



PRESIDENTS CUP AND GOVERNORS CUP ROUND ROBIN GAME PROCEDURES May 6 - May 8, 2022

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.

a) Referee Check-in:

Please check-in at the referee HQ tent at least 30 minutes before your game. If you have not filled out a W2 form 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.

b) 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. **There is a maximum of 18 players allowed to dress 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 each 9v9 game.**

c) Game Card

Referees must check the player cards and Game Card. Players should be checked off of the Presidents Cup Game Card. This game card will be provided by the Referee Site Manager 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 Presidents/Gov Cup games) Please Mark the *Game Active* column.

IMPORTANT:

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 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 area designated next to the player's name 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 written game report.
7. Return completed game card to referee tent in order to receive game payment.

d) Substitutions

For the ALL age groups - UNLIMITED.

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).

e) 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.

f) Lightning Protocol

If lightning is seen or thunder is heard, the referee should contact the HQ prior to stopping or suspending the game. Do not stop your game without the consent of HQ. They will be monitoring for storms and will likely provide you with updates before you see or hear thunder and lightning. In the event on in climate conditions, 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.

g) Concussion Protocol

In the event that the referee determines that a player exhibits symptoms of a concussion that player must be dismissed from participating further in the game (the player may be replaced by a substitute). The referee **must** retain the player's card and submit it with a short report to the Site Manager at the end of the match.

h) Headball Restrictions (U11 ONLY)

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

i) 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. In the event of a color conflict, the home team will change to an alternate set of jerseys. 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 Presidents Cup play.

j) Round Robin Games

All games played as part of a round robin format may end in a tie at the end of regulation.

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

Thanks for being part of the Cup Series!
BJ Jabbari (SYRA) at 513-225-5565 & Brian Miller (SYRA).