

Missouri State Cup Rules



I. PURPOSE

- a. These are the rules of the Missouri Youth Soccer Association (MYSA) - Missouri State Cup for the 13 & Under through 19 & Under Boys' and Girls' Divisions. The US Youth Soccer Missouri State Cup Championships are part of the Region II Championships and US Youth Soccer National Championship Series and are updated annually as needed to better competition and remain consistent with the USYS NCS Rules.

II. FORMAT

- a. The Missouri State Cup shall be a tournament format unless weather or other related issues do not allow the tournament to be fully completed.

III. AGE DIVISIONS

- a. 13-19 & Under Boys
- b. 13-19 & Under Girls

IV. SCHEDULE

- a. The dates will be established each year by the State Cup Committee for all genders and age groups.

V. STATE CUP COMMITTEE

- a. The President of the Missouri Youth Soccer Association will appoint the State Cup Chairperson and in conjunction with the Chairperson, the rest of the State Cup Committee. The State Cup Committee will make all decisions involving the State Cup to include selecting the teams that apply, playing formats and all other decisions that will need to be made.

VI. TEAM ELIGIBILITY

- a. The Missouri State Cup shall be open to eligible teams whose players are registered with US Youth Soccer through Missouri Youth Soccer Association for the team to be in compliance with all of the following requirements:
 - 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 and club must be in good standing with the State Association and must be in compliance with, and have not violated, any of the bylaws and policies of US Youth Soccer Association and the Missouri Youth Soccer Association.
 - iii. The team must be entered in the competition of the National Championship Series in which its players are registered; if the team is registered in two (2) states then that team must play in the Championship Series in the state where the majority (over 50%) of its players reside.
 - iv. The team must compete in at least a four (4) team approved competitive league during the current seasonal year sanctioned by Missouri, US Youth Regional League, or US Youth Soccer National League or, except for any group noted due to age.
 - v. The league competition must consist of a minimum of one completed game against each of the different teams (teams must be US Youth Soccer members and cannot all be from one club) participating in the league and at least four (4) games in length. The Missouri Youth Soccer Association shall determine whether participation in any amateur league shall qualify a youth team for Championship competition under this policy.
 1. If a team is entered in a division (within a sanctioned league) that is comprised of teams from US Youth Soccer and other US Soccer affiliate members, only games against other US Youth Soccer-registered teams shall count towards the required number of league matches needed for qualification.
 - vi. The team must demonstrate upon demand a continuity of roster between the approved league and National Championships competitions by maintaining a minimum of nine (9) players common to the roster of all competitions.
 - vii. By participating in any part of the Missouri State portion of a NCS competition each team is accepting the possibility of advancement to any applicable Regional or National competitions associated with the Missouri State competition and the possible costs and future availability of the team associated with such advancement. Furthermore, that team agrees to abide by all rules and direction including housing requirements, scheduling date & times, and deadlines imposed by all tournament committees during continued play in the Series.

VII. ROSTER REQUIREMENTS

- a. Every team participating in the National Championship competitions, including the qualifying leagues within the State Associations shall have a State Team Roster within the Registration software of the event and will have a copy of it available for every match or competition upon request.
 - i. *Team Roster* – The team roster shall be approved by the State Association where the team resides. The roster may have up to twenty-two (22) youth players on the team roster at any given time during the seasonal year.
- b. *Game Roster* – For 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 eighteen (18) players and a minimum of nine (9) players. Every player listed on the game roster must be included on the team roster to be eligible to participate with the team. Any teams that have more than eighteen (18) players on their frozen roster must designate on the game card (which the referees will have at the fields), which players will not be participating in the game.
- c. The official Missouri Youth Soccer Association Cup team roster will be frozen within the registration software for all participating teams on a specific date/time prior to the tournament. That date will be posted on the MYSA website and communicated to all participating teams.
- d. No player(s) may be added to an official Cup roster after the roster freeze date.
- e. At the time a team names its National Championship team roster it may not have more than five (5) previously rostered (transferred) players who were previously rostered during the current seasonal year with a club other than the club of which the current team is a member.
 - i. Example: If a player moves from Club 'A' to Club 'B', that is considered a transfer. If a player moves from Team 'A' to Team 'B' within Club 'A', that is NOT considered a transfer.
- f. Any fees paid for player transfers are absolutely non-refundable regardless of whether a team is accepted into the National Championship Series or its outcome. Player transfers are for the current season only and must be paid in full and approved by all parties, the player then must be legally transferred onto the State Roster by the Member Association PRIOR to the roster freeze date/time with absolutely no exceptions.
- g. Teams that participate in a qualifying game must submit a roster prior to their qualifying match reflecting all eligible players. Once a player is entered onto a qualifying match roster, they cannot be placed on another participating team's roster during State Cup.
- h. A player cannot be removed or transferred from a team's Cup roster that has applied to State Cup any less than 14 days before the Cup roster freeze. Exceptions to this shall be that the player has moved out of the geographic area of the team,

