



I. STATE CUPS OVERVIEW

The MDCVSA Over 30 and Challenge Cup will be split into two divisions: Challenge and Over 30, there would be a maximum of 8 teams per each division, 16 total. The purpose of the MDCVSA Over 30 and Challenge State Cup is to determine a MDCVSA champions in each of the two competitions. The competition is for the enjoyment of the game for the participants.

8 teams in each division would be split into two groups. Each team will play one game against the other teams in their group. This will give each team 3 games: Saturday morning, then afternoon or evening, then Sunday morning. The winner of both groups will play a fourth and final championship game in their division.

Designated Time Periods. Out of town teams would be given a priority and the matches those teams are playing shall start no earlier than 11 am Saturday. The recommended time for the second game is 5 pm on Saturday, and 8 am Sunday for the third game, and 2 pm Sunday for the championship.

Cancellation of matches. Games may be cancelled due to lightning, storms, high winds, flooding or some other act of God, emergency, of force majeure.

STATE CUP MATCHES WILL TAKE PRIORITY OVER
ALL LEAGUE MATCHES OR TOURNAMENTS

II. ENTRY DEADLINES

The entry deadline for teams is October 30, 2007. The competition can only accommodate eight teams in each division. Teams must send completed applications by e-mail to mbzoe@aol.com and to over30statecup@gmail.com. Each entry/team in the competition should include the following information:

- A. Organizational Member League;
- B. Team Name;
- C. Primary Team Contact (name, address, phone numbers, e-mail, fax, etc.);
- D. Secondary Team Contact (name, address, phone numbers, e-mail, fax, etc.);
- E. Team uniform colors (both home & away) of jerseys, shorts & socks);
- F. Teams must send the \$ 500 entry fee by the close of business on October 30, 2007. Make checks payable to "Beach FC." and include the team name and competition entered in the "Memo" portion of the check; and



- G.** Signature of team captain / manager acknowledging priority of State Cup matches over all local league matches.

The hard copy of all completed entry forms and payment checks should be sent to Selim Ozic, Over 30 and Challenge Cup Tournament Director, so that they are **received** prior to the deadline:

Selim Ozic
2949 Shipps Corner Road,
Virginia Beach, Virginia 23453

III. FEES

To enter the tournaments, a completed Entry Form and the Entry Fee of \$ 500 (see above for fee deadlines) must be sent to the Challenge Cup Tournament Director so that they are **received** by the deadline of **October 30, 2007**

IV. ROSTER / PLAYER POOL

- A. Requirements.** Each team must submit a player pool – full name, MDCVSA Player Pass ID No. and Date of Birth – of not more than 25 players by **November 5, 2007**. These players must have already been properly registered with the MDCVSA for the 2007-2008 seasonal year (9/1/07 – 8/31/08). The MDCVSA Registrar is the final authority on each player's eligibility. Each team gets 2 players roster changes after the initial deadline, after that all changes will be subject to a roster change fee of \$25 per change. Teams are encouraged to include more than one goalkeeper on the squad and to submit a full roster of 25 players to guard against players lost due to an injury or due to a player's unavailability for a scheduled match.

- B. Please, note that teams and players who played in Open State Cup in Richmond, August 2007 are not illegible to participate in this championship.**

Rosters (i.e., player pool) must be received by **November 5, 2007** (as evidenced by a postmark or timestamp) as follows:

1. By first class mail to:

MDCVSA
2239 Tacketts Mill Drive
Woodbridge, VA 22192
Phone: (703) 492-KICK (5425)

2. With a copy By e-mail to:

Marti.Bevan@chkd.org and mbzoe@aol.com and mdcvsa13@gmail.com
and over30statecup@gmail.com.



- C. Roster Posting/Distribution.** During the competition weekend, the tournament director and all team managers will be in possession of all official rosters. The roster of each team will be posted on the player stand.
- D. Referee Match Report & Reporting Responsibilities.** Referees are responsible for reporting the scores, cautions and send offs to the Tournament Director on site using the tournament Referee Report immediately after the match.

Referees must list a home and business telephone number on the actual match report and in all correspondence. Referees must note on the match report the type of misconduct for which any card was displayed (see Disciplinary Sanctions, Section VII, Parts A-B) so that the State Cup Commissioner can keep track of accumulated points.

- E. Photo ID Required (Over 30).** All Over 30 Cup players must have a photo ID such as a driver's license, passport, or military identification to prove their age. It is the opposing captain's right to check the age of the opposing team's players before the match. The minimum penalty for using an ineligible player is a forfeit of the match and any deposit. Players born prior to 1/1/1977 are eligible to compete in the Over 30 Cup. The Challenge Cup has no age restrictions for registered adult players.

