

**2022 Conference Cup Rules and Regulations**

**Laws of the Game**

The 2021 USPSA Laws of the Game will be used to regulate the matches at the **2022 USPSA Conference Cups**

**Team Requirements**

All teams competing in the **2022 USPSA Conference Cups** must be members in good standing of the USPSA.

**Powered Wheelchair Speed Testing**

All Competition Powered Wheelchairs will be subject to the ***USPSA Speed Testing Process* (see Appendix 1)**, prior to participation in any **2022 Conference Cup** match.

Once the ***USPSA Speed Testing Process*** has been completed it is the responsibility of the player and his/her team to ensure no tampering of the powerchair takes place.

The USPSA also reserves the right to conduct random Speed Testing to ensure the enforcement of these rules. A minimum of one (1) player from each team will be asked to undertake a Speed Test at the conclusion of every match.

Referees retain the authority to order the retest of a player’s speed any time during the match.

**Chair Charging**

For the 2022 Tournament if power is available for both teams, players will be allowed to charge from the bench at halftime and during the match.

**Jewelry**

Small items of jewelry around the neck or in the ears are allowable (such as stud earrings or necklaces which are tucked inside the jersey). However, dangling earrings are not allowed nor are items worn around the wrist (such as wristbands, watches and bracelets) as they can be caught up in another powerchair.

Rings are allowed as long as they are taped over with any protrusions turned inside the palm.

Players may not tape up, cover up or otherwise hide prohibited items. The player will be prevented from participating in the match if the prohibited item continues to be worn.

Exception: Medical Alert bracelets or necklaces are allowable but must be taped down leaving the medical information visible.

**Player Uniforms**

All teams should provide both Home and Away playing jerseys. Home and Away jerseys must be of contrasting colors.

Goalkeeper jerseys shall contrast to outfield players on both sides and the opposition goalie. In the case of unavoidable clashes, a pinnie or bib may be used if it is visible from both front and back. Hats are not acceptable for designating the goalkeeper.

If there is a color conflict between two teams scheduled to play a match, the team listed as the home team will change to a contrasting color.

**Technology**

Visual technology for individual players (video cameras on the back of chairs, etc.) is not allowed. Regarding radio technology, only that equipment which increases the voice volume of a player so that he/she can communicate with teammates is allowed. Private audio technology between teammates on the field of play with coaches, or anyone else, is prohibited.

**Player Discipline and Suspensions**

Yellow Cards

If a player or team official receives three (3) Yellow cards during the Group stages of the competition, then he/she will receive a one (1) match suspension. The suspension may carry over to the next round. If a player receives two yellow cards in the same match, upon the showing of the second yellow card the player will receive a red card and be removed from the match. The team will then continue to play with one less player on the field than they had before the ejection.

Red Cards

If a player or team official receives a Red Card in any match, he/she is ejected from the game and will receive a one (1) match suspension.

If a player or team official receives a 2nd Red Card during the tournament, he/she is ejected from the game, and will receive a two (2) match suspension.

If the player or team official’s match suspension extends beyond the end of the tournament, he/she will serve that suspension(s) at the team’s next USPSA-sanctioned match.

In addition, if the Red Card is a direct Red Card (not the result of receiving two yellow cards in the same match), the **Tournament Competition Commission (see Appendix 2)** will review and may consider additional penalties on the player or team official. Further sanctions may be imposed after the event by the USPSA.

Any suspensions that are received as a result of yellow cards or red cards shall not be served concurrently.

**Match Outcomes and Results**

Group or Pool Stage

After the forty (40) minutes of match play have been completed, the team with the most goals scored will be awarded three (3) points and the opposing team will be awarded zero (0) points.

If the number of goals is equal between the teams, then both sides will be awarded one (1) point.

Forfeits

A forfeit counts as a loss with the winning team awarded three (3) points and a three (3) goal score. If a team should leave the competition for any reason, all teams in that group will be awarded three (3) additional win points and three (3) additional goals to account for the game against the leaving team. Previous results against the leaving team (if any) are automatically canceled.

