

# SOCCER MAINE STATE CUP 2021

## Game Day Procedures

### **State Cup Procedures and Rules:**

All coaches and team administrators should read and be familiar with the State Cup Procedures and Rules. Full document can be found on the State Cup Handbook link on the Soccer Maine website. Coaches should have a copy of these Procedures and Rules with them on the field.

The information below highlights some key points of emphasis particular to game day procedures:

### **Check-in:**

Teams will be checked in at midfield during half-time of the preceding game, if there is a preceding game, either by a Soccer Maine representative or by a referee. Do not take your team away to warm-up until your team has been checked in. It is imperative that your team be lined up in alphabetical order ready for check-in. Players should be dressed for game, shin guards on and covered with game socks. (Reminder that socks may only have tape/shin guard straps of the same color as the sock. This is a policy from the Referee Association.) **Player passes, FROZEN roster and referee payment must be made available.** If a player is not with the team at check-in but planning to play, his/her pass should be held until the player arrives and can be checked by a Soccer Maine official. As long as player is listed on the game day roster they are eligible to play.

All players and coaches should be present at the field **no later than 30** minutes prior to the game with player passes, rosters and referees fees ready.

### **Player passes and Coach passes:**

Passes **must** include a current head shot photo. State staff and/or referees must be able to identify you from the photo.

Passes **must** be laminated.

### **Rosters:**

All teams must have an official signed State Cup **Frozen Roster**. Please make multiple copies – as you will be required to hand over to the referee at the start of each game.

All teams will note on the Roster presented to the referee the players who will participate in the match during the game on that day. Any players listed on the roster but not playing in the game may sit on the team's bench and participate in Check-in, with a valid player pass, but must be wearing street clothes, (No part of team uniform!). At the time of the kick off, the roster of the **participating 18 players** will be set and no changes can be made.

**Warm up time is not built into the game schedule.** There may be 15-20 minutes on which you can get onto the field prior to your game but please plan to warm up elsewhere around the stadium. Teams should be ready to play immediately following the conclusion of the preceding game.

**Referee Payment:** Teams are required to pay the referees for all State Cup games at check-in. Referee payments for your 17U games will be \$70 for the Center and \$40 for the AR (x2), so \$75 per team. Soccer Maine will pay for the 4<sup>th</sup> official.

**Team managers should make every effort to have suitable denominations that can easily be divided among the referee crew.**

**Home and Away Team Designation:**

The home team is the first team listed on the schedule. Home team is responsible for supplying a suitable game ball to the referee prior to the game.

The away team shall have the choice of jersey color. In the event of a conflict, the home team must change both jersey and socks if so directed by the referee.

<b>Age Groups</b>	<b>Length of game</b>	<b>Overtime periods</b>	<b>Ball size</b>
Under-17	Two 45' halves	Two 15' periods	Size 5

**Post-Game Procedures:**

The referee will submit a Game Report including results and noting any cautions (yellow cards), ejections (red cards), or serious injury to the State Cup Director and to the State Cup Referee Assignor within 24 hours of completion of all State Cup games.

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**Turf and Bench Area:**

All athletic facilities used by Soccer Maine require that Teams remove all bottles, debris or garbage and place in appropriate trash receptacles or carry out. You are responsible for cleaning up your bench area prior to leaving with your team.

Sport drinks, soda, juices and drink supplements are not allowed on any synthetic playing surface or track around the playing surface. ***Water only is allowed on the turf and track area.***

Only players, coaches, officials and trainers are allowed on the turf and track area. All others must remain outside the fence surrounding the track.