

USASA National Amateur Cup

National Prize Money:

Champion	\$15,000.00	- And declared the USASA National Amateur Cup Champion
Runners-up	\$ 10,000.00	
Third Place	\$ 7,500.00	
Fourth Place	\$ 5,000.00	

All entries **must** go through the National USASA Office, registering through the US Soccer Connect system.

Every team must submit their entry fee with their entry form prior to participating in any portion of the Cup Competition. Only teams that enter by the entry date are eligible to participate. No other form of preliminary rounds will be approved or recognized. Only rounds run through the National Office are considered legitimate rounds of play for the competition.

Upon receipt of the entry forms the National Office with the assistance of the respective State Association providing match commissioners will start scheduling the first round of games. The intent is to have teams from different leagues to play off if we can in the first round of play while trying to minimize the distance of travel where possible.

The home team will furnish the field. USASA will provide referees. The home team can collect and keep the gate.

The National Amateur Cup Final Four Event will be played the **first weekend in August** each year.

Bids for hosting the final-four event will be accepted from all four qualifying teams & need to be submitted to the National Office by **June 30** of each year.

The final site will be determined by **July 7** of each year.

TEAM ELIGIBILITY

The USASA National Amateur Cup competition shall be open to any team whose players are registered with USASA through a Member Organization if the team is in compliance with all of the following requirements. A club may have more than one team in a competition as long as each player pool meets the requirements of National Cup Policies.

1. The team must be comprised of properly registered players and must be in good standing with its Organization Member and must be in compliance with the bylaws and policies of USASA.
2. The team must compete in a USASA League or an affiliated league of an Organization Member that consists of at least four (4) teams playing in the current seasonal year to be eligible for the USASA National Amateur Cup. The National Office may waive this requirement if there are no affiliated leagues within a state association.
3. Teams may have a maximum of 22 players in their player pool but must demonstrate continuity of rosters by maintaining a minimum of **15** players common to the roster in the competition. No team is permitted to enter and play in the USASA National Amateur Cup Competition by entering that competition more than once.
4. Any team participating in the USASA National Amateur Cup must have submitted a national cup entry form with the appropriate fee to the USASA National office before that competition begins; Failure to comply with 1-4 above will render such team ineligible to compete in any game of the National Amateur Cup competition.

PLAYER ELIGIBILITY

Proper registration includes complying with all appropriate registration requirements of USASA League policy, the State Association or other USASA member.

2. In the USASA National Amateur Cup competition a player who is found to require, but has not obtained, International Clearance is provisionally assumed to be an “eligible player.” Within a week of being notified that International Clearance for such a player is required, International Clearance for that player must be applied for. If International Clearance is received, no further action is taken. If International Clearance is denied, that player is ruled ineligible, and the game in question decided in accordance with the rules of the competition.
3. Players competing in the USASA National Amateur Cup must have amateur status.
4. A player may not play for more than one team in the competition.
5. A player under suspension is not eligible to participate in the USASA National Amateur Cup competition, until the suspension has been served.

PLAYER POOL

1. Players are entered into the US Soccer Connect system when the team registers for this competition.
2. All rounds of play are national rounds of competition. The roster is frozen 3 days prior to each match of the competition. If the Roster is not entered by 3 days prior to the first game of the national rounds of competition, the team shall be disqualified and removed from the national rounds of competition.
3. Prior to the scheduled date of a game, every team playing in any rounds of the USASA National Amateur Cup competition shall have access to the opposing team’s pool form (via email or website) of eligible players from which the team will be selected. The player pool may not include more than 22 players and may not be changed for replayed or postponed games.
4. The National Office may check the entered roster after the game to verify if properly registered. If a player is found to not be eligible, the game will be forfeited by that team.

ENTRIES

1. The entry fees shall be determined annually by the USASA National Office.
2. Only money orders, cashiers or certified checks, or Credit Card payment directly into the US Soccer Connect system are accepted.