For forfeiture during a game, this rule may be waived by the **Tournament Competition Commission** based on circumstances out of the control of the team. Rescheduling of the game can be permitted.

If a player fails the initial post-match speed test, he/she will be immediately retested. If the player fails the second test then he/she will receive a 1 match suspension on their next game. **If the player that failed the speed test was on the winning team, his/her team will forfeit the match.** The score will be changed so that the team that is forfeiting the match loses all of their goals scored while the opposing team either retains all their goals scored (if three (3) or more) or their score is increased up to three (3). If the spare chair is tested and fails then the player who used it during the match receives the suspension.

Game Defaults

If a team is reduced to fewer than two (2) players (due to send offs, injuries, equipment failure, or insufficient number of replacements) during a game, then the match is abandoned with the opponent receiving three (3) points and the game score recorded with the winning team being give a plus three (+3) goal default score (if they are winning by three (3) or more goals, that score will stand; in all other cases, their score will be increased to reflect three (3) more than their opponent’s score.)

Results of games terminated before time and not as a result of a forfeit or default are referred to the **Tournament Competition Commission**. Decisions of the commission are final and cannot be appealed.

Selection of Seeds for Playoff Games

At the end of group play, the team with the greatest number of points will be the first seed for the next round, the team with the second-most points will be the second seed, and so forth. If two (2) or more teams are tied for the same number of points, and it must be determined which is the higher placed seed, the following criteria will be used:

1) The highest position shall be based on head to head competition throughout the group stage.

2) If the head to head outcome is a draw the highest position shall be awarded to the team with the greater goal difference (goal differential).

3) If the teams are still equal in the standings, the highest position shall be awarded to the team scoring the greatest number of total goals.

4) If the teams are still equal in the standings, the highest position in the standings shall be determined by a coin toss.

After the forty (40) minutes of match play have been completed, the team with the most goals scored will be declared the winner.

If, at the end of regulation time, the score is tied, the teams will play two (2) five (5) minute overtime periods, switching ends after the first five (5) minutes. The referee will conduct a coin toss and the team that wins the toss decides which goal it will attack in the first overtime period; the other team takes the kick-off for the first overtime period. At the end of the first overtime period the teams will immediately switch ends and the team that did not kick-off for the first overtime period will have the kick-off for the second.

If the score is still tied at the end of the two overtime periods, the teams will play successive ten (10) minute periods until the first goal is scored. The referee will conduct a coin toss and the team that wins the toss decides which goal it will attack in the first ten (10) minute period; the other team takes the kick-off for the first ten (10) minute period. The team having the kick-off will alternate for each succeeding period. After every ten (10) minutes, the teams will be given a two (2) minute break before switching ends and continuing to play. The first team to score will be declared the winner and the game will end regardless of how much time is left.

**Official Game Sheets**

The following official game sheets shall be used:

o USPSA Score Sheet “electronic or hard copy”

o USPSA Addendum Sheet

o USPSA Protest Form

USPSA Score Sheet

Score sheets must be completed and submitted to the Match Referee thirty (30) minutes prior to the Kick Off time.

Coaches may list up to ten (10) players on the score sheet.

At the end of the match (and after the post-game speed test), the score sheets must be checked, agreed to and signed by the Head Coach of each team (or his/her assistant when the head coach is not present), the Match Official, and the Official Scorekeeper.

USPSA Addendum Sheet

This sheet includes information regarding misconduct, cautions, send-offs, and any other incidents during the game that must be reported.

This sheet must be checked, agreed and signed by the Head Coach of each team (or his/her assistant when the head coach is not present) at the conclusion of the match. A Head Coach (or his/her assistant when the head coach is not present) may record notes regarding the game, and MUST select a “Player of the Match” from the opposing team. This sheet will also be signed by the Match Referee to confirm the result and outcome of the match.

USPSA Protest Form

If an official protest is lodged during the match, this form must be completed and submitted to a member of the **Tournament Competition Commission** along with a $50.00 protest fee within 1 hour of the completion of the game. The fee will be refunded if the protest is allowed and retained if the protest is disallowed.

