

WVSA Open Cup

1. **TIME MANAGEMENT:** Start the Games on Time! Do not allow teams to warmup on the field. If the game before yours is running more than 10 min late, have the Field Marshal contact the Cup Committee. Do as much pregame as possible while waiting for the prior game to end: check Open Cup roster, inspect the teams and flip the coin. Half times have been reduced to 5 minutes to keep on schedule. The referee may allow a longer halftime if time permits. Do not add any time that causes the game to run over into the next game slot. The cup committee may shorten game times if needed. Be aware of the times for your age group.

Time Management Rules:

Rule #1 -- Time may be added at the referee's discretion as long as the next game starts on time.

Rule #2 - In the case of long delays due to injury or weather, keep track of time lost and inform the Cup Committee.

- a. If half time comes during a delay, inform both teams that we are now in halftime.
- b. If the second half starts during the delay, inform both teams.
- c. If the game ends during a delay inform both teams and report the information to the Cup Committee. Do not make any comments on who wins the game. Refer all questions to the Cup Committee.
- d. If your game is to start and the previous game delay still is in effect due to serious injury or weather, inform the Cup Committee.
- e. In case of a major weather delay the Cup Committee will inform all referees and coaches as to when games will restart and how much time to play. All teams should be ready to play their games at the scheduled times. In Most cases on Saturday, the schedule will be played as printed and the committee will make any decisions on games that are drastically shortened or not played.

Rule #3 - If a team is guilty of time wasting by frequent substitution, you may advise the coaches to stop and that you are adding 30 seconds of time. If a team continues to waste time use the tools available to control the situation, i.e., warnings, yellow cards and red cards (coaches and players).

2. **ROSTERS:** Pass cards are not required for teams participating in Open Cup, but all teams must provide an official WWSA Open Cup roster that must have pictures of all coaches and both pictures and jersey numbers of all players. Rosters **must** be checked for each player at the beginning of each match; NO PICTURE or NO JERSEY NUMBER = NO PLAY. Expanded rosters (i.e., more than 18 players) are permitted at U13 and older age groups, but the coach must designate no more than 18 players to participate in each game. Report problems to the Cup Committee via the Field Marshal. Retain the rosters during the match and keep them after the game in the event player information must be obtained for misconduct (yellow or red cards issued) or injuries.

3. **WWSA CAST AND BRACE RULE:** The WWSA Open Cup permits hard casts and braces with exposed metal parts for U11-U12 and older players with a written doctor's release to play and when they otherwise conform to the WWSA Cast Rule (WWSA Administrative Rule Book 3.16.4.6):
 - a. Hard casts must be padded and approved by the referee prior to the match.
 - b. Braces must be worn as intended by the manufacturer and approved by the referee prior to the match.
 - c. In a and b, above, the approval must be by a referee that is 18 years old or older. If the referee of the match is not 18 years old or older, another referee who is may provide the approval, provided that s/he is unaffiliated with either team.

4. **RULES OF COMPETITION:** Match durations, number of players and ball sizes are noted for each age group in the attached matrix. IFAB/USSF/WWSA Laws and Rules apply otherwise, including:
 - a. Substitutions are permitted at ANY STOPPAGE (including free kicks), with the consent of the referee. Please note that "consent of the referee" means only that, if a team which does not wish to substitute is pressing an attack and wants a quick restart, a substitution by the opponent can be deferred. It does NOT mean that a referee may choose only to allow substitutions on a team's own throw-in.
 - b. **DELIBERATE HEADER RULE** will be enforced at the 10U and younger age groups:
 1. When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense.
 2. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.
 3. This rule is enforced by age group – NOT by the age of the team or individual player. If a U11 team is playing in a U12 or combined U11/U12 age group, do not award an indirect free kick (IFK) if a player on that team deliberately heads the ball.
 4. Denying a goal scoring opportunity by deliberately heading the ball does not meet the criteria for a red card send off under law 12, as it is not an offense against an opponent. Do not red card a player for deliberately heading the ball even when doing so prevents a goal. In such circumstances, simply award the indirect free kick (IFK) as stated, above.

- c. **BUILD OUT LINE:** The Build Out Line will be employed at the U10 and younger age groups as directed by U.S. Soccer. See the “U.S. Soccer Player Development Initiatives” page, attached.

Law 11* Offside IS ENFORCED at all age levels. Referees working games solo or using club linespersons should use their OWN judgment to the best of their ability and position on the field to determine offside. Do NOT allow club linespersons to indicate offside. Note that in the U10 and younger age groups, a player can only be in an offside position if s/he is in the attacking half of the field AND between the build out line and the goal line. See “U.S. Soccer Player Development Initiatives” page,” attached. If you are assigned as an Assistant Referee in a U10 or younger age group, you should only run the touchline between the goal line and the build out line.

- d. **HEAD INJURY RETURN TO PLAY PROTOCOL:** If the referee determines that a player is displaying signs or symptoms of a possible concussion, s/he will take the following steps:

1. Stop play (if not already stopped) and beckon the coach onto the field or have the player leave the field (if the player is able).
2. Inform the coach that the player needs to be assessed by the event’s medical staff for a possible head injury. Further inform the coach that the field marshal can radio for a trainer to come to the field.
3. Since this is a stoppage in play, both teams may substitute if they wish, and the player with the possible head injury may be replaced.
4. The player may not return to the match unless cleared by the event’s medical staff (check for the “Medical Staff” badge worn on a lanyard). The medical staff will inform the referee or an assistant referee directly if a player is cleared to return.
5. If player is not cleared to return, the medical staff will inform the Cup Committee, who will inform the referee crews of any subsequent matches that the player is ineligible.