



USASA Region I Cup - Referee Guide

FIFA Laws of the Game

The FIFA Laws of the Game apply to all 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.

Player Identification

1. Each team must present to the referee crew a State Association/League issued player pass, roster sheet or team app that shows names of players with a photo (head shot/selfie). For those with a team app, a printed screen shot of the roster is permissible for presentation.
2. Player or players without the proper identification are not eligible to play the match.

Age Requirements

Amateur Cup & Werner Fricker Cup

There are no age requirements.

Gerhard Mengel Cup, National Over-40 Cup & National Over-50 Cup

For the Over-30 and Over-40 competitions, a player is eligible as long as the player will attain the age of that competition within the calendar year of the competition.

For the 2024 Cup Season, eligibility is the following:

- Over-30 - born 1995 or earlier
- Over-40 - born 1985 or earlier
- Over-50 - born 1975 or earlier

Match Procedures

1. Match Day Roster

- 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. Field & Equipment Requirements

- a. The length of the field may not be more than 120 yards nor less than 100 yards and the width of the field may not be more than 80 yards nor less than 60 yards.

b. The goals, nets, balls, field markings and flag posts shall meet the requirements in accordance to the FIFA Laws of the Game.

3. Length of Match

a. 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:

1) 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.

2) 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.

4. Start of Match

Matches will start at the scheduled time. Teams must have a minimum of seven (7) players on the field for the start of the match. If a team fails to appear or has less than seven (7) players and the opposing team has seven (7) or more players ready to play, the latter team shall claim the match by forfeit. The forfeiting team is responsible for all officiating fees.

5. Substitutions

Amateur Cup & Werner Fricker Cup

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 A player who has been replaced by a substitute may not re-enter the match.

Gerhard Mengel Cup (0-30), National Over-40 Cup & National Over-50 Cup

Substitutions shall be unlimited in numbers among the 18 players listed on the match day roster. 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

6. Match Officials

Each team is responsible for the compensation of the officials, \$120 per team, \$240 total for the match crew. The fees are set at \$100 for the referee, \$70 for each assistant referee.

7. Technical Area

Teams will be permitted to have no more than four (4) team officials (coaches, assistant coaches and trainers) along with no more than the eighteen (18) players listed on the Match Day Roster in the team's technical area.

8. Spectators/Supporters

Spectators/supporters must be seated on the opposite touchline from the team benches or designated seating areas in the stands. Spectators are not permitted on the field or technical area. Teams are responsible for the conduct of their supporters.

Administrative Matters

1. Referee Assignment

The State Association of the Home team shall be responsible for assignment of the match officials through its State Referee Administrator or State Referee Committee. The names and contact information of the individuals assigned for each match shall be sent to the Region Cup Commissioner. The teams are responsible for the compensation of the referee and two assistant referees. A fourth official may be assigned but the compensation shall be the responsibility of the State Association. The SRA or SRC may work with neighboring State Associations in fulfilling the assignments.

2. Referee Match Report

A match report will be emailed to:

- Cup Director Tony Falcone (USASAFalcone@msn.com)

The report may be sent on official USSF forms but is not required. Photo copies of the Match Day Rosters submitted by each team are to be included as well. The report will include the names of each match official, the result of the match and any discipline actions and/or injuries that occurred during the match. Give full details for any serious incident. The email must be sent within 24 hours of the completion of the match.

3. Player Passes

If player passes were used for identification, the passes are to be returned to the manager/coach, even for a player shown a red card. Indicate the player sent off on the match report and the reason for the send off.