



## MISSOURI STATE CUP

# 2009 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.

## **II. FORMAT**

Each state association shall determine the format for the competitions. The format shall be a tournament format. League competition may not be considered a tournament format.

## **III. AGE DIVISIONS**

1. U13-U19 Girls – Single Elimination played June 6-14, 2009
2. U13-U19 Boys – Single Elimination played June 6-14, 2009

## **IV. TEAM ELIGIBILITY**

The National Championship Missouri State Cup shall be open to eligible teams whose players are registered with US Youth Soccer through a State Association for the team to be 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.

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 U15 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 U16 and older teams, the roster may have up to 22 youth players on the team roster at any given time during the seasonal year.
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.

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

1. The official Missouri Youth Soccer cup team roster will be frozen at 4:00 pm on May 29, 2009.
2. No player(s) may be added or deleted after the specified date listed above. A copy of your frozen roster must be sent no later than 5:00 pm on Friday, May 29, 2009 to the state registrar at the fax number provided in the important information letter.
3. Only primary (P) and primary/transfer (PT) registered players on your roster are eligible for cup competition.
4. At the time a team names its National Championship team roster it may not have more than five (5) previously rostered (transferred) players.
5. U16 and older game rosters must be prepared and presented to the State Cup Chairperson sixty (60) minutes prior to scheduled game time.

## **VI. PLAYER ELIGIBILITY**

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 may play for only one team in National Championships competitions in any seasonal year.

3. **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. Players from other affiliated state youth associations will be placed on Missouri State rosters with the proper paperwork that is required by both state associations.**
4. **A player who has been suspended may play after the player's term of suspension has expired.**
5. **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.**

## **VII. COACH AND MANAGER ELIGIBILITY**

1. **All coaches must have a minimum of an USSF "F" license. A team must have a licensed coach on their bench at all times.**

2. **A total of four (4) bench personnel consisting of registered coaches, managers, and/or trainers with current seasonal year player pass will be permitted on a team bench for each game.**

3. **This Association's state coach will be eligible for bench personnel for all teams that advance to Regionals.**

## **VIII. TEAM AND PLAYER BREACHES OF RULES**

1. **Any team found guilty of using an ineligible player is not eligible to compete further in the National Championships competitions in the current seasonal year.**
2. **Any coach, manager, or official found guilty of knowingly using an ineligible player is not eligible to compete further in the National Championships competitions in the current year and subsequent seasonal year.**
3. **A player found guilty of submitting falsified birth information is prohibited from competing further in National Championships competitions in the current and subsequent seasonal year.**
4. **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 will automatically be given a two game suspension and may be subject to additional penalties such as determined by a hearing committee appointed by the Cup Commissioner.**
5. **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.**

## **IX. COST**

The entry fee for Missouri State Cup is \$650.00. Fee must be received at the state office by the date specified in section XI.

Payment must be in the form of a cashiers check or money order.

If the team advances to Regionals and/or Nationals the team may receive a stiffen which will be determined by profit of the event and approval by the board of directors.

Teams that advance to Regionals and/or Nationals are required to stay in the hotel block of rooms assigned to the state association for the event. If a team elects not to stay in the hotel block of rooms assigned to their team by the state association they will be ineligible to advance to the Regional or National tournament.

## **X. 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.

## **XI. APPLICATION DEADLINE**

Applications and payment **MUST** be received in the Missouri Youth Soccer state office before the close of business April 3, 2009.

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.

## **XII. 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;
  - 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 which 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.

## **XIII. TEAM CHECK IN/GRACE PERIOD**

1. Each team shall bring the following to team check in:
  - two signed copies (signatures of all players and coaches/administrators) of its official state cup frozen roster (the team must have an additional copy available at the field for all Cup games.
  - Notarized medical release forms
  - Laminated Player ID passes with signature and current picture.

2. 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.
3. Failure to provide player ID passes, official signed roster and notarized medical release forms will result in a forfeit of game. Player(s) without player ID passes and medical releases may not play in Cup games.
4. 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.
5. If the grace period has expired and the violations 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.

#### **XIV. GAME FORMATS**

Divisions	Game Lengths	Overtime Periods	Ball Size
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 U16 and older age divisions.

#### **XV. 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 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.

## **XVI. 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.
2. All Cup fields size recommendations listed below are within the US Youth Soccer National Championship Series Cup guidelines.

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

## **XVII. 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 the previous year's rostered players
- The first and second place teams from the previous year's state cup will be, by their option, seeded and placed in brackets determined after the 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 a team elects to be seeded and fails to meet the criteria of having 55% of their previous rostered players at the time rosters are frozen they will forfeit their games.

## **XVIII. FINAL AUTHORITY**

The Missouri State Championship Cup Chairperson and Committee reserve the right to make certain decisions regarding this tournament, as they deem necessary, in order to improve the game and/or protect the participants. Such decisions shall include but are not limited to:

- Cancellation of games;
- Rescheduling of games;
- Changing of fields;
- Changing of sites.