***It is the responsibility of the Team Management to ensure all the paperwork is completed in a correct and timely fashion.***

PRE-MATCH ROUTINE

On Field Warm-Up

For warm-ups prior to a match, teams will be restricted to the half of the field where their technical area is located. Teams should not hit balls into the other team’s area during warm up. **Teams must bring their own warm-up ball(s).**

**MATCH OFFICIALS**

Referees

A minimum of three (3) USPSA approved referees will be assigned to each match. One (1) Referee will be assigned as the Match Referee, and two (2) will be Assistant Referees. All three (3) officials will work as a unit to ensure the rules of the game are adhered to.

Score Table Officials

Each match must have a score table with at least one (1) trained tournament scorekeeper. The scorekeeper (and additional assistants if available) will operate the clock (showing the unofficial time) and Score Board. The scorekeeper also will record the match information on the Score Sheet and Addendum Sheet and ensure that at the end of the game the score sheets are signed by themselves, the Head Coaches, and the Match Referee, and that Player of the Match selections are made.

**PROTESTS**

During the competition, a team may wish to lodge a protest regarding an event that has taken place.

A protest concerning a particular game and any incidents which occurred during that game may be lodged within 1 hour of the completion of the game. If it is alleged that a RULE or LAW was incorrectly applied or enforced by the referee. A referee’s judgment cannot be questioned, but his/her application of the law can be.

Any team wishing to lodge a Protest must follow the **Protest Procedure** outlined in **Appendix 3.**

The **Tournament Competition Commission** will adjudicate all protests. Decisions of the commission are final and cannot be appealed.

**APPENDIX 1**

**Speed Testing**

All Powered Wheelchairs will be subject to a ***USPSA approved Speed Testing Protocol (3/2022)*** prior to participation in any **2022 Conference Cup** match.

**It is the responsibility of the teams to arrive at competitions with their chairs, guards and any other necessary equipment meeting all requirements of the Laws of the Game, the competition rules, and safety.**

Teams must assemble at a speed testing area with guards on **30 minutes prior** to their match, or at the time designated by the rules of the competition, or at the direction of the Match Referee.

Each player will be timed at full speed by two referees or two trained timing officials. If the player’s speed is > 6.20 mph (10.0 kph) or timed over a 50-foot course at less than 5.5 seconds, then the chair’s speed must be adjusted and tested again.

Teams will not be allowed to use the official speed test prior to the game as a tool to fine tune their speed. Players will be allowed a second run if they fail to test at a legal speed. It is also considered a failed test if a player does not maintain a straight line, stay at full speed during a test or stops before finishing.

If the player fails to pass the second speed test, the player will not be allowed to participate in the match.

At the end of the test an official recorder will record the players number and their legal averaged time. The recorder may also place a colored sticker or tape on the player’s control box to signal a successful time for that match. **Having established a legal time, the player must not leave the court or their technical area without the permission of the Match Referee.** No adjustments to a player’s speed controls are permitted after they have received the sticker.

If a team has a spare chair(s) that may be used during the game this chair must also be tested during the pre-match testing. The chair does not have to be driven for the speed test by the player who might use it in the game. If the chair is chosen for the post-match speed test, the person who drove it for the original test must also drive it for the post-match test.

Each team is invited to have a team official present to observe the speed tests. This person may observe the testing for his or her own team as well as the times for the other team.

Once a team has completed the testing, they must remove all programmers from their technical area until the match is over and the post-match speed test is completed.

There will be no speed testing at halftime with an exception when a referee feels a chair may be running too fast in the first half of the game.

**Post-match Testing**

Immediately after the end of the match, the referees will designate at least one player from each team to undergo a post-match speed test. **These players must go directly to the speed test area.**

As some chairs go faster once they are warmed up, an increase of 5% in the top maximum speed is allowed post-match. The maximum speed allowable post-match is therefore an average of 6.51 mph or 5.22 seconds.

If a player fails the initial post-match speed test, he/she will be immediately retested. If the player fails the second test then he/she will receive a one (1) match suspension on their next game. If the player that failed the speed test was on the winning team, his/her team will forfeit the match. The score will be changed so that the team that is forfeiting the match loses all of their goals scored while the opposing team either retains all their goals scored (if three (3) or more) or their score is increased up to three (3). If the spare chair is tested and fails then the player who used it during the match receives the suspension.

