

**RULES
OF
COMPETITION**

**FOR THE
UTAH SOCCER ASSOCIATION**

RULES OF COMPETITION OF THE UTAH SOCCER ASSOCIATION

Section J REGISTRATION OF CLUBS, TEAMS AND PLAYERS IN ASSOCIATION ORGANIZED LEAGUES

- R3001** General.
- R3001.1 Within the Utah Soccer Association a team may be directly registered to the Association in an Association Organized League, as well as Leagues which are either affiliated or associated with the Utah Soccer Association.
- R3001.2 The Utah Soccer Association will conduct League competitions and will administrate those Leagues and those Leagues will be considered "Association Leagues."
- R3001.3 The Utah Soccer Association shall conduct competitions in the following Leagues, as approved by the Board of Directors.
- a) Greater Salt Lake Soccer League – GSLSL. This League represents men’s competition League, with a general guideline that play is located in the Salt Lake, Davis, Weber, Cache, Tooele, Summit, Utah and San Juan Counties.
 - b) Forrest Soccer League – FSL. This League represents men’s Over-30 age competition League, with a general guideline that play is located in the Salt Lake, Davis, Weber, Tooele, Summit, Utah and San Juan Counties.
 - c) Valley Soccer League – VSL. This League represents men’s Over-35 age competition League, with a general guideline that play is located in the Salt Lake, Davis, Weber, Tooele, Summit, Utah and San Juan Counties.
 - d) Over-the-Hill Soccer League – OHSL. This League represents men’s-Over-40 age competition League, with a general guideline that play is located in the Salt Lake, Davis, Weber, Tooele, Summit, Utah and San Juan Counties.
 - d) Wasatch Women’s Soccer League – WWSL. This League represents women’s competition League play located in the Salt Lake, Davis, Weber, Tooele, Summit, Utah and San Juan Counties.
 - e) Small Sided Soccer League – SSSL. The League represents men’s, women’s and co-ed competition where games are played on undersized fields, indoor facilities, etc. wherein field teams eight or less players per team.
- R3001.4 New Teams within a Member Club are automatically Members of the Association, but must comply with Rule 1003, where applicable.
- R3001.5 No Team or Club may change its name without permission of the Executive Director.
- R3002** Rights of Teams regarding officials.
- R3002.1 Teams have a right to USSF certified referees for each game scheduled by this Association.
- R3002.2 Under normal circumstances all games shall be officiating by a crew of three (3) officials. However, in case of not having a full crew available, games may proceed with either one or two game officials. Volunteer assistant referees may be used at the discretion of the referee and decide their limited capacity.
- R3002.3 Within some Divisions of the Leagues administered by the Utah Soccer Association, with the approval of the Association, teams may have adopted a policy to officiate their games with only one game official or one game official and volunteer linesman when available.

R3002.4 In conjunction with Policy P5208 & Rule R3002.2, Teams may agree to play a game with only one (1) or no certified referees and may appoint, by mutual consent, one (1) or more bystanders to serve as game officials. If they so agree, the result of the game shall become official when reported in writing to the Association Office by both teams and for the winning team to file a written report**. Failure to comply may result in a fine and/or loss of points.

**It is requested that this report include the final score and the names and addresses of the game officials, the players which scored goals and must be signed by both teams and the center referee. Other pertinent information may be included as the teams and/or officials see fit.

R3003

Club & Team Registration.

R3003.1 Club/Teams in good standing with the Association may register in the competitions of the Association.

R3003.2 To be considered registered, a new Club/Team must do the following:

- a) Must submit a written request to the Board of Directors for membership to the Association, and shall submit a list of names and addresses, etc. of all officers of the new club/team.
- b) Must obtain written acknowledgment or contract for field space, stating location of field, dimensions of field, portable or permanent goals, name of field, contact person and company name in charge of the field (to include telephone number), and specific usage times and days or have this requirement waived by the Executive Director.
- c) Within ninety (90) days after forming a new club/team submit to the Association the club/team's articles of incorporation, constitution, bylaws, rules, policies, procedures, etc.
- d) Pay a non-refundable team affiliation fee of \$100.00 and any other team fees.
- e) Return to the Registrar a fully completed Team Registration Form.
- f) Register a minimum of sixteen (16) players prior to the first Thursday in March.
- g) Under standard/regular circumstances new teams will start in the Second, or Lower Divisions.

R3003.3 To be considered registered, a club/team that was registered in the prior season must do the following:

- a) Submit a list of names and addresses, etc. of all officers of the club/team(s).
- b) Within ninety (90) days after forming a new club/team submit to the Association the team/club's articles of incorporation, constitution, bylaws, rules, policies, procedures, etc.
- c) Must obtain written acknowledgment or contract for field space, stating location of field, dimensions of field, portable or permanent goals, name of field, contact person and company name in charge of the field (to include telephone number), and specific usage times and days or have this requirement waived by the Executive Director.
- d) Pay all registration fees and past due amounts.
- e) Register a minimum of sixteen (16) players before the deadline.
- f) Return to the Registrar a fully completed Team Registration Form.

R3003.4 Rules regarding registration deadlines are as follows:

- a) All teams, except teams which are already members of the Association, must pay a \$100.00 team affiliation fee and submit a minimum of sixteen (16) completed player registrations by either:
 - i) The second Thursday of July to register for the second half or the Fall Season, or
 - ii) The first Thursday of March to register for the full annual Season or Spring Season.

R3003.5 Amateur Teams with professional players shall pay the appropriate player registration fee.

R3003.6 No Club may have more than one Team in the same Division.

R3004 Non-affiliated or new Leagues may request affiliation at any time. Such affiliation is subject to the League's willingness to adhere to the Bylaws and Rules of Competition of the Utah Soccer Association and the Constitution, Bylaws and Rules of the USASA and the USSF. Requests for affiliation shall be submitted to the Board of Directors for approval. Voting credentials of newly affiliated Leagues must be approved by the Association's State Council at the Annual General Meeting following affiliation.

Section K **PLAYER REGISTRATION AND MEMBERSHIP CARDS.**

R3101 Upon registering as a player within the Utah Soccer Association's leagues, a player will be considered a member in good standing upon the completing all of the required information within the "on-line" registration system, which includes a proper photo, signing off on all necessary waivers, making timely registration fees, etc.

R3102 Barring permission from USSF for international clearance or amateur reinstatement, a player registration processing time may require a minimum of two (2) working days prior to their first game.

R3103 The Association may issue player membership cards at their discretion or when necessitated.

R3104 The membership card is the property of the player. If a membership card has been entrusted to the Team Representative, the player has the right to their card at any given time.

R3105 A \$5.00 charge will be charged for a change or the replacement of a membership which needs updating or a damaged membership card. When replacing a card due to updating or card damage, the old card must be returned to receive a new or updated membership card. If membership card has been lost, the replacement fee is \$10.00.

