

## **2016/2017 Missouri Junior Cup Rules**



### **I. PURPOSE**

- a. These are the rules of the Missouri Junior State Cup. This is a non-advancing Cup competition for teams sanctioned by the Missouri Youth Soccer Association.

### **II. FORMAT**

- a. Each year the State Association will evaluate the best format for the competition.

### **III. AGE DIVISIONS**

- a. 11-12U Girls
- b. 11-12U Boys

### **IV. SCHEDULE**

- a. Spring Cup Dates to be Posted

### **V. TEAM ELIGIBILITY**

- a. The Missouri Junior State Cup shall be open to:
  - i. The team must be comprised of properly registered and rostered youth players (as defined by US Youth Soccer and the Missouri Youth Soccer Association).
  - ii. The team must be in good standing with the State Association and must be in compliance with, and has not violated, any of the bylaws and policies of US Youth Soccer and the Missouri Youth Soccer Association.
  - iii. The team must be entered in the competition of the Missouri Youth Soccer Association, in which at least 50 percent of its players must be domiciled.
- b. Every team participating in the competition shall have a team roster and will present an official roster to the tournament administrators.

- i. *Team Roster* – The team roster shall be approved by the State Association where the team resides. The roster may have up to sixteen (16) youth players on the team roster at any given time during the seasonal year.
- ii. *Game Roster* – For Junior State Cup, the game roster shall be prepared by Missouri Youth Soccer and given to the referee crew. The game roster shall have a maximum of sixteen (16) players and a minimum of seven (7) players. Every player listed on the game roster must be included on the team roster to be eligible to participate with the team.

## **VI. ROSTER REQUIREMENTS**

- a. Only primary registered players on the team roster are eligible for cup competition. As the winners from this event at 12U will be part of the seeding process of the next seasons 13U brackets, NO GUEST PLAYERS ARE ELIGIBLE TO PLAY.

## **VII. PLAYER ELIGIBILITY**

- a. A club may issue a player pass to any youth player who is a registered youth player of the club before the team to which such youth player is to be rostered for state level of the Junior State Cup Series competitions submits its roster prior to Roster Freeze at the Missouri Junior State Cup.
- b. Missouri Youth Soccer is not required to consider as a rostered player a player on a school team when the State Association administers school programs
- c. A team may have on its team roster only players of the following age groups for the seasonal year in which the team is participating in the National Junior State Cup Championships:
- d. Players must be registered on teams within the Missouri Youth Soccer Association.
- e. A player who has been suspended may play after the player's term of suspension has expired. Suspensions that are not served at this year's Junior State Cup will extend to the next Junior State Cup Series (PCS) event.
- f. 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 MYSA.

## **VIII. COACH AND MANAGER ELIGIBILITY**

- a. All coaches must have a minimum of a Missouri Youth Coaching Certificate. A team must have a licensed coach on their bench always.
- b. All bench personnel must have completed the CDC Concussion Training through the GotSoccer registration software. Proof of completion is required.
- c. A maximum of four (4) bench personnel consisting of registered coaches, managers, and/or trainers with current seasonal year ID pass will be permitted on a team bench for each game. All bench personnel must either be listed on a Junior State Cup team roster or must be listed as a DIRECTOR with the club & have a DIRECTOR ID pass.

