



# 2024 STATE CUP GAME PROCEDURES



Thank you for being part of the officiating crew in the OSA Cup Series. Please note that all games will be played under IFAB Laws of the Game. Your participation is much appreciated. **ONLY** the Cup Chair or Cup Committee can terminate a game that is suspended by the referee.

## 1. Referee Check-in:

**Please check-in at the referee HQ tent at least 1 hour before your game. Please do not go directly to your assigned field.** If you have not filled out a W9 form or contractor agreement ahead of time, you will need to do so at the referee HQ tent. Game cards will be handed out once you check-in. For those of you refereeing multiple games on the same fields, we will run the cards out to the fields (as well as the \$) to make it more convenient for you plus keep the games moving. We will have beverages in the referee HQ tent as well as a few coolers out on the fields. Your referee site coordinator will let you know where they are located

## 2. Number of Players:

For an 11v11 game a minimum of seven (7) players constitutes a team. A 10-minute grace period will be extended beyond the scheduled kick-off time if seven (7) players are not available. If at the end of the 10-minute grace period the team does not have at least seven (7) players, the referee shall immediately report the failure of the team to show to the Site Manager. **A max of 18 players can be game active for each 11v11 game.**

A team with less than eleven (11) players must start the game as soon as seven (7) players are at the field. For all U11 and U12 games (9v9) a minimum of five (5) players constitutes a team. The same grace period procedures as stated above will be followed using the 5-player rule. **There is a maximum of 16 players allowed to dress for (9v9) games.**

## 3. Game Card:

**Referees must check the player cards, coaches card(s), and Game Card.** Players should be checked off of the State Cup Game Card. This game card will be provided by the HQ tent/Referee Coordinator onsite and will have both teams' list of eligible players on it (please do not accept a separate league or event roster to check in players for State Cup games). Please put a physical check mark in the column to note game active players. **NO PLAYERS MAY BE WRITTEN IN UNDER ANY CIRCUMSTANCES.**

1. **Clearly PRINT your name (Do not sign) on the Game Card**
2. **Write down the team color next to team name on the Game Card**
3. **Write time of day that the game ended on the Game Card**
4. **Have the coach of both teams sign next to their team name to verify the winner/score.**
5. **Note all red cards issued in the designated area next to the player or at the bottom of the game card for coach sendoffs.**
6. **Retain all player/coach player pass cards for any red cards/ejections issued and file a game report.**
7. **Return completed game card to referee tent in order to receive game payment.**

## 4. Substitutions:

**For ALL U11, U12, U13 and U14 age groups** - UNLIMITED.

**For U15 and older age groups** - A maximum of seven (7) substitutions for each team during each half of play. After leaving the game during a half of play, the substituted player may not re-enter the game during that same half of play. **Substitution(s)** for either team may occur at **any stoppage of play**, but only with the **approval of the referee** and the substitutes must be at the half-line prior to the stoppage of play. No substitution will be permitted for a player sent-off during the game (team will play short-handed for the remainder of the game).

## 5. Yellow Card (Caution) / Red Card (Send-Off):

Remember that cards **CAN** now be shown to coaches as well as to players and substitutes. If a coach engages in irresponsible behavior, the referee should follow the **Ask, Tell, Dismiss** protocol with the appropriate showing of card(s). If all of the carded coaches of a team are dismissed, the game will be suspended (not terminated) and the details reported immediately to the Site Manager for resolution. Do not release the players from the field, until the Site Manager gets back to you

**An official match report must be submitted by the referee to the Referee Site Manager** if any send-off or dismissal occurs, and that player or coach will be ineligible to participate in the team's next President's Cup match.

If a referee determines it necessary to suspend a game due to playing conditions, behavior problems, spectator interference or any other extenuating circumstances, the referee crew should record the time of suspension (in-game time, half of play and time of day), score of game, reason for suspension, and note any relevant incidences. The referee site coordinator **AND** Site Coordinator should then be contacted in order to review the circumstances with the referee crew prior to determining if the match should be terminated or allowed to continue.

**6. Lightning Protocol:**

HQ tent Tournament officials will be monitoring for storms and will likely provide you with updates before you see or hear thunder and lightning. In the event of inclement weather, HQ will sound an airhorn and the game will be suspended, and everyone seek safe shelter. Referee must check in with the Site Manager prior to restarting the game and shall only do so when and as directed by the Site Manager. **Do not presume that play is terminated for the day and leave the field complex.** In any circumstances, please check in with the Site Manager (or Referee Administrator) prior to departing the field complex at any time. If you happen to see lightning or hear thunder yourself (and have not heard the sound of an airhorn from tournament officials), please stop the game immediately, seek shelter, and notify the tournament officials. **Please note that the match is not abandoned, merely delayed!**

**7. Concussion Protocol:**

If a player suffers a head injury, the Referee shall have the player removed from the game (to be replaced by a substitute if still under the 7 limit) for evaluation by the event's Health Care Professional. Note that Ohio's Return-to-Play law requires that Ohio youth athletes who are suspected of sustaining a concussion, **MUST** be removed from practice or play. Ohio laws prohibit a child to return to play (practice or competition) on the same day that he/she is removed on suspicion of having sustained a concussion. This determination will be completed by event Healthcare Professionals onsite and will not be the responsibility of the referee.

**8. Headball Restrictions (U11 ONLY):**

For all U11 games, players are not allowed to deliberately head the ball. Infraction = indirect free kick restart.

**9. Player Uniforms:**

Each player must wear an official uniform with a number on the back of the player's jersey. Goalkeepers are not required to have a number on their uniform. Each number must be different. Home team will wear light colors and away team will wear dark. In the event of a conflict, the team causing the conflict will need to change. All players must wear shin guards, socks covering the shin guards, appropriate footwear, shorts, and a jersey. All teams must wear uniforms that conform to acceptable standards for State Cup play.

**10. Round Robin Games:**

Games can end in a tie at the end of regulation.

**11. Semi-Final & Final Games:**

Semi-Final and Final games played must have a winner. If game is tied at end of regulation time, two full overtime periods are to be played, i.e. no golden goal. If still tied, then USSF's "Kicks from the Mark" procedure is to be followed.

**U11 thru U14 .... Two 10-minute overtime periods**

**U15 thru U19 .... Two 15-minute overtime periods**

**Halftime Period: 10 Minutes**

Age	Players	Length	Ball	Overtime	3 Man	1 Ref/1AR	1 Ref
U11/12	9v9	2- 30 Min Halves	4	Two 10 minute	\$46/36/36	\$56/56	\$82
U13/14	11v11	2- 35 Min Halves	5	Two 10 minute	\$60/40/40	\$60/60	\$120
U15/16	11v11	2- 40 Min Halves	5	Two 15 minute	\$70/45/45	\$70/70	\$130
U17-19	11v11	2- 45 Min Halves	5	Two 15 minute	\$80/50/50	\$80/\$80	\$140

**Questions? Please talk to the site referee coordinator at the referee tent.**

**Thanks for being part of the Cup Series!**