R3106 No player is eligible to play on a team even though the player may be a properly registered, but that player does not appear on the official game roster for that game as a member in good standing. Exceptions may only be made through either verbal communication with an office staff member or by a letter issued from an office staff member on a case by case basis.

Section L **SUSPENSIONS, ABANDONMENT & FINES**

R3201 A Team that in the opinion of the Board of Directors was the cause of an abandoned game, will automatically lose or forfeit that game and shall at minimum be assessed minus six (-6) points in their league standings. If both Teams caused the abandonment of a game, both Teams will forfeit and be assessed minus six (-6) points in their league standings. Teams may also be assessed additional disciplinary actions and/or fines.

- R3202** A Team that has caused forfeiture of a game shall at minimum be assessed minus three (-3) points in their league standings. The Team shall also be assessed the appropriate forfeiture fee/fine which shall be paid in full prior to the next scheduled game unless their next scheduled game is scheduled within a five (5) day period of the forfeited game in which case fine/fee shall be paid no later than two days after the game which was scheduled within the five (5) day period.
- R3203** All other fines are due fourteen (14) days from the billing date which notification is valid if sent via e-mail. Failure to comply will result in disciplinary action which can include forfeiture, deduction of league points, fines and expulsion from the Association.
- R3204** In all Competition Leagues and Divisions, any Team that commits any of the following offenses shall be fined accordingly:
- a) Failure by a Team to have a regulation net properly installed no later than at the regular scheduled game time. Team Fine: \$10.00.
 - b) Failure by a Team to have two (2) regulation length corner flags installed no later at the regular scheduled game time. Team Fine: \$10.00.
 - c) Failure to deliver an official game player roster to the referee prior to the start of the game and for the game listed on that roster. Team Fine: \$10.00.
 - d) Failure by the home Team to furnish a regulation game ball. Team Fine: \$10.00.
 - e) Failure by a Team to have all players in uniforms (jersey, shorts and socks) in accordance to the Rule 1506 set forth within each League by the Association. Team Fine: \$10.00 for each identified player not properly uniformed.

Section M **REGISTRATION OF PLAYERS, ETC.**

- R3301** General.
- R3301.1 Payment of players. Any amateur player who is approached or accepts payment or gratuity from any person, whether that person is affiliated with a club or not, is required to report such incident within twenty-four (24) hours to an Officer of the Association. Failure to report such an offer, or knowledge of any such activity, may result in suspension.
- R3301.2 All players registered in the Utah Soccer Association are required to comply with the USASA'S mandatory accident insurance policy. The USASA will set the fee for this insurance on an annual basis. Before a player can be accepted as a member in good standing, a player, (or if under the age of 18) a parent or guardian, is required to sign off on the "Accident Insurance Policy and Liability Waiver Form which is shown as part of the player registration procedures.
- R3301.3 In addition to Section M of these Bylaws, any player under 18 years of age at the time of registration must return to the Registrar a "U-18 Liability Waiver Form" signed by a parent or guardian granting permission to play in all sanctioned games and absolving the Association of any liability for injuries sustained by the player or the player's property.
- Before a player can be accepted as a member in good standing, a player, (or if under the age of 18) a parent or guardian, is required to sign off on the "Concussion Policy" which is shown as part of the player registration procedures.
- R3301.4 A player who is also registered as a youth player in the Utah Youth Soccer Association must complete a UYSA Player Action form (USSF Policy 601.5.Section 4) before the Association issues a membership card.
- R3301.5 Players must be of certain age to compete in the Utah Soccer Association.
- a) Men's Competition League - 16 years old.
 - b) Women's Competition League - 16 years old.
 - c) Recreational League - Undetermined.
- R3301.6 Exceptions for the age requirements will be dealt with on a case-by-case basis by the Executive Director.

R3302

Professional Players.

- R3302.1 Professional registered players shall be allowed to register in accordance with Rules R3003.5 and R3302. Professional registered players are excluded from competing in USASA National Amateur Cups Competitions.
- R3302.2 The registration fee for each professional player registered within the Utah Soccer Association is determined in Policy P5210, and in addition the player must also pay the USSF professional player registration fee.
- R3302.3 In addition to the USSF fees, the fee to the Association for a professional player to process a release, transfer or notice of loan cancellation shall be \$20.00.
- R3302.4 In addition to the USSF fees, the fee to the Association for a professional player to process a notice of loan shall be \$20.00.
- R3302.5 In addition to the USSF fees, the fee to the Association for a professional player to process a Professional to amateur reinstatement shall be \$20.00.

R3303

Amateur Players.

- R3303.1 An amateur player (youth or senior) may not be restricted as to the team he/she may play for due to his/her race, color, religion, or national origin or any other legal protected status.
- R3303.2 All players registered within the Association shall be considered registered on USSF/USASA "A" Form, unless otherwise stated.
- R3303.3 Any player may register with any Club at the end of the Season, subject to Rule R3304, for the following season (January 1 - December 31).
- R3303.4 An amateur player may only be registered for one (1) club at a time, except where dual or multiple registration is allowed as provided by the appropriate rules.
- R3303.5 Amateur and Professional Players may register to play soccer in Utah provided they are in good standing with the USSF, its affiliates, and have never been disqualified for any of the following reasons:
- a) Competing under an assumed name.
 - b) Guilty of extreme unsportsmanlike conduct.
 - c) Unless having been registered as a professional player, directly or indirectly receiving pay or other remuneration for playing soccer in the Association.
- R3303.6 Each player must complete the on-line registration requirements.
- R3303.7 Players register individually with the Association. A Club, Team or Team Representative, who registers players on behalf of their team are held responsible for any reimbursement of registration fees from their players. The Association will not be held responsible for a Club, Team or Team Representative, etc., which does not collect the proper registration fees from their players. The Association will not put a hold on a player for unpaid registration fees (Rules R3301.1 & R3303.9) not collected by a Club, Team or Team Representative unless the Association was not paid for those registrations (Rule R3304.2).
- R3303.8 Players may register to play in the Association throughout the year. Appropriate registration fees are required per the player's registration date.
- R3303.9 A player's registration fee is non-refundable. Players who do not complete their full registration period, whether it is voluntarily or involuntarily, are not entitled to a refund. Players who have been released from one Club are free to transfer to another Club, provided they are not subject to Rule R3301.1. Eligible players who have registered with a team that has been expelled through actions by the Association, are allowed one free transfer to another team within the same seasonal year, subject to Rule R3303.5. Eligible players registered with a team that has been

disburdened through actions other than the Association, are allowed to transfer to another team within the same seasonal year. A player, who has been registered with a team that has been expelled, disburdened, withdrawn, or ceased operations for any reason, etc., is eligible to transfer, subject to Rule R3303.5. The Association has no obligation to find another team for such player and it is the player's sole responsibility to find a new team. A player's decision or desire not to transfer to another team or belief or opinion that he/she cannot find a suitable team, will be considered a voluntary withdrawal from the Association.