player has violated rules in accordance with Section VIII, Paragraph D, or a documented injury that prohibits the player from participating with the team in the tournament, any determination needed in these matters shall be made by the State Cup Committee and are final.

- i. All teams submitting application agree to be available at all times on scheduled game dates including dates as published & needed for Qualifying Games. No conflicts are accepted for any part of the National Championship Series including the Missouri State Cup.

VIII. PLAYER ELIGIBILITY

- a. A club may issue a registration card to any player who is a registered youth player of the club before the team to which the player is to be rostered for State Cup level of the National Championships Series submits its National Championships roster for its first game at Missouri State Cup.
 - i. Each player participating in State Cup must be 'primary' on their team's State Cup roster. Secondary players are not eligible to appear on a State Cup roster. Any Club Pass players listed on a State Cup roster shall be frozen to that roster and considered "Primary".
 - ii. Any players that are to be added to a roster during the National Championship Series that is beyond the Missouri State Cup must be registered within the club of the advancing team prior to the first game of the Missouri State Cup being played.
 - iii. A player must have been legally rostered and have played in a minimum of four (4) games in a USYS sanctioned league prior to their participation in Missouri State Cup for that seasonal year.
- b. Only at the State Association (MYSA) level of the National Championships competitions (but not at the regional and national levels of the competitions) -
 - i. A team may roster any player not having a registration card of that team's club if a written request has been made to and approved by the State Association on a form provided by it (Player Transfer Form available through the Got Soccer website); and is in compliance with all rules and policies of Missouri Youth Soccer including those regarding player transfers.
 - ii. At the time of the roster freeze date for State Cup competition, the team may not have more than five (5) youth players who were previously rostered during the current seasonal year with a club other than the club of which the team is a member. The rostering of such youth players with such club shall be made in compliance with all rules & policies of Missouri Youth Soccer including Section VII of this document.
- c. 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.

- d. In addition to the application of the registration provisions of this policy, a team participating in the National Championships competitions may release involuntarily a player from its roster if the player has violated bylaws, policies, or requirements of the Federation, US Youth Soccer, or Missouri Youth Soccer.
- e. 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 Championships:
 - i. For team competition in the 14 and below age groups, each player on the teams must be (A) of the age of the age group competition in which the team is participating in that seasonal year, or (B) of the age in either of the next two (2) younger age groups of that age group competition in which the team is participating in that seasonal year.
 - ii. For the teams competing in the 15 and above age groups, each player on the team must be (A) of the age of the age group competition in which the team is participating in that seasonal year, or (B) of the age of any younger age group, through the 14 age group, of that age group competition in which the team is participating in that seasonal year.
- f. A player may only play for **ONE TEAM** during any segment of the National Championships Series which can include: The Missouri State Cup, the Region 2 Championships, and the US Youth National Championships.
 - i. A player may not participate in more than one (1) State Cup each year. For example, a team or player may not play in the Illinois State Cup and then the Missouri State Cup. They can only play in one or the other.
- g. Any player wishing to play for a team in the Missouri State Cup who is not a resident of Missouri must first receive written permission from the State Association where the player is registered (home state) and from MYSA. Permission must be obtained each seasonal year, and permission must be obtained before the Missouri State Cup roster freeze date as noted in these rules. Any eligibility rules may also apply.
- h. All players must adhere to FIFA and United States Soccer Federation policies on international clearance. If needed, a player must have approved international clearance on file with the US Soccer Federation and be legally rostered no later than the Missouri State Cup roster freeze date as noted in these rules.
- i. 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 State Cup will extend to the next National Championship Series (NCS) event(s), which can include the following year's NCS event(s) as well.
- j. 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.

