

Indiana Soccer – State and Presidents Cup Self Schedule Games for 2012

Procedure for Selecting Opponents:

1. Draw will take place on Saturday, Jan 28, between the ISL meetings.
2. Pairings and game site will be announced on Monday, Jan 30.
3. Teams will be paired geographically – no consideration to seeding, no consideration to league play opponents. TCC makes the pairing decision and that decision is final.
4. Game site will be that of the team with the lower bracket number (see example). This will ensure the seeded team in the pair is always given the first option as home/host.

A1 – Fort Wayne (seeded team)

*FW will host Jr Irish

A2 – Evansville (blind draw)

*Evansville will host Indianapolis

A3 – Jr Irish (blind draw)

A4 – Indianapolis (blind draw)

5. If the TCC determines the travel burden is too great for a team to travel the full distance one way to the assigned opponent, the TCC will name a mid-way neutral site for the game. (i.e. FW vs EV, SB vs Bloomington, etc.). The home team will still retain the duties of the home/host team as described in the self-schedule game day procedures.
6. Pairings will not be re-arranged to satisfy requests for specific opponents for any reason.
7. Location change requests will be considered if both teams are in agreement and the TCC can provide proper administration for requested site.
8. Home/Host teams will be responsible to report the game date/time to the TCC no later than March 15, 2012.
9. In the event the teams cannot come to an agreement, the TCC will pick the game date/time. The home/host team may lose the option of playing on their home fields (see #10).
10. To assist in scheduling, the TCC will have pre-selected 2 arranged dates and sites to hold the self-scheduled games. These dates and sites may be used by the teams if they request. These dates and sites will also be used by the TCC if the TCC has been forced to select a date due to the teams not being able to come to an agreement.

Procedures for Scheduling the game:

1. Paired teams must mutually agree on date and time.
2. If, after pairs are selected and announced, the teams happen to play each other in league play for ISL or MRL – the teams (under mutual agreement) may elect to play their league game as a cup game with cup rules and count it as their league game as well. The MRL Commissioner has already given permission for this to occur. The ISL Commissioner will make it very clear the substitution rule difference for ISL and Cup games. If both teams are still in agreement to play under cup rules and count it for league, it will be approved.
3. Home/Host team to report date/time to TCC by March 15.
4. Game can be played on any date, but must be played on or before May 13.
5. Teams will each pay ½ of the referee fees set by the TCC prior to kickoff.
6. Roster will freeze 72 hours before the game kickoff.
7. Team managers will be sent a copy of both frozen rosters and a copy of the game card.
8. 30 minutes prior to kick off, team managers will exchange team official and player passes and compare to frozen roster for opponent – teams will be given the contact info of at least 3 different TCC persons to telephone if there are any questions or game day issues.
9. Referees will use PLAYER PASSES to check in players and manage limited substitution when required by Cup rules.
10. Both teams and the Referee will be sent a blank game report to be used at the game to ensure that at least one copy is available at the site.
11. The Center Referee will fill out the game report and all the game referees are to sign the report. The Center Referee is to send one completed game report to TCC (state office) via e-mail or US mail within 24 hours of completion of game. E-mail and mailing address will appear on the game report.
12. If the game is also a league game, the teams will report the league score like normal in the manner required by the league.