- R3303.10 A second player registration fee does not have to be paid when a player applies for a transfer from one Club to another Club within the same seasonal year. The fee for the transfer to another Club is \$10.00.
- R3303.11 A player registration fee is not required for transfer within a Club and within the same seasonal year. The fee for an inside a Club transfer is \$10.00.
- R3303.12 When a player registers and decides that he/she desires to play on two teams within the Club which compete in the same League, at the time of registration the player must decide which team will be his/her primary team and secondary team. The first processed registration will automatically become that player's primary registration.
- R3303.13 The Association shall be entitled to have a minimum of three (3) business days to process the registration of any new player or the registration of an additional team for a previously registered player.

R3304 Registration Holds.

- R3304.1 Any Member Club that is owed money (other than player registration fee) or equipment by a player on a Team within that Club may stop that player from registering for any other Club in this Association until the debt is satisfied, subject to the right to appeal under Bylaw B0803. The Association will not put a hold on a player for registration fees owed to a Club, Team, or Team Representative. This registration hold must be done by filing a Registration Hold Form with the Registrar (Forms are available at the Association's office). This form must state what is owed to the Club, its approximate value if equipment, and be signed by the registered Club/Team Representative or Alternate. Any Club signing such a form must have proof of the debt either in the form of a receipt or I.O.U. signed by the player or written statements by several witnesses that they know the Player has taken or received Club equipment. Upon satisfaction of the debt, the Team Representatives must sign a Registration Release Form, also available from the Registrar, freeing the player to register for a Team of his/her choice. A copy of the signed statement of the witnesses or receipt from the player must be attached to the Registration Hold Form.
- R3304.2 The Association may place a hold on a member to collect any outstanding debts owed to the Association.

R3305 Transfers and Releases.

- R3305.1 No player may be denied a release unless that player voluntarily registered on a USSF/USASA "AD" Form. Any subsequent transfer is subject to Rule R3305.2.
- R3305.2 No player may transfer to another Club more than once a seasonal year.
- R3305.3 If a Club or Team withdraws from competition before the end of the Season, all registered players of that Club come under the jurisdiction of the Board of Directors and may transfer to another Club only by permission of the Executive Director.
- R3305.4 A player may transfer to a lower Division Team within the same Club only with the permission of the Executive Director and must re-register with the Registrar. A transfer fee will apply.
- R3305.5 Teams may release players by notifying both the player and the Association. At the time of such releases, a holding form, if any, must be included.

- R3305.6 No transfers or releases shall be allowed after the Labor Day Holiday in the GSLSL & WWSL, wherein league play is scheduled from the start to the end of the seasonal year, except:
- a) Lower Division players may be transferred to upper Division Teams within the same Club.
- R3305.7 No transfers or releases shall be allowed after the Labor Day Holiday in the FSL & OHSL wherein league play is scheduled from the start to the end of the seasonal year, except:
- a) Lower Division players may be transferred to upper Division Teams within the same Club.
- R3305.8 No transfers or releases shall be allowed after June 1 in leagues/divisions wherein league play is scheduled from the start of the seasonal year to the end of June or the beginning of July, except:
- a) Lower Division players may be transferred to upper Division Teams within the same Club.
- R3305.9 No transfers or releases shall be allowed after the Labor Day Holiday in leagues/divisions wherein league play is scheduled from the end of July or beginning of August to the end of the seasonal year, except:
- a) Lower Division players may be transferred to upper Division Teams within the same Club.
- R3305.10 A player may re-register for the same Team or Club only once during the seasonal year. A re-registration fee of \$20.00 shall be charged. In re-registering, it is considered that Rule R3305.2 has been invoked.
- R3305.11 Released players may be re-registered by the Registrar at least three (3) days before a game. The re-registration fee is \$10.00.

R3306 Multiple Registrations.

- R3306.1 Players may obtain multiple registrations under the following circumstances:
- a. When participating within the Competition League, and also wanting to participate in the Recreational League.
- b. When participating within the Competition League on either a Premiership, First, Second, Third or Fourth Division Team, and also wanting to participate on a "Traveling Team."
- c. When participation within two (2) or more Competition Leagues that do not conflict with each other (i.e. Saturday and Sunday Leagues, Saturday and Over-30, 35 & 40 Leagues). However, when there is a scheduling conflict for a player who has primary and secondary registrations, the player is required to honor the primary team commitment. Not following this rule by participating with a secondary registration team, the player can be subject to a fine and/or suspension.
- d. When a player registers with a Club wherein the Club has multiple teams within that particular League and the player desires to play on more than one team within that Club in that particular League, the player shall only be allowed to register as a secondary player to only one additional team whether it is within a higher or lower Division from the primary registered team.

R3307 Suspensions, Fines.

- R3307.1 Where a player has been ejected from a game, any disciplinary action taken against that player shall commence after the receipt of the game report and the determination of the punishment. The player shall remain eligible for play until that punishment has been determent.
- R3307.2 Where a player has been ejected from a game for an infraction that in the opinion of the game officials may result in a severe punishment (i.e. six game suspension or more), then the game official in charge of the match shall forward or deliver the game report to the Association's office within twenty-four (24) hours.

- R3307.3 A player ejected under Rule R3307.2 shall be declared ineligible for any game, regardless of which team or league that player is registered to (multiple registrations), until a determination of the infraction has been made.
- R3307.4 Where a player has been suspended for an extended period or has other sanctions against him/her, a notification will be sent to the Team Representative and the player to inform them of the suspension or sanction. These notifications will be sent to the most current available address within the records of the Utah Soccer Association which in most cases shall be a notification via e-mail. Since many player addresses change during the year, the Association will hold the Team Representative, as the party responsible, to notify the player in question regarding the suspension or sanction.
- R3307.5 The Team Representative is responsible to inform the player of the right of appeal, etc., and the proper procedure to file in a timely manner.

Section N **COMPETITIONS and DIVISION & LEAGUE STRUCTURE**

R3401 General.

- R3401.1 FIFA Rules shall govern Utah Soccer Association play except as modified herein.
- R3401.2 The Rules of Competition may be referred to herein as the "Rule".

R3402 The Utah Soccer Association sanctions the following:

R3402.1 Divisional League Play

- a) Competitive
- b) Recreational

R3402.2 Utah Association Open Cups

R3402.3 Utah Association Challenge Cups

R3402.4 Approved Tournaments

R3403 Divisions and Leagues.