## **IX. RULE BREACHES – TEAM AND PLAYER**

- a. It is the responsibility of the Junior State Cup Committee to investigate a properly protested violation immediately following its receipt. Failure by a team coach or team manager to cooperate with that investigation shall result in disciplinary action up to including suspension.
- b. Any team found guilty of using an ineligible player is not eligible to compete further in the Junior State Cup Series competitions in the current seasonal year.
- c. Any coach, manager, or official found guilty of knowingly using an ineligible player is not eligible to compete further in the Junior State Cup Series competitions in the current year and two (2) subsequent seasonal years. In addition, said coach, manager, or official found guilty will participate in a hearing which may result in further suspension.
- d. A player found guilty of submitting falsified birth information is prohibited from competing further in Junior State Cup Series competitions in the current and subsequent seasonal year.
- e. Players – Players ejected from any Junior State Cup game shall not be allowed to compete in their team’s next played Junior State Cup Series game. Player may not be replaced for the remainder of the game. Player passes for anyone ejected shall be surrendered to Junior State Cup officials. Player passes can then be picked up from the MYSA mobile office or state office following the suspension. Players may be subject to additional penalties to be determined by a Hearing Committee appointed by the President and Junior State Cup Chairperson.
- f. Coaches/Managers/Trainers/Administrators – Any Coach, Manager, Trainer or Administrator sent off at Missouri Junior State Cup, will result in a penalty of no involvement with that team for one (1) Junior State Cup Series game. Further suspension may be levied depending on the severity of the send-off. A hearing review will be conducted if the guilty individual wishes to appeal the suspension.
- g. Coaches and other team officials shall be subject to all rules pertaining to misconduct contained in this policy, including cautions, ejections and standard suspension. Any other individuals who may be reasonably construed as being associated with a team, such as relatives and spectators, are also subject to the jurisdiction and authority of Missouri Youth Soccer. Any coach or team official shall be held responsible for the actions of any individual at any game that, in the opinion of the referee, is a supporter of that team.
- h. Any suspension that is not fully served by the end of the Missouri Junior State Cup shall carry-over to the next Missouri Cup Series event. A suspension may carry-over into the next seasonal year.
- i. Each red card shall be reviewed and finalized by the Cup Committee. The Committee reserves the right to increase or lessen automatic suspensions at their discretion. Cup Committee suspension decisions cannot be appealed.

**X. COST**

- a. The entry fee for all age groups at the Missouri Junior State Cup will be posted on the MYSA website. Fee must be received at the MYSA office by the date specified on the MYSA website. Payment must be in the form of cashier's check, money order, or online payment. **NO CASH PAYMENTS ARE ACCEPTED**
  - i. If a team participates in a qualifying game and is eliminated from the Junior State Cup Series competition, then a portion of their entry fee will be prorated back to the team.
  - ii. There is a minimum \$200 administration fee held from all payments.

**XI. WITHDRAWAL & REFUND POLICY**

- a. All refund requests in respect to a team's withdrawal from the Missouri Junior State Cup, and application fee, will be subject to the judgment of the Missouri Junior State Cup Committee. *Refunds are not guaranteed.*
  - i. If a team seeks to withdraw from the Missouri Junior State Cup *prior* to the official Missouri Junior State Cup Draw, they may do so without penalty. The team will receive a refund, less administration fee, if the notification is submitted, received, and acknowledged by the MYSA State Office.
- b. If a team forfeits after Missouri Junior State Cup draw, the brackets will not be redrawn to follow Junior State Cup tournament formats.
- c. If a team forfeits during the tournament, the team or club may be subject to an additional fine up to \$500 and suspension from the subsequent Missouri Cup tournament(s). Said fine and suspension to be determined by the Cup Committee.
- d. In the event of weather, in which games are cancelled, all refunds will be at the discretion of the Junior State Cup Committee and less any operational or static costs

**XII. APPLICATION DEADLINE**

- a. Applications and payment **MUST** be entered electronically by the date posted on the tournament webpage and communicated to all participating teams with absolutely no exception.
- b. 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.

**XIII. PROTEST PROCEDURES**

- a. All protests:
  - i. Shall be filed in writing.
  - ii. Must contain the particulars on the grounds upon which the protest is filed;

- iii. Must be accompanied by the Appeal/Protest fee of \$200 in the form of money order or certified check payable to the Missouri Youth Soccer Association.
  - iv. Two (2) copies of the protest shall be logged with the Missouri Youth Soccer Association Junior State Cup Chairperson within two (2) hours following the match to whom it relates.
- b. All protests will be heard by the Missouri Junior State Cup Committee, which will be appointed by the Missouri Youth Soccer Association President and Missouri Junior State Cup Chairperson or by his/her representative.
  - c. Decisions of game officials are not grounds for protests: The decisions of the referee regarding facts connected with play, including whether a goal is scored and the result of the match, are final. The referee may only change a decision on realizing that it is incorrect, or at his discretion, on the advice of an assistant referee or the fourth official, if he has not restarted play or terminated the match.
  - d. All decisions made by the Missouri Junior State Cup Committee will be final.