V. ELIGIBILITY

- A.** Players wishing to participate in the Over 30 Cup and Challenge Cup must be properly registered with the MDCVSA Registrar as of **October 30, 2007**. All corresponding Organizational Member League, registration data, and player fees must have already been submitted to the MDCVSA.
- B.** Players must present a Valid Pass from a MDCVSA member Organizational Member League that is in good standing.
- C.** Players are eligible for only one team, and only one competition. Players may not compete in each of the Over 30 Cup and Challenge Cup, nor may they transfer to another team after the competition has begun. Up to 5 guest players will be permitted per team.
- D.** "Valid Pass" is defined as an official, laminated MDCVSA Player Pass that is validated (by a league or the MDCVSA Registrar) for the current (07-08) year. No homemade passes or drivers licenses will be accepted. The Tournament Director does not have the authority to issue any player passes, except for guest players approved by the MDCVSA Registrar. Information on MDCVSA Player Passes is posted here: <http://mdcvsa.org/pass.pdf>
- E.** Age Requirements



1. Over 30 State Cup is designed for the "over 30" player. For the purposes of this competition, a player is considered "over 30" if he/she was born prior to 1/1/1977. All teams must be from Organizational Member Leagues that are in good standing with the MDCVSA.

VI. MATCH REQUIREMENTS

- A.** Each match will consist of two 45-minute halves.
- B.** Depending upon weather conditions, the referee's discretion, and the agreement of both team captains, a short water break may be given midway through the half.
- C.** All games in group play that are tied shall be scored as a tie.
- D.** Tiebreakers in group play will be determined as follows:
 - Head to head competition during the tournament of the two teams tied. (Disregard if more than two teams are tied. You must continue to the next criteria and may not revert back.);
 - Team with the highest goal differential. A maximum of 3 goals per match will be counted - positive only.;
 - Total goals scored (maximum of 3 goals per match);
 - Most wins ;
 - Least amount of goals allowed during group play.
 - If still tied after the prior steps, both teams will proceed to an available field, at a time and place directed by the Tournament Director, and take kicks from the penalty mark in accordance with FIFA Laws of the Game.
- E.** In final matches, the team with the most points earned in preliminary matches will be seed #1 (visiting team). If tied, the referee will flip a coin to determine which team is designated home team. In the final match only, there will be two overtime periods of 15 minutes each (no golden goal). If the game remains tied at the end of the two overtime periods, the winner will then be determined by kicks from the penalty in accordance with the FIFA Laws of the Game.
- F.** Teams must be fully dressed and have their passes checked TEN MINUTES before the start of each match. Teams not in compliance are subject to a fine of not less than \$50 that must be paid in cash to the Tournament Director or that team will forfeit their match. The referee may require that players that are not available for check-in ten minutes prior to the match may not enter the match



until a pass check has been conducted, either during a stoppage in play or at halftime. In determining how quickly to allow late arriving players to enter, consideration may be given to visiting teams that have traveled and to the goal of allowing teams to play with a full team. Bottom line: players need to be available at check-in or they risk losing playing time and the team may have to play short for some period of time.

- G.** There will be unlimited substitutions for the purposes of the Over 30 and **Challenge Cup**. This means that all 25 players on the roster may play each match and a player may re-enter the field after coming off. Teams may substitute players: when in possession on a throw-in; for an injured player when play is stopped for the injury; on any goal kick; after any goal is scored; at half time; or between overtimes (if applicable).
- H.** Matches will start at the scheduled time. There is a 15-minute grace period beyond the scheduled starting time for a team to get the minimum number of seven (7) players on the field for the start of the match. Once each team has at least seven (7) players dressed and ready to play, the match will begin. 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 will be awarded the game by forfeit (scored 3-0). The forfeiting team is responsible for paying all officiating fees.
- I.** If a match is not completed for any reason, the game shall continue from the moment it has been stopped. Exception 1: If at least 45 minutes of a match has been played and the match is postponed due to inclement weather conditions, in that case the result of the match will stand. Exception 2: If the Tournament Director can clearly trace the cause or non-completion of the match to the misconduct of one of the competing teams or other similar circumstances, in that event, the Tournament Director has the authority to decide the disposition of the match.
- J.** Other than these exceptions, all FIFA Laws of the Game apply.
- K.** Over 30 and Challenge Cup matches take precedence over individual league games. If teams are not willing or able to interrupt their league schedules to play in the Over 30 and Challenge Cups, they are encouraged not to enter.
- L.** Protests are strongly discouraged. If a protest is lodged, the disposition of the case will be decided by either the MDCVSA President, or the Beach FC President if the MDCVSA President is not available, or the Tournament Director (in that order). A fee of One Hundred Dollars (\$100) must accompany a written protest, which fee will be forfeited if the protest is not upheld.

VII. DISCIPLINE AND DISCIPLINARY ACTIONS - CLASSIFICATIONS

- A.** Yellow Card (Caution) Offenses

 - 1. Unsporting Behavior: two points.



2. Dissent by word or conduct: two points.
3. Persistent Infringement, Delay of Restart of Game, Fails to Respect Required Distance, Entering/Leaving Without Permission: two points.
4. Retaliation (a species of USB) - defined as tackling, charging, or making contact with an opponent with little or no intention of playing the ball in a manner consistent with the rules of the game: three points.

