



USASA Region I Cup Finals & Tournaments Referee Guide Line

FIFA Laws of the Game

The FIFA Laws of the Game apply to all of the competitions with exceptions listed below.

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.

Match Procedures

1. Match Day Roster - Cup Finals

- 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. Match Day Roster -U23 & Women Championships (Tournaments)

- a. Teams will be allowed to select among any of the 22 players from its official Player Pool to be designated for its match day roster.
- b. Player pools will be submitted to the tournament officials while match day rosters are to be submitted to the referee.

3. Length of Match

a. Finals

- Each match shall be comprised of two 45-minute halves with a halftime interval not to exceed 10 minutes.
- b. In matches where a winner must be determined:
 - Amateur Cup - 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.
 - All of other Cups - if tied after regulation, there will be no extra time, the winner will be determined by kicks from the penalty mark as prescribed by FIFA.

b. U23 Championship (Tournament)

- Group matches will be 60 or 90 minutes in length (dependent upon group numbers). If a match ends in a tie, extra time will not be played.

- The semifinals will be 70 minutes in length. The final match will be 90 minutes in length. If there is no winner at the end of regulation time for either the semifinals or final, the winner will be determined by kicks from the penalty mark as prescribed by FIFA. There will be no extra time played.

NOTE: If group sizes have to be altered, the tournament officials may change the length of matches.

4. Substitutions

Amateur & Werner Fricker Cups

A maximum of 7 substitutions shall be allowed. A player who has been replaced by a substitute may not re-enter the match.

All Other Competitions

Substitutions shall be unlimited in numbers among the players listed on the match day roster (for the U23 and Women's tournaments, any among the 22 named in their player pool are eligible). A player who has been substituted may reenter the match at any time. The referee may stop play and allow substitution in the following situations:

- After a goal by either team.
- On a goal kick by either team.
- On a throw-in by the team in possession.
- By either team at half time.
- For an injured player, when play is stopped for the injury.
- When a yellow card is given for the player given the yellow card. The substitution is not mandatory.

In any situation above where players are at midfield waiting to come onto play as a substitute, players from both sides may come on as substitutes

5. 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.

6. Match Roster Forms

Teams will submit a match roster form with the players eligible for the match. The form provides notations for goal scorers & substitutions. The roster forms are to be handed to the cup officials after the match. Cards issued should be noted on the roster form. For any serious incident to be reported, please provide on a separate sheet of paper.