UNIFORMS

1. When the referee determines that the uniforms of the two competing teams are so similar as to create possible player identification problems on the field, the home team shall change its uniform. However, if the visiting team is wearing colors other than those submitted on the Official Entry Form, the visiting team shall change.
2. **Clearly visible numbers**, at least six inches high and sewn, pressed, or silk screened on, **must be worn on the back of each player's jersey**. Each player on a team must wear a different number. A description of the team's uniforms shall be provided on the "Official Entry Form" and on the Player Pool Form.

PLAYER PASSES

1. Each player/team shall present USASA-approved identification pass bearing the player's photograph and indicating the player's membership on the team or an authorized pictured player roster. The pass or roster shall be presented to the referee before entering the game and shall be made available to the representative of the opposing team on request.
2. Each player pass or pictured roster shall be verified by the player's USASA League, State Association, USASA Affiliate or other organization member, as appropriate, and by the designated representative of the state association, league, or member.

PLAYING RULES

In all rounds played in the USASA National Amateur Cup competition, the playing rules are the FIFA Laws of the Game in effect at the time of the deadline of entry, with the following exceptions:

1. The length of the field may not be more than 120 yards nor less than 100 yards, and the width of the field may not be more than 80 yards nor less than 65 yards.
2. Goal nets must be used. The field shall be marked in accordance with the plan in "The Laws of the Game". A flag on a post not less than five feet high and having a non-pointed top shall be placed at each corner.
3. Each team will be allowed to select not more than 18 players from its player pool to participate in any particular game. Thirty minutes prior to the start of the game, each team will provide to the referee and the other team, a game roster designating not more than 11 starting players, and not more than 7 players from the player pool list, from which substitutions may be made.
4. In all rounds of the competition, a maximum of seven substitutions shall be allowed in each game. A player who has been replaced by a substitute may not re-enter the game at any time.

COMPETITION FORMAT

The USASA National Amateur Cup competition shall be conducted at the following levels:

1. The competition shall be for teams of the USASA Leagues, State Associations and teams of USASA Affiliates.

2. In all rounds of competitions in which the score of any game is tied at the end of the second half, there will be two overtime periods of 15 minutes each. If the game remains tied at the end of the two overtime periods, the winner will then be determined by kicks from the penalty mark as prescribed by FIFA.
3. If for any cause, a game is not completed, it must be replayed in its entirety.
 - A. However, if the non-completion of a game results from misconduct clearly traceable to one of the competing teams, its management, or its followers, the National Office shall decide on the disposition of the game.
 - B. If a game is not completed because one of the teams is unable to field at least seven players, the score will stand as of the moment of termination or abandonment. If the team responsible for abandonment has more goals than the opposing team, or the game is tied, the opposing team will be awarded a forfeit victory.
4. When severe weather or other extenuating circumstances prevent the playing or conclusion of a game, the National Office will determine the resolution of any un-played or unfinished games using the guidelines listed below:
 - A. In rounds one through three, if the first half of a game has been completed, the score of the game when terminated shall stand.
 - B. In rounds 4 going forward the National Office will determine the resolution of any un-played or unfinished games.

PLAYER AND TEAM OFFICIAL DISCIPLINE

1. Team officials (coaches, assistant coaches, trainers, and others allowed to be in the technical area) are expected to behave in a responsible manner. A team official may be expelled from the field by the referee, in which case the team official must leave the technical and playing area of the field entirely and no longer participate directly or indirectly in the match. The dismissed team official will also be suspended from participating in the next scheduled match of the official's team, but the USASA National Office may increase or add other penalties as the behavior warrants.
2. Players shall be suspended for a minimum of one game if they were sent off the field by the referee for a second cautionable offense.
3. Suspension of an ejected player for all other reasons shall be for a minimum of the two subsequent, pre-scheduled USASA National Amateur Cup games. The ejected player's pass or pictured roster, along with a copy of each referee and assistant referee report must be promptly sent to the National Office.
4. Suspension shall be served as follows:
 - a. During the next one or two cup games of the current or following year's USASA National Amateur Cup competition in which the player or team official is eligible to participate.