R3403.1 Association Leagues currently established by the Board of Directors are as follows:

- a) Men - Greater Salt Lake Soccer League - GSLSL
- b) Men - Forrest Soccer League – FSL
- c) Men - Valley Soccer League - VSL
- d) Men - Over the Hill Soccer League – OHSL
- e) Women – Wasatch Women’s Soccer League – WWSL

R3403.2 Divisions within Leagues that are currently approved by the Board of Directors are as follows:

- a) Men – Premier Division Greater Salt Lake Soccer League - GSLSL
- b) Men - First Division Greater Salt Lake Soccer League - GSLSL
- c) Men - Second Division Greater Salt Lake Soccer League - GSLSL
- d) Men - Third Division Greater Salt Lake Soccer League - GSLSL
- e) Men - Fourth Division Greater Salt Lake Soccer League - GSLSL
- f) Men - Over-30 Premier Division Forrest Soccer League - FSL
- g) Men - Over-30 Second Division Forrest Soccer League – FSL
- h) Men – Over-35 First Division Valley Soccer League - VSL
- i) Men – Over-40 First Division Over-the-Hill Soccer League - OHSL
- j) Women - Premier Division Wasatch Women’s Soccer League - WWSL
- k) Women - Second Division Wasatch Women’s Soccer League - WWSL
- l) Women - Third Division Wasatch Women’s Soccer League – WWSL

R3403.3 Current approved and recognized Affiliated and Associate Leagues are:

a. none

R3403.4 Within a League there shall only be one (1) Division within the following Divisions:

- a) The Men's Premier-Division - GSLSL
- b) The Men's First Division - GSLSL
- c) The Women's Premier Division - WWSL
- d) The Men's Over-30 Premier Division - FSL

R3403.5 Within the Men's - Second, Third, Fourth, Over-30 & Over-35, Over-40, Women's – Second & Third and all Recreational Divisions, there may be as many Leagues as needed upon approval by the Board of Directors.

- a) A minimum of four (4) teams may form a League, which must be approved by the Board of Directors.
- b) No Division shall exceed a total number of twelve (12) teams, except where permission has been granted by the Board of Directors.
- c) A League which will exceed the limit of twelve teams, may establish Groups/Divisions and no Group/Division shall exceed a total number of twelve (12) teams, except where permission has been granted by the Board of Directors.

R3404 Structure of Play

R3404.1 All Men's Divisions within the approved Association Leagues which at this time consists of the Men's Premiership, First, Second, Third, Fourth, Over-30, Over-35 & Over-40 Divisions are open to men only, and all Women's Divisions within the approved Association Leagues which at this time consists of the Premier, Second & Third Divisions are open to women only.

R3405 Promotion and Relegation

R3405.1 To decide which teams will compete in which Divisions for the following season, the following procedure shall be followed:

- a. At the end of a season the team that finished last or with the least amount of points in their Division shall be relegated to the next lower Division for the start of the following season.
- b. At the end of a season the team that finished in first place or with the most points in their Division shall be promoted to the next higher Division for the start of the following season.
- c. The Association may have a play-off competition or tournament for teams to decide promotion or relegation.
- d. The Association may override Rules R3405.1 when deemed necessary or appropriate.

R3405.2 The Board of Directors may waive Rule R3405 in the event of formation of a Division(s) and/or League(s) per Bylaws B0304.6 and B0304.7, extenuating circumstances, or as deemed appropriate and/or necessary by the Board of Directors.

Section O **COMPETITIVE LEAGUES - COMPETITION RULES**

R3501 General

R3501.1 Competition may begin as early as the last week of March or no later than the middle of April and shall be completed by the end of October or beginning of November.

R3501.2 Teams competing in the Men's Divisions may enter the Association in either the Second, Third or Fourth Division, based on their knowledge of the skill level of the Team. Exceptions may be permitted by the Board of Directors, based upon information received to warrant such exception.

R3501.3 The winner of the Men's Premiership shall be known as "Utah State Soccer Champions." The winner of the Men's Over-30 Premier Division shall be known as "Over-30 Utah State Soccer Champions. The winner of the Men's Over-35 First Division shall be known as "Over-35 Utah State Soccer Champions." The winner of the Men's Over-40 First Division shall be known as "Over-40 Utah State Soccer Champions. The winner of the Women's Premier Division shall be known as the Women's "Utah State Soccer Champions." Winners of any other Division shall be known as "Division Champions."

R3501.4 The Association will furnish the 1st place teams in each Division with a Team trophy, and additionally may furnish each of these teams a suitable award.

R3502 Point System & Tie Breakers.

R3502.1 All Cup games, organized under the auspices of the Utah Soccer Association, that end in a tie within all rounds of cup play shall have an overtime period which shall consist of kicks from the penalty mark. For Cup final games that are tied at the end of regulation, there shall be two (2) fifteen (15) minute overtime periods. If still tied, the winner shall be determined by kicks from the penalty mark (FIFA laws of the game).

R3502.2 In all Association sanctioned games, within a League and their Division within, Team points shall be awarded as follows:

- a) Win - 3 points
- b) Tie - 1 point
- c) Loss - 0 point

There are no overtime periods within league play.

R3502.3 No Team shall win a Division or Cup Tournament under tiebreaker rules as described in Rule R3502.5.

R3502.4 No Team shall be promoted or demoted to any Division under tiebreaker rules.

R3502.5 Where tiebreaker rules are enforced, i.e., League standings, all ties shall be broken in the following order:

- a) Goal differential
- b) Head to head competition
- c) Most goals for
- d) Most wins
- e) Coin flip

R3503 Rules of League Play.

R3503.1 In competition leagues within the Utah Soccer Association, no Team may have more than 26 active registrations rostered per game.

- a) Every team within a Club shall register a minimum of 18 primary players within one month after the start of their season.
- b) A primary player within a team is required to pay the set referee fees as determined by the Association. These fees cannot be waived.

R3503.2 Clubs with more than one (1) Team may use properly registered players in any game played by teams within that Club without notification to the Registrar, except for players described in Rule R3503.3.

R3503.3 Clubs with more than one Team may use up to three (3) players who are registered to a higher division team as primary players to play as a secondary player on the Club's team that is one Division down. For example, a GSLSL Premiership player as a primary player, may also play on that Club's GSLSL First Division Team, provided that the player is also a registered secondary

player to the GSLSL First Division Team. No player can play two or more Divisions down (i.e. From GSLSL First Division to Third Division).

