



## MISSOURI STATE CUP

# 2008 U S Youth Soccer Missouri State Cup Rules

## I. PURPOSE

These are the rules of the US Youth Soccer Missouri State Cup for the U13 / U14 / U15 / U16 / U17/ U18 / U19 Boys' and Girls' Divisions. The Region II Championships and US Youth Soccer National Championship Series rules are part of the US Youth Soccer Missouri State Cup Championship.

### Rule 101-DEFINITIONS

- “add” – means the addition of a player to a team’s roster.
- “eligibility to play” – means registered and not under suspension.
- “involuntary release” – means the removal of a player from a team’s roster at the request of team authorities.
- “registration” – means the signing of an intent to play the sport of soccer and the paying of fees to become a member of US Youth Soccer.
- “rostering” – means assignment of a registered player to a team.
- “game roster” – means the list of players who will participate in a particular competition.
- “team roster” – means a list of registered players eligible to play for a team.
- “state association” – means the administrative body within a territory determined by the National Council to carry out US Youth Soccer’s programs for youth players.
- “suspension” – means the temporary withdrawal of rights and privileges, such as the right to play, coach, or otherwise administer or participate (directly or indirectly) in soccer, and the suspension is for the entire team of the suspension with all rights and privileges withdrawn unless specifically stated otherwise by the suspending authority.
- “team” – means a group of soccer players playing on the same side in soccer games.
- “voluntary release” – means the removal of a player from a team’s roster at the request of the player.

## **Rule 221-TEAM ELIGIBILITY**

**Section 1. The National Championships competitions shall be open to any team whose players are registered with US Youth Soccer through a State Association if the team is in compliance with all of the following requirements:**

- 1. The team must be comprised of properly registered and rostered youth players (as defined by US Youth Soccer).**
- 2. The team must be in good standing with its State Association and must be in compliance with, and has not violated, any of the bylaws and policies of US Youth Soccer.**
- 3. The team must be entered in the competition of the State Association in which at least 50 percent of its players are domiciled.**
- 4. The team must compete in at least a four (4) team approved league during the current seasonal year in its State Association, US Youth Regional League, or US Youth Soccer National League or with its State Association's permission in another State Association, except for the U-19 age group for boys and girls.**
- 5. The league competition must consist of a minimum of one game against each of three (3) different teams (teams cannot all be from one club) participating in the league. Each State Association shall determine whether participation in any amateur league shall qualify a youth team for Championship competition under this policy.**
- 6. The team must demonstrate continuity of rosters between the league and National Championships competitions by maintaining a minimum of nine (9) players common to the roster of both competitions.**

**Section 3 – Every team participating in the National Championship competitions, including the qualifying leagues within the State Associations, shall have a team roster and will present a game roster for every match or competition.**

- 1. Team Roster – The team roster shall be approved by the State Association where the team resides. For U16 and younger teams, the team roster shall not have more than 18 youth players on the team roster at any given time during the seasonal year. For U17 and older teams, the roster may have up to 22 youth players on the team roster at any given time during the seasonal year. Every team roster shall have a minimum of seven (7) players on the roster at all times.**
- 2. Game Roster – The game roster shall be prepared by the team and submitted to the competition at a time set by the State Association for State Cup Play, by the Region for Regional Cup play and not later than 60 (sixty) minutes prior to each scheduled game in National Championship play. The game roster shall have a maximum of 18 players and a minimum of 7 players. Every player listed on the game roster must be included on the team roster to be eligible to participate with the team.**

## **II. FORMAT**

### **A. Age Divisions**

- 1. U13-U17 Girls – Single Elimination played over three weekends in October.**
- 2. U13-U17 Boys – Single Elimination played over three weekends in April**
- 3. U18-U19 Girls and Boys – Single Elimination played the first weekend in June.**

## **B. Weekend Formats**

1. Weekend One will be first and second round of games.
2. Weekend Two will third round and semi finals or semi finals and finals depending on the number of entries in the age division.
3. Weekend Three will be finals (if necessary).
4. Format could be altered depending on the number of entries per age division.