TEAM AND PLAYER BREACH OF RULES

1. The National USASA Office has the authority to suspend and/or disqualify and remove from further participation in any National Cup competition, any team, team official, or player of any competing team who has been proven guilty of any breach of the rules of USASA or the Federation.
2. All notices of disqualification or suspension shall be forwarded by electronic mail or overnight delivery to any affected team.
3. If there is a dispute (other than one involving referee assault or abuse) arising from a USASA National Amateur Cup game under the jurisdiction of the USASA in which suspensions or penalties of greater than 30 days or more are imposed against an individual, an opportunity shall be provided for the individual to appeal any such decision of the National Office to the USASA Appeals Committee. The decision of the USASA Appeals Committee shall be final. The procedures for appealing a decision shall follow the provisions of the appropriate USASA Bylaw.
4. The USASA National Office has authority to establish a policy for imposing fines for games of the USASA National Amateur Cup competition. At its discretion, the Office has the authority to impose additional penalties and suspensions for unsportsmanlike conduct, including requiring such team to reimburse the USASA for all expenses incurred to the appropriate round of the USASA National Amateur Cup competition.
5. Any team which abandons a game in progress shall be disqualified and removed from the competition and shall forfeit their entry fee, as well as any awards to which they would otherwise be entitled to by completing the game.

WITHDRAWAL FROM THE COMPETITION

1. Any team withdrawing from the competition must give notice of its intention to withdraw to the USASA National Office along with the reason for the withdrawal. The withdrawal must be within 72 hours after being declared eligible to advance to the next round.
2. If any team notifies the USASA National Office of their intent to withdraw after the 72 hours, the team will be subject to removal from participation in the USASA National Amateur Cup for up to two years, and penalties and fines associated with the team's withdrawal, at the discretion of the USASA National Office.
3. Any team, and players registered to that team, which does not pay the fines or penalties imposed within the required deadline shall be suspended. The team and each player listed on the last known submitted player pool form will be considered "not in good standing" with the league and all other affiliations until the fines and penalties have been paid.

DISQUALIFICATIONS

1. (a) A team that is found to be ineligible to participate in the USASA National Amateur Cup competition or is found to be using an ineligible player at any level of the USASA National Amateur Cup competition shall be disqualified from the competition.

(b) A claim of player ineligibility shall be resolved by the USASA National Office.

2. A team may also be disqualified from the USASA National Amateur Cup competition for failure to comply with the rules of the USASA National Amateur Cup competition, or for other just causes as determined by the National Office.

3. A player who participates in a match or who falsely represents him/herself as a player whose name appears on the player pool form will be disqualified and, any game in which the player participated in will be forfeited by the team.

4. If a team is disqualified from any round of competition, the National Office shall have absolute discretion to appropriately adjust the structure or form of the remainder of the competition.

FORFEITS

1. Any team that forfeits, is considered to be disqualified.

PROTESTS

1. Any protest concerning a game played in the USASA National Amateur Cup competition shall be decided by the National Office and the protest and that decision may not be appealed.

2. (a) The protest must be made in writing and must describe in detail the grounds for the protest.

(b) The original protest shall be submitted to the National Office within three days of the game to which the protest relates. A copy of the protest must be forwarded to the opposing team in the game. The protest shall be submitted to the National Office and the opposing team by overnight express mail, telephone facsimile, or electronic mail.

(c) The opposing team shall have three days from the date the copy of the protest was forwarded to it, to submit to the National Office its statement regarding the protest, if any. A copy of the statement shall be submitted to the opposing team by overnight express mail, telephone facsimile, electronic mail.

(d) No protest shall be considered for the alleged use of an ineligible player whose name appears on the player pool form received by the opposing team unless prior to the game a written protest, is lodged with the referee and the opposing team for that game.

(e) The protest shall be decided as soon as possible and may require further submission of evidence related to the protest.

(f) A protest may be withdrawn in writing after it has been submitted.