- R3503.4 Clubs with more than one Team may use a total of up to six (6) players, who are either registered to a lower division team within that Club as their primary players, or from a higher division team where they registered as a primary player under these rules:
- a. The player must also be registered as a secondary player to the second team.
 - b. Under no circumstances can a team make more than three (3) players eligible for a game who are also registered as primary players on a higher division team within that Club.
 - c. A team which rostering secondary players for a game may use up to six (6) players who are registered as primary players on a lower division team within the Club as described in Rule R3503.3.
 - d. If a Club has two teams in the same League and the two teams are in sequential divisions (i.e. Second & Third Divisions) then a maximum of secondary players can be made eligible to play on the Club's higher Division Team but must be registered as secondary players.
 - e. If the Club has three or more teams in the same League several Divisions above the Division wherein the secondary player is registered as a primary player, the secondary player is only allowed to register to the Club's team that is either one or two Divisions up.
 - f. If a Club does not have another team in the next Division up, but does have another team in a Division that is two Divisions up.
 - g. A secondary player is not allowed to play three (3) or more Divisions up at any time.
 - h. Secondary players are at all times only allowed to play one Division down as described in Rule R3503.3
 - i. A primary player may only register to one additional team as a secondary player within the same Club.
- R3503.5 No player may play in any competition unless that player is shown as an eligible player on the mandatory game roster. A player's membership card or government issued identification card, which includes a photo and the last five numbers that the player submitted on their registration form may be presented to that game's officials when the validity of the roster entry is being questioned by said game officials, except for occasions described in Rule R3106.
- R3503.6 A player may play more than one (1) game in a day in these competitions within the same club.
- R3503.7 The game roster is only allowed to have up to twenty-six (26) players listed. No more than up to eighteen (18) of all players listed on the game roster may be used in a game.
- R3503.8 Shortened Games. Due to darkness, weather or other extenuating circumstances, the referee may reduce the amount of time in a game to complete the game that day. When appropriate, the referee must allow for ample time for an overtime period (kicks from the penalty mark). If time has not been allowed for the overtime period (kicks from the penalty mark), then a coin toss will prevail. All games must be completed accordingly. If a game does not decide a winner, then the Association shall determine the winner of that game by a draw administered by a neutral person.
- R3503.9 If a game is disrupted due to serious/gross misconduct or assault on a referee or assistant referee(s) by a team's players, officered or followers/supporters, the Club may be ordered by the Board of Directors to pay any cost, in advance, for police protection during the remaining games of the season. If not paid, the Team and players involved will be expelled from all activities of the Association.
- R3503.10 Each team shall present a copy of their team's roster to the game officials upon game check-in. The roster with the latest date & time leading up to the game time shall become the official roster for said game. The referee shall keep all presented game roster copies and destroy the rosters which were not considered as the official game roster for said team.
- R3503.11 It shall be the Team(s) responsibility to present an official roster to a game that was downloaded from the Association's website. Not having an official roster prior to the start of a game will result in a forfeit unless the game officials brought a copy of the roster as well, in which case that roster will be acceptable as the official roster for the game.

R3504

Fields & Related Matters.

- R3504.1 Field of play for the Competition League shall meet the following standards:
- a) Width - 65 yards minimum, 80 yards maximum
 - b) Length – 110 yards minimum, 120 yards maximum
- R3504.2 In all Competition League games, Team benches are preferred to be on opposing sides of the field. The home Team shall have the choice of which side of the field the Team desires to occupy. When Team benches are on the same side of the field, it is preferred that the opposing benches are separated by at least thirty (30) yards from the center of the field sideline.
- R3504.3 All fields that are used by the Competition League games are preferred to have designated coaching boxes on each side of the field. Coaches, players and bench personnel must remain inside the coaching box when ordered to do so by the game's officials.
- a) The coaching box shall be marked parallel to the touch line, and situated at least six (6) feet from the touch line, and shall be marked when facing the field of play, to the right of the center (halfway) line and shall not exceed twenty (20) yards in length.
 - b) When no coaching boxes are present, the Teams are entitled to the space on the sideline between the top of the two (2) penalty areas, providing the Teams are on opposing sides of the field.
 - c) When both Teams occupy the same sideline of the field, and no coaching boxes are present, then each Team is entitled to the space on the sideline from the center line to the top of the penalty area.

R3505

Tournaments, Out-of-state Games, Unaffiliated Games

- R3505.1 Teams affiliated with this Association may not play games against non-affiliated teams without prior written approval of the Association. Permission will normally be granted for occasional friendship games, but not where it is deemed that such games bestow the benefits of Utah Soccer Association membership to non-affiliated Teams without acceptance of the related obligations. Teams and/or Leagues that fail to obtain the required written permission are subject to disciplinary action including suspension. (Note: games played against non-affiliated teams are not covered by the USASA insurance programs).
- R3505.2 Any Team wishing to play any sanctioned game other than one scheduled by the Association must obtain written permission from the Executive Director. This Bylaw does not apply to scrimmages between Member Teams played without uniformed referees.
- R3505.3 A team that wishes to compete in an out-of-state tournament or any other sanctioned games, must request a travel permit, available from the State Association, and must be approved by the Executive Director. Failure to comply may result in a fine, suspension, the denial of future travel permits or any portion of Bylaw B0304.12. Any travel permit request must be submitted to the Executive Director at least twenty-one (21) days prior to the event.

R3506

Uniforms, Equipment, etc.

- R3506.1 A Club having unique colors or combinations of colors in a League upon approval of the Board of Directors may have color pattern reserved, when submitted in writing, for their use to the Secretary. The Secretary shall send written notice to any Club determined eligible that its color pattern is reserved, upon which notice the Club and its teams never needs to change its color in the event of conflict, even if it is designated the "home" Team. Any Team using a color pattern reserved for another Team that Team must change for any game between the two, under penalty of forfeit. No Team may change their color pattern without written permission from the Secretary, and all Teams must wear the colors when appearing on the schedule unless written permission to change has been given. Under this Rule, two Clubs have been granted this right, which are as following:

- a) Vikings SC (1975) - Red Jersey, White Shorts, Red Socks
- b) Pan World FC (1977) - Gold Jersey, Royal Shorts, White Socks

In the case that the above-mentioned teams decide to wear a color uniform other than what is listed, then normal rules shall apply as stated in Rule R3506.5

R3506.2 Each Team is responsible for obtaining and maintaining its own nets and corner flags and have them available for all games. The home team shall be responsible to supply a game ball that meets FIFA standards and is acceptable by the game officials

R3506.3 Utah Soccer Association Competition Leagues and Cups, ONLY

- a) Shin guards are mandatory in all USSF, USASA and Association sanctioned games.
- b) The Men's Premier Division shall wear complete and identical uniforms consisting of a jersey, shorts and socks of the same manufacturer, etc. and shall have a minimum 8-inch-high number centered and visible on the back of the jersey. Smaller numbers may be shown on the front of the jersey and/or shorts.
- c) In all divisions except the Men's Premier Division, players must wear matching uniforms (of the same color) registered with the Association. The uniforms shall include identical Jerseys, same color Shorts, and same color Socks. Jerseys shall be individually numbered with a minimum 8-inch-high number centered and visible on the back. The referee shall be the sole judge of these requirements.