## **III. MISSOURI STATE CUP ROSTER REQUIREMENTS**

1. The team roster for U13-U17 girls will be frozen at 5:00 pm on October 5, 2007 (this is in compliance with the 2008 National Championship competition-Rule 221-Section 6).
2. The team roster for U13-U17 boys will be frozen at 5:00 pm on April 15, 2008 (this is in compliance with the 2008 National Championship competition-Rule 221-Section 6).
3. The team roster for U18-U19 girls and boys will be frozen at 5:00 pm on May 30, 2008 (this is in compliance with the 2008 National Championship competition-Rule 221-Section 6).
4. No player(s) may be added or deleted after the specified dates in 1-3 listed above. A copy of your frozen roster must be sent by 5:00 pm on the freeze date to the state registrar at the fax number provided in the important information letter.
5. Only primary (P) and primary/transfer (T) registered players on your roster are eligible for cup competition.
6. At the time a team names it National Championship team roster it may not have more than five (5) previously rostered (transferred) players.
7. For U17 and older game rosters must be prepared and presented to the State Cup Chairperson sixty (60) minutes prior to scheduled game time.
8. All U17-U19 teams that have a roster of more than 18 players must post a \$100.00 bond check at team check in. Bond will be returned at the end of the tournament if team has no violations of game roster rules and regulations.

## **IV. PLAYER REGISTRATION**

1. A player must be properly registered and rostered in accordance with the rules of US Youth Soccer and the State Association.
2. A player who participates in this Cup may not participate with any other team in this or any other Cup competition sponsored or administered by an affiliated State Association.
3. If a team drops a player for other than the reasons stated in this Association's registration rules, that team is ineligible to participate in the Cup competition.

## **V. WITHDRAWAL**

Teams that withdraw after the entry deadline date forfeit their application fee and are ineligible to play in state cup the following seasonal year. If a team forfeits after cup draw the brackets do not have to be redrawn to be in compliance with cup tournament formats.

## **VI. APPLICATION DEADLINE**

**Missouri State Cup Applications Deadline for:**

- U13-U17 Girls is August 31, 2007
- U13-U17 Boys is February 29, 2008
- U18-U19 Boys and Girls is April 4, 2008

Applications **MUST** be received at the Missouri Youth Soccer state office before the close of business:

- September 1, 2006 for U13-U17 Girls
- March 1, 2007 for U13-U17 Boys
- April 2, 2007 for U18-U19 Boys and Girls

It is the responsibility of the applicant to confirm receipt of their application to make sure it has been received by the deadline dates listed above for the appropriate age divisions.

## **VII. COST**

The entry fee for Missouri State Cup is \$600.00.

## **VII. PLAYERS, COACHES, AND MANAGERS**

### **A. Player Eligibility**

1. Age divisions shall be comprised of players who are, before the first day of August of the immediately preceding seasonal year. Missouri State Cup is for Under 13 through Under 19 age divisions.
2. Players must be registered on teams within their own affiliated State youth association unless written permission is obtained from both this Association and other affected State association. All players must register with their own affiliated State youth association. Players from other affiliated State youth associations will be placed on Missouri State rosters but player passes from home state youth association will be used.
3. A youth player with permission (completed state approved Amateur Eligibility Clearance Request form) will be permitted to play in an unlimited number of amateur games without losing his/her eligibility clearance from this Association.

**B. Improper Player Registration - Teams found guilty of playing ineligible players shall forfeit all games in which such players participated and the team is not eligible to compete further in Cup competition.**

**C. Coach and Manager Eligibility - All persons who act in the capacity of a coach, manager, or trainer, must have a minimum of an USSF "F" license or an accredited trainer's certificate. A total of four registered coaches, managers, and/or trainers with current seasonal year player pass will be permitted on a team bench for each game. This Association's state coach will be added to each team's roster that advances to Regionals.**

## **IX. BREACH OF RULES**

- **Players** – Players ejected from any Cup game shall not be allowed to compete in their team’s next played Cup game. He/She may not be replaced for the remainder of the game. Player passes for anyone ejected shall be surrendered to Cup officials. Players ejected for violent conduct may be subject to additional penalties such as determined by a hearing committee appointed by the Cup Commissioner.
- **Coaches/Managers/Trainers/Administrators** – Any Coach, Manager, Trainer or Administrator issued a send off at Missouri State Cup, Regionals or Nationals will result in a penalty of no involvement with that team for two (2) consecutive games with a mandatory hearing review within 48 hours by a Hearing Committee appointed by the Cup Commissioner.

