



OPC STATE CUP RULES

SECTION 1: COMPETITION RULES

Substitutions

Substitutions are at the referee's discretion. A substitution can take place for either team at the following times:

1. Prior to a kick-off
2. A goal kick
3. A throw-in by attacking team or by the defending team if the attacking team chooses to substitute
4. After the referee stops play for an injury or yellow card or red card

U15 and up: No Reentry in a single half.

U13-14: Unlimited substitutions are allowed but OPC reminds all coaches to handle substitutions in a professional manner so as not to detract from the game.

U11-12: Substitutions are allowed during any stoppage of play.

Ties in Group Round (only if there is group play)

If an OPC State Cup Group Stage (U14-U19) or First/ Second Round (U9-U13) match is tied after regulation, the tie stands and will be posted as a tie.

Matches Needing a Winner (all elimination play)

For matches that need a winner, the team with the most goals after regulation time will be the winner.

If an 11U-12U match is tied after regulation, two full-time 5-minute overtime periods will be played to determine the winner. If an 13U-19U match is tied after regulation, two full-time 10-minute overtime periods will be played to determine the winner.

If the game is still tied after the two overtime periods, then kicks from the mark per FIFA will determine the winner.

Make sure you arrive for your game knowing if the game can end in a draw or if a winning team is required.

Incomplete games

In the event that a game cannot be completed, the game counts if half or more of the game was played; provided, however that any team directly responsible for the termination of the game due to poor sportsmanship towards a referee, opposing fans, or opposing players will result in that team forfeiting the match. This could also lead to other possible penalties set by the OPC. If there is no result, and the match is suspended prior to the expiration of one half, the game shall be repeated at a time set forth by the OPC State Cup Committee.

No-shows/forfeits:

A no-show occurs when a team willfully does not show up at a game agreed to by the teams.

Penalties for no-shows are as follows:

- \$300 fine
- A report regarding all no shows will be sent to the League Office for possible further action. A team unable to attend a scheduled game because of an accident, weather or "Act of God" should immediately notify the opponent and the Tournament Coordinator. Each situation will be reviewed by the League Office, which will render a decision.

State Cup Championships Format

TIER 1 (Champions State Cup)

Teams are seeded based on their League 1 standings.
Top teams that are in NPLs (top from each club)

Top 4 will be seeded in a Final Four group as follows:

- 1st plays 4th
- 2nd plays 3
- Winners advance to the Final. Semifinal losers play 3rd place match.
- Champion automatic bid to US Club Nationals
- Runner Up qualifies for US Club Regionals

• Note: These teams can also qualify for NPL post season through their NPL leagues
So if same team qualifies then next team down gets bid.

TIER 2 Gold and Silver State Cup

- Top 4 teams from league seeded. Remaining teams in OPC Leagues are ranked based on league standings.
- Round 1 winners will be placed in a "Gold" Division and continue with single elimination until a Gold State Champion is declared. Losers of Round 1 will be placed in a "Silver" Division and continue with single elimination until a Silver State Champion is declared.
- Gold Champion Qualifies for US Club Regionals (Optional)
- Silver Champion - No post season Regionals, but players can Club Pass to the teams above.

Section 2: Rosters

Player Registration

All players shall be registered according to US Club Soccer rules.

OPC State Cup Official Team Roster

Each team must create their official OPC State Cup Roster on their team's GotSoccer online account. *Rosters will be capped at 26 players, and once frozen, teams may only use players off this 26-player roster. Roster freeze dates will be posted on the OPC State Cup Calendar.*

These days may be adjusted due to scheduling of games so please check the State Cup website for exact dates.

Game Roster

Only players who are listed on the official Game Card will be eligible to play in OPC State Cup matches. Player's names may not be handwritten on the OPC Game Card. If any player is not listed on the OPC Game Card, he/she must be added electronically to the roster before the player is eligible to play. Only 18 players for U13 and up, 16 players for U11-U12 and 14 players for U9-U10 may be used for OPC State Cup matches.

US Club Soccer Player Pass

All players and coaches must present their US Club Player Identification Card to the referee prior to the match. If the individual picture is not on the ID card and the card is not laminated, the individual will not be eligible for the match.

Guest Players

No Guest Players will be allowed.

Illegal Players

Any player who does not appear on the official OPCGame Card and have a valid US Club Soccer player pass issued by the same club shall be considered an illegal player. Any team using an illegal player shall forfeit the game, the coach of the team using the illegal player will be suspended from the OPCLeague and all of it's events for one year, and the club of the illegal player will incur a \$500 fine.

"Cup Tied"

Players may only compete for one team per age group in the OPC State Cup. A club may place players on more than one 26-player team roster but players may not play on two different teams in the same age group. A player may play up in an older age group while competing in their true age group. Once a player plays for a team in a specific age group that player is "Cup Tied" to that team in that age group. The player may not play for any other team in that age group for the remainder of the State Cup.

Emergency Player Rule

Teams that drop below 12 players for U13 and up, 10 players for U11-U12 and 8 players for U9-U10 may request, from the OPC, the ability to add un cup-tied players that were registered with their club prior to the roster freeze date, but were not on the State Cup roster. This rule may also be used to add a goalkeeper.

Section 3: Game Day Procedures

Pre-Game Procedures

Home Team Responsibilities

- ✓ Provide OPC Game Card (with both teams rosters) to center referee
- ✓ Provide Game Ball
- ✓ Provide referee with current year US Club Soccer player passes for each player and team official.

Visiting team responsibilities:

- ✓ Provide referee US Club Soccer player passes for each player and team official
- ✓ Provide Game Ball
- ✓ Have a copy of official OPC Game Card if needed by center referee

Game Day Procedures

Each manager should have the following at every game

- OPC Game Card
- US Club Medical Release forms
- US Club Soccer roster of team
- US Club Soccer passes for its players and team officials

Post-Game Procedure

Home team Responsibilities:

- Coach or manager sign the game sheet following the game
- If no red card is given, the home team holds onto the game report until the end of the season
- If a red card is given, see red card procedure above this requires immediate action from the center referee and manager
- Tournament Committee will post score

Visiting team responsibilities:

- Coach or manager must sign the game sheet following the game

Personnel on the bench

A maximum of 4 team officials are allowed in each team's technical area. Team officials must have a US Club pass in order to sit in the technical area. It is recommended that teams have several credentialed coaches or managers with passes for the team just in case something happens to the head coach. A US Club pass makes a person eligible to coach any team in the club for which that coach or manager is credentialed.

Score reports

The Tournament Committee will post the score on the OPC website within 24 hours of the game.

Game Card

Both teams must have a copy of the OPC Game Card. The home team will supply the Game Card to the match officials before the match. The away team should have a copy of the Game Card in case it is needed. Following the match, the Officials and each coach need to sign the Game Card. The home team will keep and file the Game Card for future reference.

Jersey Conflict

If there is a conflict in jersey colors, the team not wearing the correct jersey is required to change colors. Home teams is to wear their light color uniforms and away teams to wear their dark color uniforms.

Team Fines

- Team dropping from event after schedules posted will result in \$250 per team. In addition, could forfeit registration fee as well.
- Forfeits, no-shows or Cancellations less than 96 hours notice - \$300
Game will still need to be played. All fines are imposed and collected by OPC.