**XIV. TEAM CHECK-IN / GRACE PERIOD**

- a. Each team manager/coach shall bring the following to the team check-in:
  - i. One (1) copy of its official roster.
  - ii. Copies of medical release forms for all players. These may be verified by the check-in staff. The teams will retain the release forms & have available at all times. The medical release forms do not need to be notarized.
  - iii. Fully laminated Player & Coach ID passes with a current picture.
  - iv. Junior State Cup Team Information & Code of Conduct Form
    - 1. MYSA to provide at check-in
- b. PLAYERS ARE NOT REQUIRED TO BE AT CHECK-IN
- c. If requested prior to games, failure to provide Player ID passes, the official signed roster and medical release forms will result in a forfeit of the game. Player(s) without approved Player ID passes and medical releases may not play in Junior State Cup games.
- d. There will be a 15-minute grace period from the scheduled game time in the following instances.
  - i. Teams without a minimum number of players required to start the game
  - ii. Teams without one (1) properly registered or rostered licensed coach
- e. If the grace period has expired and the violations remain, the referee must report to the Missouri Youth Soccer Association Junior State Cup Chairperson documentation on the game report and the game will be recorded as a forfeit. The head referee will be the official time-keeper for the grace period.

**XV. GAME FORMATS**

Divisions	Game Lengths	Overtime Periods	Ball Size
11/12	2 x 30 minutes	2 x 5 minutes	#4

- a. Overtime periods will not pertain to bracket play. Tie games at the end of regulation playing time in round-robin pool play will stand as a tie.
- b. The overtime periods shall be played to completion. No golden goal.
- c. The outcome of games tied after both overtime periods 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.
- d. 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. The team captain shall have this responsibility.
- e. A coin toss shall be used to determine who kicks first. The first team listed is the HOME team.
- f. The VISITING team is responsible for changing jerseys when there is a conflict, failure to have an alternate jersey available will result in a \$50 fine per game.

**XVI. SUBSTITUTIONS**

- a. Unlimited substitutions shall be allowed for all ages. Referees will handle substitutions in accordance with the FIFA Laws of the Game. The overtime periods will be considered a single, separate half and re-entry will be allowed in accordance with President Cup Series Rules.

**XVII. GAME CONDITIONS (WEATHER AND FIELDS)**

- a. Suspension of games due to weather and/or field conditions considered dangerous to the players shall be at the discretion of the Cup Committee. If no representative of the committee is available, then the decision shall be solely at the discretion of the referee. If the first half of the game has been completed the game is official and shall not be re-started or replayed. If the game is stopped in the first half the game will be re-started from that point of the game.
- b. All Junior State Cup field size recommendations are to be within the US Youth Soccer guidelines
- c. It is recommended that the grass length on the fields be between 1 ½ - 2 inches. Artificial turf is also an acceptable surface for the Missouri Junior State Cup matches.

- d. For all games, the home team will provide the game ball. If the teams are unable to agree on a game ball, they will each submit a ball to the referee crew, who will then decide which ball to use.

**SPECIAL NOTICE: Per the USSF safety protocols, intentional heading of the ball shall NOT be permitted at the 11U age group. Should a player deliberately head the ball during play, an indirect free kick may be awarded to the opposing team from the spot of the offense. If the deliberate heading occurs within the goal area, the indirect free kick shall be awarded at the goal area line parallel to the goal line at nearest point to where the infringement occurred.**

**XVIII. CUP DRAW METHOD**

- a. A Double-blind draw method will be used to determine the bracket in all age divisions unless otherwise determined by the Missouri Youth Soccer Board of Directors.
  - a. The Junior Cup Draw will be held at the location of the Host Organization or at the choosing of the Missouri Junior State Cup Chairperson.