R3506.4 USSF AND USASA INTERSTATE GAMES

- a) The Association may refuse to permit any Team to participate in interstate tournaments or friendly games, on a case by case basis, if jerseys, shorts and socks are not uniform and identical, similar is not acceptable. (If you are unclear on what uniform means, contact the Association for definition.)
- b) The Association will disqualify from the USSF and/or USASA competition before the last intrastate game, and replace with the next placed Team in the competition, any Team that has not demonstrated that their jerseys, shorts and socks are uniform and identical. Grounds for this disqualification will be that we require by this Rule that intrastate finalists in any USSF and/or USASA competition wear uniform and identical jerseys, shorts and socks.

R3506.5 In the event both Teams in a game have the same colors, the home Team is required to change to a regulation set of contrasting uniforms, unless the home Team has that color registered for its use with the Secretary (Rule R3506.1).

R3506.6 Teams must wear the colors they have registered with the Secretary and if listed, as listed on the schedule. Permission to deviate from the schedule must be requested from the Secretary (Rule R3506.1).

R3507 Substitution.

R3507.1 Teams may play up to eighteen (18) players per game. Open substitution is allowed.

R3507.2 Substitutions are permitted by either team at the discretion of the game officials during any stoppage of a game.

R3508 Coaching.

R3508.1 Coaching from the sidelines, i.e., giving direction to one's own team, on points of strategy and position is permitted provided that:

- a) No mechanical or electrical devices are used to amplify the voice.
- b) The tone of voice is informative and not a harangue.
- c) The coaching takes place within the Team's bench area.

- d) No coach, player or substitute is to make derogatory remarks or gestures to the referees, assistant referees, players, substitutes or spectators.
- e) No coach, player or substitute is to use profanity or incite, in any manner, disruptive behavior of any kind.

R3509

Postponement and Rescheduling of Games.

- R3509.1 All games must be played as scheduled, unless rescheduling is specifically permitted by other Bylaws and Rules of Competition. In rare cases rescheduling may also be permitted if all the following conditions are met:
- a) The other team freely agrees to reschedule, and
 - i) Notification and approval from the Executive Director
 - ii) Notifies the referee assignor
 - iii) Notifications are made a minimum of seventy-two (72) hours before the scheduled game
 - b) A make-up date and time is agreed upon by both Teams, before the originally scheduled game, and notification of this agreement is given to the officials in the previous Rule R3509.1.a.
 - c) Should the involved teams find themselves unable to arrive at a mutually acceptable make-up date, then the Executive Director will set the make-up game date and time for the two teams, regardless of either team's request.
 - d) Each team shall only be permitted to submit one schedule change per playing year other than those allowed by Rule R3509.1.e below.
 - e) If a Team is competing in a USSF/USASA Cup competition, their scheduled game will be postponed by permission of the Association, regardless of the opposing Team's willingness to make-up the game. This also includes in-state or out-of-state tournament competitions in which a Team has received Association permission to compete.
- R3509.2 The Board of Directors or the President may postpone all games under Rule R3509.
- R3509.3 A Club may request permission from the Executive Director, in writing at least twenty-one (21) days prior to the game, to participate in an in-state or out-of-state tournament or USSF/USASA Cup game. The Executive Director may order the rescheduling of conflicting games to other dates acceptable to the other Teams involved.
- R3509.4 The President or Executive Director may postpone any or all games if the grounds become unfit due to weather or other reason. Such games will be rescheduled at any time or date at the convenience of the Association.

R3510

Illegal Players.

- R3510.1 Representing yourself on a game roster using someone else's eligibility is illegal. Teams will forfeit any games in which such a violation occurs, and the illegal player will be suspended. (Rule R3510.4)
- R3510.2 Games in which an illegal player plays shall be forfeited. (Rule R3510.4)
- R3510.3 A team that presents roster information to the game officials for the purpose of allowing an illegal player to participate, that team shall be fined and sanctioned according to Rule R3510.4.
- R3510.4 At any time when a team or a member of the team presents an illegal player on their official game roster to the game officials, the club or team shall be assessed a \$100.00 fine for every reported illegal player and will also have two (-2) points deducted from their League standings for every reported illegal player.
- R3510.5 A team that has been found guilty by the Board of Directors or their appointed committee for the usage of illegal player(s), who actually participated in a game, then the team shall be assessed a \$100.00 fine and additionally will forfeit that game and also be assessed a minimum of minus four (-4) points in their league standings for every game in which the illegal player(s) participated in addition to Rule R3510.4. The Team and/or player may be subject to additional fine(s) or other sanction(s).

R3511

Disciplinary Actions.

- R3511.1 Players receiving red cards or yellow cards will be dealt with by the Disciplinary Committee or its representative (Policy P5211).
- a) Players receiving red or yellow cards during sanctioned games or tournaments not scheduled in these Rules will serve any suspension during those games or tournaments, or during scheduled play of this Association, to be determined by the Disciplinary Committee.
 - b) A player will be penalized as follows:
 - i) For the first three yellow cards received in separate games: a player will be fined \$10.00. For the accumulation of a second set of three yellow cards, the fine shall be \$20.00 and a one (1) game suspension. For the accumulation of a third set of three yellow cards, the fine shall be \$40.00 and two (2) games suspension. For each following sets of yellow cards, the fine and suspension shall be doubled.
 - ii) A player who receives a red card, the minimum disciplinary action is as follows:
 - 1. First red card for receiving two yellow card in one game - 1 game suspension & \$10.00 fine.
 - 2. First red card, goal denying opportunity – 1 game & \$10.00 fine.
 - 3. First red card - 2 games suspension & \$20.00 fine.
 - 4. Second red card - 3 games suspension & \$35.00 fine.
 - 5. Third red card - 5 games suspension & \$50.00 fine.
 - c) Any player who receives a red card may be suspended for more games (see Rules R3307.2 & R3307.3). This is to be determined by the Disciplinary Committee or its representative(s) and will be based upon the severity of the offense. Suspensions shall be served as soon as game reports are processed and notification of the suspension is received by the penalized player. This shall always be at the convenience of the Office Staff or Disciplinary Committee and not that of the players or Teams affected.
 - d) An automatic **minimum** \$100.00 fine is assessed to players who are red carded (ejected) for or attempting to fighting, striking and/or spitting or similar violent act or an action which caused the abandonment of the game.
 - e) Suspensions received during the season with insufficient games remaining to complete the period of suspension will be carried over into the following season.
 - f) Only games by the Team on which a player is registered for will count toward the suspension period. This applies in case of a player's first red card which has either a one (1) or two (2) game(s) suspension + fine. This rule also applies to second red card suspensions which does not exceed the standard three (3) game suspension + fine.
 - g) A player who has been suspended for three red cards or more and faces a minimum suspension period of five (5) games and the appropriate fine will be suspended from all play which includes any games for any team in any league which that player is registered to until the suspension time has been served on the team where the third red card was received.
 - h) Red card suspensions are accumulative regardless of being a member player on one or more teams. Suspensions and fines are received accordingly. Red card suspensions which serve an one game suspension + fine punishment are not counted in the accumulation rule of R3511.1.b.ii.1 & 2.
 - i) A player or club member registered or supporting a team who has been ejected for assault/fighting/spitting shall automatically be suspended for a minimum period of one (1) year which also includes a \$100.00 fine (see Rule R3511.1.d), which will not require a Disciplinary Committee hearing in order to be enforced.
 - j) Any Player who assaults a referee, assistant referee, or an Association Officer, which assault amounts to physical violence against person or property, shall be suspended for a minimum period of one (1) year. If injury to person or property results from such an assault, the suspension shall be increased in proportion to the severity and the President shall be notified if criminal charges in a court of law are being pursued.