B. Red Card (Send off) Offenses

1. Uses Offensive or Insulting or Abusive Language and/or gestures: five points.
2. Denying an Obvious Goal Scoring Opportunity: five points.
3. Serious Foul Play: eight points.
4. Spitting at an opponent or any other person: eight points.
5. Violent Conduct: fifteen points.
6. Receipt of a Second Caution: points added according to the type of caution given.

These Classifications are illustrative only and are not meant to be an exclusive list of the types of misconduct that can occur (and/or be punished) during a match.

- C. Team Responsibility to Control Behavior.** A team is responsible for the behavior of its coaches, managers, players and fans. Failure of the team to control any of these persons may result in severe fines for the team and disqualification from the competition.
- D. Appeal of Disciplinary Decision.** Any team wishing to appeal the actions taken by the Disciplinary Committee of the MDCVSA must do so within 72 hours after official notification is sent (by e-mail or otherwise). An appeal must be sent by e-mail to: jim@mdcvsa.org. There is \$100.00 appeal fee. Checks should be made payable to "Metropolitan DC-Virginia Soccer Association, Inc." If the appeal is upheld the fee is returned. The fact that an appeal is pending will not stay the imposition of any disciplinary sanction. After 72 hours the decision of the Disciplinary Committee becomes final.
- E.** For further disciplinary penalties, see the **Fine Code** (Section F).
- F. Fine Code.** The Fine Code for the 2007 MDCVSA Over 30 and Challenge Cups for accumulated points is as follows:
1. Five Points: a one-match suspension.



2. Ten Points
 - a. If accumulated over the course of the competition (i.e., during more than one match), an additional one-match suspension is imposed for the match immediately following the one in which the player reaches the ten-point plateau. However, if the five-point and ten-point plateaus are reached in the same match, an automatic two-match suspension is imposed (e.g., a player coming into a match with four points, and committing an eight-point foul).
 - b. If accumulated in one match, an automatic two-match suspension is imposed.
3. Fifteen Points or more: minimum two-match suspension; additional length of suspension to be decided by the MDCVSA Executive Committee.

- G. Serving Suspensions.** The suspended player shall serve the suspension at the next scheduled match (or matches) in the competition, if the team is still eligible to play in that competition. If the team is not still eligible to play in the competition, the suspension will be served at the next competition that the player is scheduled to play in. If the player has no remaining matches during the year, the suspension will be served at the following year's competition.
- H. Field Delegate.** The MDCVSA Executive Committee will make a reasonable effort to have a field delegate present at a match. In the absence of a delegate, the referee shall represent the MDCVSA as field delegate at a match.
- I. Improper Interference Prohibited.** Any player, coach, manager or individual with an interest in a club in competition who attempts to deter, coerce, or influence the field delegate, Tournament Director, or match officials in the performance of their duties will result in a fine imposed on the team(s) and/or disqualification from the competition. The field delegate or other official involved must make a written report of the incident.
- J. Sanctions Not Exclusive.** The MDCVSA Executive Committee reserves the authority to impose further sanctions as necessary to uphold the integrity of the competitions and the game.

VIII. HOME TEAM RESPONSIBILITIES

- A.** Supply alternate uniforms. A team's uniforms must be the same in style and color for each member of the team, excluding the goalkeepers. The color of the goalkeeper's jersey should be different in color than both competing teams' jerseys and the referees. Where the uniforms or parts of the uniforms of the two competing teams are so similar as to create possible player identification



problems on the field, as determined by the referee, the home team must change their uniform, unless the visiting team is wearing a color other than the color that it designated on its entry form as an away jersey, in which case the visiting team must change. Clearly visible, permanent numerals must be worn on the back of the players' jerseys (including the goalkeeper). Each player on a team must wear a different number. Each team is encouraged (particularly the home team) to bring to every scheduled match both a home set and away set of jerseys of different colors.

- B.** Supply at least three properly inflated match balls to the referee ten minutes prior to kickoff.

IX. TOURNAMENT DIRECTOR

The Tournament Director was approved by the MDCVSA Executive Committee and, except as provided herein, has final authority to decide all matters relating to the administration of the Over 30 and Challenge Cups. All disciplinary matters will be handled by the MDCVSA President in consultation with the Tournament Director.

X. MISCELLANEOUS

- A. Fairness/Professionalism:** The competitions are designed to encourage participation among competing teams from varying regions within the MDCVSA. Each team captain is an ambassador for the sport and for his/her team. Team captains are therefore expected to at all times conduct themselves with integrity and in a professional, responsible manner when dealing with anyone on any matter related to the competitions.
- B. Internet and E-mail Access Critical:** Because the internet and the use of e-mail will be used as primary means of communication, a team's primary and secondary contact must be computer literate, have 24/7 access to e-mail and the internet, and own a mobile telephone. Teams captains should also be constantly checking e-mail and the tournament web site for updates.

XI. MATTERS NOT PROVIDED FOR

The MDCVSA President, with the consent of a quorum of the MDCVSA Executive Committee if available, has final authority to decide all matters not provided for in this Operational Guide.