

Eastern Pennsylvania Soccer Association
USASA NATIONAL CUPS
REFEREE INSTRUCTIONS
2020-2021 SEASON
Updated 10/06/2020

MAIL GAME REPORT TO: Eastern Pennsylvania Soccer Assoc.
4070 Butler Pike
Suite 100
Plymouth Meeting, PA 19462

If no cards, the Report, including lineups, may be emailed to:
eastpasoccer@gmail.com.

If there are any sendoffs, reports MUST be mailed to the EPSA office within 48 hours from the end of the game WITH ANY PASSES of the players EJECTED during the game.

EMERGENCY: Blaise Santangelo Cup Commissioner Tel. 610.405.5967 (cell)
EPSA Office Tel: 610.940.5755
EPSA's Office FAX Fax: 610.238.9933

GAME FEES:	<u>CUPS:</u>	<u>Referee Fee</u>	<u>Assistant Ref</u>	<u>4th Official</u>
	Total: \$197	\$87	\$55	\$35 (pd by ck from State)

PAYMENT: Both teams will split the total referee fee, \$98.50 each, in cash. If any of the 3 referees don't show up, the teams are not expected to pay for that referee.

GAME DURATION: Each game shall consist of two (2) 45 minute halves.

At the end of 90 minutes, if the score is tied, the game will continue with two (2) complete overtimes of 15 minutes each.

After the 2 overtimes, if the score is still tied, KICKS FROM THE MARK shall be taken according to FIFA rules to determine a winner.

GRACE PERIOD: ALL CUPS: Traveling team is allowed 15 minutes.

No grace period for home team of any Cup, but allow them to finish preparing the field if necessary, and report it in your referee report.

SUBSTITUTIONS:

ALL CUPS: Each team is allowed up to 18 PLAYERS on the Game Day Line up sheet.

USASA National Cups

- **Amateur Cup:** 7 substitutions
- **Open Cup:** 7 substitutions
- **NO RE-ENTRIES** are allowed. Once a player is substituted, he/she cannot go back into the game.
- **Over 30:** Unlimited, at any stoppage with referee's permission
- **Over 40:** Unlimited, at any stoppage with referee's permission

Substitutions must be made according to FIFA rules:

1. Can be made at ANY STOPPAGE of the game
2. Players must enter the field from the center line AFTER checking in with one of the referees and after the player being substituted for has left the field.

EJECTIONS: Return passes of the ejected players with fully detailed Game Reports and lineups to the EPSA office:

EPSA

4070 Butler Pike, Suite 100

Plymouth Meeting, PA 19462

PLAYER PASSES: ALL players must have a valid **CURRENT SEASON** pass.

If a player has a pass, but is not validated for the current year, he shall not be allowed to play and the pass must be CONFISCATED and RETURNED to the EPSA for verification. Please note this in your game report.

No player should be allowed to play without a pass UNLESS you are notified directly by the State Cup Commissioner or the State Registrar.

If a team wishes to check the passes of their opponent in your presence, you cannot refuse to do so and they shall be notified of any irregularity you find while checking the player passes.

In these pandemic times, if the referee wants to collect the teams' passes and not check against individual players, that is permissible for this seasonal year only. The suggestion is that the referee bring a baggie and have team managers put the passes into the baggie. But you must still collect them. If a team does not have player passes, make sure this is cited in your game report.

TEAM COACH/MANAGER: All teams MUST present to you AT LEAST ONE Team Manager/Coach's pass. Just like the players, all Team Coach/Manager will be listed on the Game Line-up. The Team Coach/Manager MUST BE AT THE GAME. Up to 5 non-players may be in the technical area.

Please mark on the Line-up, which Coach/Manager was present and showed the pass.

A player (that has Player card) CAN ALSO BE a Team Coach/Manager.

If a team DOES NOT present to you a current Team Coach/Manager pass, ALLOW the game to take place, BUT REPORT this in your game report.

SPECIAL INSTRUCTIONS:

1. Each team should present 3 copies of their Line-up sheet BEFORE the game starts: no player other than the ones LISTED shall be allowed to play.
2. As long as the player's name is on the line-up before the game starts, he/she is allowed to participate in the game even if they show up late.
3. Each participating player shall have a unique shirt number ASSIGNED to him/her.
4. If a team wishes to check the opposing team's passes, the referee WILL check the passes IN THE PRESENCE of such team's manager or coach.
5. Only the players LISTED on the Official Player Pool form are allowed to play in the Cup game. You may be notified IN WRITING by the Cup Commissioner or by the State Registrar, that a player does not have a player's pass, but is allowed to participate in the game. In this case such player will be allowed to participate provided that he/she shows some kind of identification (driver's license, passport, etc) and signs the line up sheet.
IF NO IDENTIFICATION IS AVAILABLE, THE PLAYER SHALL NOT BE ALLOWED TO PLAY.
6. If for any reason the game is not played because only one team is present, COLLECT FEES from the team that is present. Get the names and addresses of all game officials and report in your game report. The Cup Committee will reimburse the remaining amount to the referees.
7. BOTH TEAMS will split the cost of the total Referee and Assistant Referee fees that are actually present at the game.
8. WRITTEN Reports MUST be mailed within 48 hours from the scheduled game EVEN FOR GAMES NOT PLAYED. You MUST return the Game Line up sheets with your report. You MUST RETURN ALL EJECTED PLAYERS' CARDS TO THE STATE OFFICE, not to the League of affiliation or to the team.
9. Report ALL injuries, no matter how small. You don't have to give a diagnosis of the injury, just tell us that there was an injury and who was hurt.