Any such assault resulting in hospitalization for a considerable time shall be punished by a minimum suspension from soccer for a term of three (3) years to a maximum suspension period of fifty (50) years, and may bring criminal charges, and notification to

the USSF and USASA of such action. Any such attempted assault shall be dealt with severely, on a case-by-case basis.

R3512

Forfeits and Fines.

R3512.1

Any Team that commits any of the following offenses shall have that game forfeited.

- a) Failure to have seven (7) properly registered, eligible and properly uniformed players on the field and ready to play at the start of the game. When a game official has determined that both teams have at least seven (7) players ready at game time, it is the responsibility of the game officials to start that game. If a game starts between 15-30 minutes late, the game officials at their discretion may cut time of each half in order to complete a game within a designated two (2) hour time frame from the original scheduled starting time. A game that cannot start within thirty minutes of the scheduled starting time due to either teams not being able to field at least seven (7) players, then the game officials shall call the game as one or both teams were not able to field a team within the designated time, which would include all of the additional time allowed for a late start.

A game that cannot start within thirty minutes of the scheduled starting time due to either team not being ready to play shall be reviewed to determine if a forfeit should to be declared and shall also be reviewed for further fines and sanctions.

- b) Refusal to play after the legal starting time, when directed to do so by the referee.
- c) Not notifying the Association in proper time that their teams will not be able to field a minimum of seven (7) eligible, properly registered players for their scheduled game.
- d) A team postpones/cancels a game and does not get rescheduled/played shall be processed as a forfeited game which may result in disciplinary actions such as loss of points, fines, etc.
- e) A Team when per the game official(s) report and reviewed by the office staff was the cause of an abandoned game.
- f) A team that has caused forfeiture of a game within the Bylaws, Rules of Competition and Policies of the Association, shall at minimum be assessed minus four (-4) points in their League/Divisional standings.
- g) A team, when per the game official(s) report and reviewed by the office staff, was the cause of a game being abandoned, that team shall be assessed a minimum of minus six (-6) points in their League/Divisional standings and is subject other related sanctions such as loss of game, fines, suspension, etc. In the event both Teams caused the abandonment of a game, both Teams shall receive the sanctions as stated above within Rule R3512.f.

R3512.2

Any Team that forfeits three (3) games during any of the Association's competitions within one season may be dropped from membership in the Association and may apply for readmission only as a new Team. All scheduled games after having been dropped from a competition shall be declared as a forfeit.

R3512.3

A Team which has forfeited a game shall be subject to Rule R3203.

R3512.4

In the Men's Premier Division, any Team that does not have eleven (11) players to start a game will be assessed a \$5.00 fine for each player that they are short.

R3512.5

A game that results in a forfeit shall be declared a 3:0 victory in favor of the non-forfeiting team. In the case that a game was in process and the score was larger than the three-goal margin, then that score shall be counted as the game result.

R3512.6 Games wherein one team decides to end a game prior to the end of regulation time and without consent of the opposing team, the game will be recorded as a 3:0 victory for the opposing team unless the margin of victory is the same or larger in which case the latter shall be recorded.

R3512.7 A team which has been charged for forfeiting a game shall pay a **base forfeit fee** as shown below:

- a. \$200.00 - Association is notified of a team forfeiting a game the day prior or the day of the scheduled game.
- b. \$150.00 - Association is notified of a team forfeiting two or three days prior to the scheduled game.
- c. \$100.00 - Association is notified of a team forfeiting four or more days prior to the scheduled game.

Additional Forfeit Fine Structure which does not include the Base Forfeit Fines:

In addition, the team shall also be charged the following amount, collected to cover the costs incurred by both the Association and the scheduled opposing team:

- d. \$175.00 - (referee & field rental) A game which is declared a forfeit within two days of a scheduled game and the game was scheduled at the RAC.
- e. \$225.00 - (referee, field & lights rental) A game which is declared a forfeit at game time wherein the scheduled game also required lights and the game was scheduled at the RAC.
- f. \$145.00 - (referee & field rental) A game which is declared a forfeit within two days of a scheduled game and the game was scheduled on a field other than the RAC.
- g. \$195.00 - A game which is declared a forfeit at game time wherein the scheduled game also required lights and the game was scheduled on a field other than the RAC.

R3512.8 **Bonds:**

- a. A team that has forfeited two or more games for any reason during a seasonal year (e.g. 2017) will be required to post a \$350.00 bond at the time of team registration in following season (e.g. 2018). The bond fee will be reimbursed to the team at the end of said season (e.g.2018) provided they do not forfeit another game. To clarify, a team must be without any forfeitures for an entire seasonal year in order to be reimbursed the posted bond.
- b. If the team does occur another forfeit during the following season (e.g. 2018), the team's bond will be applied toward the forfeiture fine, however, another \$350.00 bond must be submitted at least three days prior to their next scheduled game.

Bonds and other requirements for New Clubs joining the Association:

A Club/Team requesting to join the Association and wanting to compete within the Men's Premier Division in addition to the rules within the Rules of R3301 are also required to fulfill the following requirements:

- c. Place a \$600.00 performance bond upon the registration of the new Club/Team. This performance bond will be refunded to the Club/Team provided they complete the entire seasonal schedule and without any abandonments, postponement or forfeits which are caused by a team.
- d. The Club/Team must register a minimum of eighteen (18) activated players within three weeks of the Club/Team's registration with the Association.
- e. Additionally, the Club/Team must schedule a preseason game versus an existing Premier Division team at a date determined by the Association at which time it will be decided if

the new Club/Team is capable of competing at the Premier Division level. If not, a recommendation will be offered for this new Club/Team to compete in one of the lower Divisions which would be a more suitable level of play and then work their way up toward the Premier Division.

