19: Two 40-minute halves, two 10-minute overtimes, if applicable*
Under 18: Two 40-minute halves, two 10-minute overtimes, if applicable*
Under 17: Two 40-minute halves, two 10-minute overtimes, if applicable*
Under 16: Two 40-minute halves, two 10-minute overtimes, if applicable*
Under 15: Two 40-minute halves, two 10-minute overtimes, if applicable*

Under 14: Two 35-minute halves, two 10-minute overtimes, if applicable*
Under 13: Two 35-minute halves, two 10-minute overtimes, if applicable*

* In divisional (bracket) play, the score at the end of regulation time shall stand, unless otherwise noted. If any semifinal or final match is tied at the end of regulation play, two (2) full overtime periods as outlined above will be played. If the match remains tied, kicks will be taken from the penalty mark using FIFA guidelines with only those players on the field at the conclusion of play eligible to participate.

If a match is abandoned by the referee for any reason not related to the performance of a team, it shall be replayed in its entirety if the second half of play has not begun - after the second half has begun the score will stand. If a match is abandoned for cause due to actions of a team, coach, or spectators, the Tournament Committee shall determine whether to allow the score at the time of termination to stand, to forfeit the match in favor of the non-offending team, or to replay the match in its entirety. The referee shall report, with explanation, all abandoned games to the Tournament Committee or its designee within one hour of the termination.

27. PROTESTS

All questions relating to the qualifications of the competitors or interpretation of the rules, or any dispute or protest whatever, shall be referred to the Tournament Committee or its designee. The Tournament Committee shall then refer the protest to a protest and appeals committee appointed by the Tournament Committee. The decisions of the latter committee shall be binding on both teams.

To be valid and eligible for consideration, each protest must (1)(a) if involving the field of play, be lodged verbally with the referee and the opposing coach at the game site before entering the field of play, (b) be filed within 30 minutes of the conclusion of the game with an SC Youth Soccer tournament official and (2) be filed in writing with the SC Youth Soccer tournament official and include a protest fee in the amount of $250.00 (cash, cashier's check, or money order only), five written copies of the protest (which must include a description of the grounds on which the protest is lodged), and five written copies of any information to be presented by witnesses.

All written copies of the protests must be received by the Tournament Committee or its designee within two hours of the completion of the game being protested.

All protests relating to the grounds, goal posts, bars, or other appurtenances of the game shall be entertained only if a written objection has been lodged with the referee and the opposing coach prior to the start of the game.

The Tournament Committee shall immediately upon receipt of a protest notify the team against which the protest is made and shall send a copy of the protest and all particulars to that team which will then have the right to defend its case with or without witnesses, should it desire to do so.

A lawyer shall not represent a team at the hearing of a charge or protest unless he is a bona fide member of one of the teams concerned (coach or assistant coach as specified on a team's official SC Youth Soccer State Roster).

A plea of ignorance to the rules and regulations of the competition is not sufficient grounds for appeals or protests.

Judgment decisions of the referee are not subject to appeal or protest.

28. RULES OF COMPETITION
All Publix Open Cup matches will be conducted in accordance with FIFA's "Laws of the Game" and the SC Youth Soccer Administrative Manual (including all SC Youth Soccer Board of Directors updates).

29. SUBSTITUTIONS
Substitutions may be made, with the consent of the referee, at the following times:
- Prior to a throw-in in your favor.
- Prior to a goal kick by either team.
- After a goal by either team.
- After an injury by either team when the referee stops play (unlimited substitutions).
- At the beginning of the second half.
- When the referee stops play to caution a player, only the cautioned player may be substituted prior to the restart of the game.