**XIX. FINAL AUTHORITY**

- a. The Missouri Junior State Cup Chairperson and Committee reserve the right to make certain decisions regarding this tournament, as they deem necessary, to improve the game and/or protect the participants. Such decisions shall include but are not limited to:
  - i. Cancellation of games
  - ii. Rescheduling of games
  - iii. Changing of fields
  - iv. Changing of sites

**XX. SCORING METHOD**

- a. The standing of teams within brackets is based upon the number of points earned in qualifying games. Teams earn points as follows:
  - i. Three (3) points for a win
  - ii. One (1) point for a tie
  - iii. If any team forfeits any game in bracket play, the team will not be allowed to advance out of their bracket and shall be awarded 0 points for tournament.
  - iv. A forfeit will be recorded as a score of 4-0 to the winning team.

**XXI. TIE-BREAKERS**

- a. In the event teams are tied on the basis of points earned, the team's placement will be determined in accordance with the following sequential criteria:

- i. Winner of head-to-head competition (this criterion is not used if more than two teams are tied).
  - ii. Winner of most games.
  - iii. Goal spread (goals scored minus goals against) with a maximum of four (4) goals per game.
  - iv. Fewest goals allowed.
  - v. Kicks from the penalty mark per the FIFA Law (If two or more teams are required to go to penalty kicks they will be scheduled thirty (30) minutes are completion of last game of teams involved.)
- b. In the event that three (3) teams are tied equally in the pool play round, there will be a 3-way penalty kick playoff to determine who wins the pool.
- i. Two (2) of the three (3) teams will kick against each other following the penalty kick procedure described in Section XXI, Part A, Item V. of the Junior State Cup Rules.
  - ii. To determine which teams will kick first, the following procedure will be used:
    - 1. All three (3) coaches will be given a coin of equal size and weight.
    - 2. All three (3) coaches will flip the coin once. Whichever coin lands as the odd man out, that team will be placed in the second penalty kick. The two teams who flipped the same will face each other in the first penalty kick.
      - a. For example, two coaches flip 'Heads' while the third coach flips 'Tails'. The two coaches' flipped 'Heads' will face each other first in penalty kicks. The third coached that flipped 'Tails' will face the winner of the first penalty kicks.
    - 3. If all three (3) coaches flip the same, subsequent flips will happen until there is an odd man out.
  - iii. The winner of the first kick will then kick against the remaining team.

## XXII. TOURNAMENT FORMAT

The following formats will be used depending on the number of entries in each age division:

Brackets shall be played with number of teams as follows:

**2 teams, 3 teams, 4 teams, 8 teams, 12 teams & 16 teams maximum**

For age groups where there are an additional number of entries, qualifying games may be utilized to reduce the number of teams within an age group to the above bracketed number of teams, for round-robin group play purposes. Other groupings for round-robin play may be considered at the sole discretion of the Cup Committee at the time of bracketing. Once brackets are drawn they will not be redrawn except to correct a procedural error.



Qualifying games, if needed, shall take precedence over all tournament and league games. If two teams are drawn from a local geographic area, those two teams may choose to schedule and play the game locally but the game MUST be played by the announced deadlines so scheduling can be released and rooms booked. The Referee Assignor for the Missouri Junior State Cup shall assign referees.

**Two (2) entries in an age division will be one game. Final Game Only**

**Three (3) entries in an age division will be round-robin. The top team wins the age group.**

**Four (4) entries in an age division will be round-robin. The top team wins the age group.**

**Eight (8) entries in an age division will be round robin play with brackets as follows:**

Bracket A 4 teams

Bracket B 4 teams

Bracket winners advance to the final

**Twelve (12) entries in an age division will be round robin play with brackets as follows:**

Bracket A 4 teams

Bracket B 4 teams

Bracket C 4 teams

Top team in each bracket plus one wild card advances to semi-finals

Semi-final winners advance to finals: Bracket A will play the wild card. Bracket B will play Bracket C. If the wild card team comes from Bracket A, then Bracket B will play the wild card and Bracket C will play Bracket A. Seeds #1-4 cannot be entered into the Qualifying games.

**Sixteen (16) entries in an age division will be round robin play with brackets as follows:**

Bracket A 4 teams

Bracket B 4 teams

Bracket C 4 teams

Bracket D 4 teams

Top team in each bracket advance to semi-finals

Semi-final winners advance to finals:

Bracket A will play Bracket D.

Bracket B will play Bracket C.