

2019-2020 District Cup Rules and Regulations

South Fraser District Association

www.southfrasersoccer.ca



The 2019-2020 SFDA District Cup Schedule runs in two streams:

- Division One Boys and Girls teams, and Division 2 challengers which begins play October 19 – 20, and
- Division Two and Three Boys and Girls teams, which will begin play later in the season. Exact schedule to be announced.

Important Notes for the Division One stream

- 1) All SFDA District cup games are to be played on their designated District cup weekend.
- 2) District Cup teams have been scheduled by seedings as of October 7, 2019. Should there be a tie in seedings the tiebreaker is Goals For then Goals Against. Only teams that are in Division 1 as of October 10, 2019 are eligible for play in the District Cup or Div 2 Teams that want to Challenge.
- 3) Teams MUST have two copies of their roster and ID cards for every player registered to their team. Games can be protested if teams that do not have their authorized roster form (found on the SFDA web site) and valid ID cards.
- 4) There are NO permits allowed for SFDA District Cup play
- 5) The Home team MUST contact the opposition with game time by the Thursday prior to the Game (e.g. no later than Thursday October 17 for Round One).

Reporting Scores

- 1) Each SFDA club is responsible for having one of its representatives reporting the scores all of its HOME games.
- 2) Scores are to be entered in the SFDA District Cup Google Doc (information to follow), and must be reported no later than 9:00 p.m. the Monday following the game.

Dispute Resolution

Should there be a dispute regarding the game, a formal Dispute application request must be submitted in writing (email form) within 48 hours of the completion of the game. A District Cup Committee composed of SFDA Board members shall be assembled to assess the merits of the dispute and will have final say on the matter. All decisions will be issued in writing.

Abandoning matches and Rescheduling

- 1) Only a referee can abandon a game. If a game is abandoned due to unforeseen circumstances (e.g. power outage, snow storm, etc.) and 75% if the game has been played the result stands. If a game is abandoned as previously noted and 75% of the game has not been played, the District Operational Committee can require the game to be rescheduled.
- 2) In order not to cancel more League games to replay District Cup games cancelled for any reason, the cancelled District Cup games will be rescheduled on an off-League game day. Teams with League games scheduled for a Saturday will play their cancelled Cup game on a Sunday and vice

versa. Teams with a League game scheduled for a Friday night will play their cancelled Cup game on the Sunday.

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Kicks from the Penalty Mark

- a) The Referee will determine which net will be used. A coin toss will be used to determine which team will shoot first.
- b) All 11 players who are on the field at the end of the game must stay on the field for penalty kicks.
- c) If a goal keeper is injured he can be substituted up until the final whistle, after the final whistle any player of the 11 on the field can become the keeper. Of the 11 players at the end of the five (5) will be chosen to take the initial penalty kicks and if tied after each team having five kicks from the penalty spot then one player from each team will be chosen till there is a winner. If all 11 players have taken a kick and there is still a tie the rotation will start again till there is a winner. Each team is responsible for selecting from the eligible players the order in which they will take the kicks. The referee is not informed of the order.
- d) Only the 11 eligible players and match officials are permitted to remain on the field of play. Coaches are NOT ALLOWED on the field while the kicks are being taken. They may consult with the 11 players on the field for the order that players will take the kicks but must leave the field before the kicks are taken.
- e) All eligible players, except the player taking the kick and the two goalkeepers, must remain within the center circle. The referee keeps a record of the kicks. The kicks are taken alternately by the teams.

Determining a winner

- a) The team that has the most goals after 5 kicks per team is considered the winner of the game.
- b) If, after both teams have taken five kicks, the scores are level, kicks will continue until one team has scored a goal more than the other from the same number of kicks.
- c) Each kick has to be taken by a different player each time and all eligible players must take a kick before any player can take a second kick.
- d) The above principle continues for any subsequent sequence of kicks but a team may change the order of the kickers. If the score is tied after five shots those other six players have to be on the field and have their rotation before restarting the order if it continues to be tied after 11 shots.
- e) Please note that failure to play the kicks from the penalty mark format is cause for a protest.