A Club/Team requesting to join the Association and wanting to compete within a Division other than the Men's Premier Division in addition to the rules within the Rules of R3301 are also required to fulfill the following requirements:

- f. Post a \$300.00 performance bond upon the registration of the new Club/Team. This performance bond will be refunded to the Club/Team provided they completed the entire seasonal schedule and without any abandonments, postponements or forfeits which are caused by a team.
- g. The Club/Team must register a minimum of eighteen (18) activated players within three weeks of the Club/Team's registration with the Association.
- h. After consultation with the Executive Director, the new Club/Team will be assigned to a division of play which would be the most suitable for the level of play.
- i. A new Club or Team will not be allowed to "raid" players (meaning: in excess of more than three (3) players from a club/team) from an existing team within a current season or the previous year to form a new team or club. However, if the existing Club/Team allows for additional players to be released then the Association will accept the mutual agreement as long as it does not cause the demise of the existing club.

Current/existing Clubs will not be required to post a bond to add another team to their Club.

Section P

RECREATIONAL DIVISION

R3601

Structure of Play.

R3601.1

All Recreational Outdoor Leagues shall participate using the same Rules of Competition except for the following:

- a) Teams may play all players registered on their official roster in each game. Open substitution is allowed.
- b) Teams are not required to enter the Open Cup competition, but may enter this competition if they are available to that particular Division. Teams must notify the Association in writing and pay the appropriate fee to enter that competition at the start of the Association's season.
- c) All players shall wear jerseys that are of the same color, preferably identical and must be individually numbered on the back with numerals at least eight (8) inches high.
- d) Shorts and socks are mandatory and are preferably of the same color as the rest of the Team.
- e) Teams have a right to certified officials in each game scheduled by their League. When only one appointed referee is present, it is recommended that both Teams provide an assistant referee.
- f) Leagues may be localized or regionalized and the Board of Directors has the authority to make any adjustments necessary to insure the growth of the game.
- g) There is no promotion or demotion within the League. Teams will form a League which will stay intact for the remainder of a season.
- h) Player passes are not mandatory within each League, but highly recommended. All Teams within a League is required to maintain a current roster on file with the Association.
- i) Shinguards are mandatory.

R3601.2 A Recreational League may develop their own rules of competition which must be approved by the Board of Directors prior to the start of team and player registration and competition of that League.

Section Q **UTAH OPEN CUPS - THE MEN'S OPEN CUP & WOMEN'S OPEN CUP**

R3701 Structure of Play.

R3701.1 The Utah Open Cup for both the Men and Women tournament is a single elimination tournament where each Club within the Association is eligible to enter one team. All GSLSL & WWSL Premier Teams are automatically entered in the Open Cup to represent their Club. All other Clubs, regardless of which Division(s) or League(s) they compete in during League play, may enter their Club team into the tournament. There shall be one (1) Men's Utah Open Cup competition for all Men's Teams and one (1) Women's Utah Open Cup competition for all Women's Teams. Failure to compete as required counts as a forfeit under Rule R3203.

R3701.2 Pairing within in each round of competition of Men's competition shall be followed as stated below when appropriate. The Association may also make adjustments in scheduling rounds of competition as deemed more appropriate for each competition:

- Round 1: Fourth, Over-30 Second, Over-35 Divisions
- Round 2: Round 1 Winners, Second, Third Divisions
- Round 3: Round 2 Winners, First, Over-30 First Divisions
- Round 4: Round 3 Winners, Premier Division
- Round 5: Round 4 Winners
- Round 6: Round 5 Winners
- Round 7: Round 6 Winners

R3701.3 The competition shall be organized in such a way that all byes shall be drawn out in the first four rounds to prevent any further byes through the remainder of the competition. If byes are drawn, the current champion will receive an automatic bye in their first round of competition. No Team may have more than one bye, unless all Teams remaining have also had one (1) bye.

R3701.4 The winner of the Men's Open Cup competition shall be known as the "Utah Open Cup championship. The winner of the Women's Open Cup competition shall be known as the "Utah Women's Open Cup championship.

R3702 Rules of Open Cup Play.

R3702.1 Teams that are properly registered by the Association's deadline and remain in good standing are eligible to enter the Utah Open Cup Competitions.

R3702.2 Competition will normally begin immediately after the summer break with first round games being scheduled either late July/early August. The Utah Open Cup games are normally played on other days not to interfere with regular league play. Starting time of this competition is at the sole discretion of the Board of Directors.

R3702.3 Most games will mostly be played during the week Mondays through Thursdays scheduled to stay away from League Play for the men's competition while the women's could be more inclined to be scheduled on the weekend as their League games are schedules during the week. The final/championship games would probably be scheduled toward the end of the Season.

R3702.4 Once a player has played for any Club in the Open Cup, that player may not play for any other Club in the Open Cup, except for other Teams within the same Club.

R3702.5 Any matters not provided for in these rules shall be determined by the Executive Director whose decisions shall be final.

Section R **ASSOCIATION CHALLENGE CUPS**

R3801

Structure of Play and Rules.

- R3801.1 The Association Challenge Cups Tournaments consist of the following separate competitions:
- a) Daynes Challenge Cup, played for by Men's Premiership
 - b) Utah Challenge Cup (TBN), played for by Men's First Division
 - c) Opsahl Challenge Cup, played for by Men's Second Division
 - d) Zander Challenge Cup, played for by Men's Third Division
 - e) Neumann Challenge Cup, played for by Men's Fourth Division
 - f) Utah Challenge Cup (TBN), played for Men's Over-30 First Division
 - g) Utah Challenge Cup (TBN), played for Men's Over-30 Second Division
 - h) Utah Challenge Cup (TBN), played for Men's Over-35 Division
 - i) Nikolai Challenge Cup, played for by Women's First Division
 - j) Utah Challenge Cup (TBN), played for by Women's Second Division
 - k) Utah Challenge Cup (TBN), played for by Women's Third Division
- R3801.2 The Association may charge each team an entry fee.
- R3801.3 It is mandatory that the Daynes Challenge Cup and Nikolai Challenge Cup competitions are played annually.
- R3801.4 All other Challenge Cup competitions may or may not be played annually.
- R3801.5 Each Cup competition may consist of a round robin format, straight single or double elimination, single elimination tournament format with a preliminary qualifying round to reduce the number of teams to eight (8) or four (4), whichever is larger or any other method approved by the Board of Directors, including determining the length of games.
- R3801.6 As a general rule of procedure, the Challenge Cup tournaments are scheduled during the spring season (April -June period) are not necessarily played on the same days when league games are scheduled.
- R3801.7 When used, in each pairing the higher seeded Team shall be designated the home Team.
- R3801.8 Teams that are properly registered by the Association's deadline and remain in good standing within the Association are eligible for participation in these competitions.
- R3801.9 Any matters not provided for in these rules shall be determined by the Executive Director, whose decisions shall be final.