Referees have the authority to order the retest of a player’s speed any time during the match.

**APPENDIX 2**

**Tournament Competition Commission**

For the **2022 Premier, Champions, Presidents and Founders Cup** the commission will consist of the following three (3) people:

1. – Steve Everett: Tournament Director

2. – Mike McCoy: Referee Coordinator

3. – Mark Pratt: USPSA Board Member

**Responsibilities of the Tournament Competition Commission**

The Tournament Competition Commission shall be responsible for ensuring the necessary standards in all technical matters at the tournament including:

a) the field and its marking;

b) the conduct of the tournament;

c) scheduling and evaluation of referees;

d) ratification of score sheets and production of official results;

e) protests

This commission will use its understanding and experience of Power Soccer to resolve any matters that are referred to it. For any decisions to be made by this commission a majority vote of 2-1 must be achieved.

If any of the commission may have a personal interest in the outcome or decision of this commission, the remaining member(s) will select a suitable replacement until the particular matter has been resolved.

Any decisions by this commission will remain in place until the conclusion of the **2022 Conference Cups** and cannot be appealed. However, any such rulings may be reviewed at the conclusion of the tournament. The resulting rulings will then be discussed by the USPSA and may be included in the Regulations for subsequent tournaments.

**Exceptions**

Any exception to these **Rules of the Competition** shall be approved, in advance, by the **USPSA Executive Board.**

Any exception that arises during the tournament will be referred to the **Tournament Competition Commission.** The commission will deliberate and a ruling will be made within four (4) hours.

**APPENDIX 3**

**PROTESTS**

**Ineligible Player Protests**

**A.** A protest concerning an ineligible player:

**(1)** may be made at any time, and

**(2)** does not require a payment of a protest fee.

**B.** If it is determined that there has been an ineligible player, the game shall be declared a forfeit.

**C.** The forfeit penalty applies not only to the game which originated the protest, but to all games which have involved the ineligible player during the tournament. **D.** If it is determined that there has been an ineligible player, the USPSA may elect to fine the team. This fine should be no more than $100.00 for the first offense.

**Match Protests**

**1. Judgment calls by referees may not be protested.**

For example, no protest may be made concerning the referee's judgment as to:

**A.** who committed a foul, or whether a foul was intentional or even committed; **B.** whether a goal was or was not scored;

**C.** which team should be awarded the ball when the ball goes out of play over the goal lines or touch-lines;

**D.** allowing or failing to allow an "advantage", etc.

**2. A protest concerning a particular game and any incidents which occurred during that game may be lodged** by the Head Coach, or his (or her) assistant when the head coach is not present, **ONLY if it is alleged that a RULE or LAW was incorrectly applied or enforced by the referee**.

For example:

**A.** awarding a penalty-kick for a dangerous play or unsportsmanlike conduct; **B.** allowing a team to play with four players after a player has been ejected during the course of the game, etc.

**Protest Procedure**:

**A.** An informal verbal protest may be made to the referees by the Head Coach, or his/her assistant when the head coach is not present, at (preferably) or close to, the time of the incident; but, in all cases, it must be made **before** the referees have left the playing field.

**B.** A simple or vague complaint about a call, or calls, will not suffice - the word "protest" must be used, and the reason for the protest must be made clear. (If this is done **at the time of the incident**, a mistake by a referee can often be easily rectified without the need for any further action.)

**C.** The opposing coach should be notified of the protest by the referee immediately after the final whistle.

**D.** The informal verbal protest must be followed by submission of a formal, written protest:

**(1)** made by a team representative to a member of the **Tournament Competition Commission**,

**(2)** within one (1) hour of the completion of the game,

**(3)** accompanied by a fee of $50.00, which will be refunded if the protest is allowed, and retained if the protest is disallowed.

**E.** The decision must be made within four (4) hours of reception, and the decision provided to both coaches.

**F.** Protest decisions by the **Tournament Competition Commission** are **FINAL** and may not be appealed.