

The TCYSA Cup is the district qualification competition for the Coastal Cup for the Tri-Cities Youth Soccer Association (the District), which consists of the following soccer clubs:

- Coquitlam Metro-Ford SC
- Port Coquitlam Euro-Rite
- Port Moody SC

The rules of the competition shall be the most current *Youth Coastal Cup Competition Rules & Regulations* (available for download at [www.bccoastalcup.com](http://www.bccoastalcup.com)) as published by the British Columbia Soccer Association, except for the following variances as listed below:

### **Management of Competition**

- The TCYSA Board of Directors shall control the operation of the TCYSA Cup competition.
- The TCYSA Board of Directors shall have the authority to order any game replayed or played to a finish.
- The TCYSA Board of Directors may make such temporary rules governing specific situations not otherwise provided for, as are necessary to achieve the objectives of the competition. Such changes shall be communicated to all affected teams and their clubs prior to the any such rule taking effect.
- When referencing the *Youth Coastal Cup Competition Rules & Regulations*, for the purposes of the TCYSA Cup competition, the **TCYSA Board of Directors** shall fulfill the role of the Coastal Cup Committee, the **Competition Coordinator** shall fulfill the role of the Coastal Cup Scheduler, and the **Club Schedulers** shall fulfill the role of the District Schedulers.

### **Team Rules**

- **Player Pick Ups/Permits**
  - Player pick-ups, permits and the Fluid Roster Process are NOT permitted during the TCYSA Cup competition.

### **Competition Rules**

- **Draw and Seeding**
  - In each division of the competition, the competing teams were placed via a two-part draw process. In part one, Division One level teams were drawn from a pot and placed in the seeded berths. In part two, the remaining teams were drawn from a pot and placed in the remaining open berths.
- **Scheduling Requirements**
  - The scheduling of fields, except the Cup finals, is the responsibility of the home team's club scheduler. Field information and game time shall be given to the Competition Coordinator and the opposing team contact(s) as early as possible, but no later than the Tuesday preceding the match.

- Matches may be scheduled on the following days and times, regardless of normal playing days (this allowance is made to accommodate team commitments to both League and Cup play):
  - Fridays (start times between 6:00pm and 8:00pm)
  - Saturdays (start times between 9:00am and 8:00pm)
  - Sundays & Holidays (start times between 9:00am and 7:00pm)
- If matches are to be scheduled on “non-traditional” days (Girls – Sundays; Boys – Saturdays), then teams are asked to give their opponents as much notice as possible, ideally seven (7) or more days, in the interest of fair play.
- TCYSA Cup games take precedence over League and League Championship games. In the event of conflicts, teams should work with their respective opponents to make all necessary arrangements (postponements, rescheduling, etc.) to ensure all games are played prior to any deadlines that may be applicable.
- In the event of postponements or replays, these games may need to be rescheduled for weekday evenings in order to ensure all games are played by the appropriate deadlines and in advance of the subsequent round.
- **Official Team Roster**
  - For each match, each team must provide two completed copies of the Official Team Roster for TCYSA Cup Match 2018-19 to the referee prior to kickoff. All teams will be provided with a template in Excel format for their use. The prescribed form must be used and completed in its entirety.
- **Match Officials**
  - The home team’s club scheduler is responsible for assigning the referees for all games except the Cup finals. Each match must have one referee and two assistant referees.
- **Reporting Scores**
  - Both teams are responsible for sending the score to the Competition Coordinator within one hour of the end of the game, via email only. Email is [tcysacup@yahoo.com](mailto:tcysacup@yahoo.com).
- **TCYSA Cup Finals**
  - The TCYSA Board of Directors will schedule the finals games at a single venue, all games to be played on the same weekend.
  - The TCYSA Board of Directors will appoint a Referee Coordinator to assign all match officials for the Final games.
- **Medals**
  - The TCYSA will supply gold and silver medals to be presented at the completion of each Cup final match.

### **Discipline**

- All rule infractions will be reported via the BCSA Discipline System, and subsequently dealt with by the TCYSA Discipline Committee. From time to time, depending on the nature and/or severity of the infraction, the matter may be referred to the BC Soccer Association.
- All discipline matters will be dealt with in accordance with both the *Conduct, Ethics and Discipline Standards Policy and Procedures* and the *Conduct, Ethics and Discipline Sanction Policy*, in their most current versions, as published by the BC Soccer Association.

- The “Schedule of Fines,” as listed in the Appendix to the *Youth Coastal Cup Competition Rules & Regulations*, may also be applied by the TCYSA Discipline Committee, in the course of their adjudication of any relevant infractions during the TCYSA Cup competition.

### **Administration of the Competition**

- **Protests**
  - The protest fee for any game is \$250. Protests must be written and filed in accordance with BC Soccer Rules and Regulations – Rule 11 (Protests).
  - Protests must be submitted with 48 hours of the end of the match, to the TCYSA Chair. Protests of final games must be submitted within 30 minutes of the end of the match to the Competition Coordinator or designate on site. The fee must accompany the protest.
  - The TCYSA Chair will convene a Protest Committee (of at least three people including the Chair) and will provide a written ruling as soon as practicable to prevent any delay in the competition.
- **BC Soccer Code of Conduct**
  - All participants in the TCYSA Cup competition will abide by the BC Soccer Code of Conduct in its entirety at all times.