## **X. PROTEST PROCEDURES**

1. **All protests:**
  - a. shall be filed in writing
  - b. must contain the particulars on the grounds upon which the protest is filed; and
  - c. must be accompanied by the appropriate Appeal/Protest fee in the form of cash, money order, or certified check payable to this Association.
2. **Two copies of the protest shall be logged with this Association's Cup Commissioner within two (2) hours following the match to whom it relates.**
3. **All protests will be heard by a Cup Hearing Committee, which will be appointed by this Association's Cup Commissioner, or his/her designated representative.**
4. **All decisions made by the Cup Hearing Committee will be final.**

## **XI. PLAYING RULES**

1. **Each team shall bring two signed copies (signatures of all players and coaches/administrators) of its official state cup roster to this Association's Cup Officials when reporting for check-in, and it shall have an additional copy available at the field for all Cup games. This Association's Cup Officials will keep the two-signed copies. Notarized medical release forms must be presented at team's first check in with this Association's Cup Officials. Teams that advance to the finals must report to the field one (1) hour prior to scheduled game time to complete the official game card. Player ID passes shall be presented to Cup Officials when reporting at initial check; they will be stickered and returned to coach/manager. Failure to provide player ID passes, official signed roster and notarized medial release forms will result in a forfeit of game. Player(s) without player ID passes and medical releases may not play in Cup games.**

2. **There will be a 15-minute grace period from scheduled game time in the following instances:**

- **Teams without player ID passes**
  - **Teams without copy of approved state cup roster**
  - **Teams without notarized medical release forms**
  - **Teams without minimum number of players required to start the game**
  - **Teams without one properly registered or rostered licensed coach.**
3. **If the grace period has expired and the violation remain the referee must report to this Association's Cup Commissioner documentation on the game report and the game will be recorded as a forfeit.**

## XII. GAME FORMATS

<b>Divisions</b>	<b>Game Lengths</b>	<b>Overtime Periods</b>	<b>Ball Size</b>
U13 / U14	2 x 35 minutes	2 x 10 minutes	#5
U15 / U16	2 x 40 minutes	2 x 15 minutes	#5
U17 - U19	2 x 45 minutes	2 x 15 minutes	#5

1. Two full overtime periods shall be played to completion.
2. The outcome of games tied after both overtimes are completed shall be determined by using kicks from the penalty mark using only the players on the field at the end of the last overtime period.
3. If a team finishes the match with a greater number of players than their opponent, they shall reduce their numbers to equate with that of their opponent and inform the referee of the name and number of each player excluded.
4. The team captain shall have this responsibility. The referee shall determine the goal to be used and a coin toss shall be used to determine who kicks first. The first team listed is the HOME team.
5. The VISITING team is responsible for changing jerseys when there is a conflict.
6. This Association's Cup Officials shall supply the game ball in accordance with the current state sponsor. If this Association is unable to furnish a game ball the home team is responsible for furnishing the game ball.
7. Teams that advance to the finals must check in one hour prior to final game time at the designated check in site to complete and sign the official game card and present game roster for U17 and older age divisions.

## XIII. SUBSTITUTIONS

1. For U13-U14: unlimited substitution will be allowed at any stoppage of play with referee's approval.
2. For U15-U19: substitutions will be allowed at any stoppage of play with referee's approval.
3. For U15- U19: a player who has been substituted for may not re-enter in that half.
4. Overtime period will be considered a separate period and re-entry will be allowed in accordance with National Cup Rules.

## XIV. GAME CONDITIONS (WEATHER AND FIELDS)

1. Suspension of games due to weather and/or field conditions considered dangerous to the players shall be at the discretion of the referee. If the first half of the game has been completed the game is official. If game is stopped in first half the game will be re-started from that point of the game. In the event the weather precludes round robin play, the winner will be determined by single elimination play. Any team desiring too withdrawn will be given a pro-rated refund based on the number of games played.
2. All Cup fields size recommendations listed below are within the USYSA Cup guidelines.

<b>DIVISION</b>	<b>WIDTH</b>	<b>LENGTH</b>
U13 / U14	60 - 65 yards	100 - 105 yards
U15 / U16	65 - 70 yards	100 - 115 yards
U17 - U19	70 - 75 yards	100 - 120 yards

## **X. CUP DRAW METHOD**

- **First and Second place teams from the previous year state cup have the option to be seeded as long as the teams have maintained 55% of their previous year rostered players**
- **The first and second place teams from the previous year state cup will be seeded and placed in brackets determined after number of teams has been finalized for that age bracket.**
- **A Double blind draw method will be used to determine the remainder of the bracket in all age divisions unless otherwise determined by the Missouri Youth Soccer Board of Directors.**
- **If the team elects to be seeded and fails to meet the criteria of the 55% of their previous rostered players at the time rosters are frozen they will forfeit their games.**