IX. COACH AND MANAGER ELIGIBILITY

- a. All coaches must have a minimum of a Youth Coaching Certificate. A team must have an approved and licensed coach on their bench at all times.
- b. 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 State Cup team roster or must be listed as a DIRECTOR with the club & have a DIRECTOR ID pass.
- c. All bench personnel must have a valid and current coach's registration card (ID Pass) and have completed the Center for Disease Control (CDC) Concussion Education and Training Course as part of their registration.
- d. It is the responsibility of the coaches of each team to know and administer all rules, policies and procedures associated with the National Championship series and to make sure that all associated players and personnel are also aware of said rules and procedures and any changes in those rules between competitions. Ignorance of rules or procedures is no excuse for any violation and the past performances, actions or non-actions of any group associated with the National Championship series shall not under any circumstance constitute a reason or acceptance for violating, ignoring or omitting any current rule, policy or requirement.

X. RULE BREACHES – TEAM AND PLAYER

- a. It is the responsibility of the 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 and including suspension.
- b. 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.
- c. 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 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 information is prohibited from competing further in National Championships competitions in the current and subsequent seasonal year.
- e. Players – Players ejected from any State Cup game shall not be allowed to compete in their team's next played National Championship Series game(s). Player may not be replaced for the remainder of the game. Player passes for anyone ejected shall be surrendered to Missouri State Cup officials. Failure to provide player passes may result in further disciplinary action against the player, team or club including expulsion from the tournament. Player passes can then be picked up from MYSA following completion of the suspension.

- f. Coaches/Managers/Trainers/Administrators – Any Coach, Manager, Trainer or Administrator sent off at Missouri State Cup game, Regional game or National game will result in a penalty of no involvement with that team for at least one National Championship Series game. Further suspension may be levied depending on the severity of the sendoff.
- 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 the Missouri Youth Soccer Association. 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, or as determined by the MYSA State Cup Committee, is a supporter of that team.
- h. Any suspension that is not fully served by the end of State Cup shall carry-over to the next National Championship Series event. A suspension may carry-over into the next seasonal year.
- i. The State Cup Committee shall review each red card or send-off and determine whether to issue an additional suspension to the one (1) game automatic penalty. The Committee reserves the right to increase the minimum disciplinary sanctions at their discretion.
- j. Minimum Disciplinary Sanctions
 - Player, Coach, or Team Official Ejection for foul & abusive language: minimum 2 game suspension.
 - Player Ejection for Violent Conduct: minimum 2 game suspension.
 - Coach Ejection for Irresponsible Behavior: minimum 2 game suspension.
 - Player fighting: minimum 2 game suspension.
 - Coach Threats: minimum 2 game suspension.
 - Coach Fighting: minimum 2 game suspension.
 - Player, Coach or Team Official Striking an Official: Immediate and minimum one-year suspension from all soccer activities (separate hearing).

For player safety, any player receiving a red card during the game may stay in the technical area if they wear distinguishing clothing than the other players including substitutes AND they conduct themselves in a proper manner. If they do not, the coach, team manager or parent may accompany the player to an area designated by the referee team. Under no circumstances is a player to be sent to the parking lot by themselves.

XI. COST

- a. The entry fee for all age groups at the Missouri State Cup will be posted on the MYSA website. Fee must be received at the MYSA office prior to the date and time specified on the MYSA website. Payment must be in the form of a check, money order, or online payment.
 - i. If a team participates in a qualifying game and is eliminated from the National Championship Series competition, then a portion of their entry fee will be prorated back to the team.

XII. WITHDRAWAL & REFUND POLICY

- a. If a team seeks to withdraw from the Missouri State Cup prior to the official State Cup Draw, they may do so without penalty. The team will receive a refund if the notification is submitted, received, and acknowledged by the MYSA State Office. A minimum \$200 administration fee is withheld from all refunds.
- b. Teams dropping out of a bracket after the State Cup Draw will not receive a refund and are subject to possible suspension from subsequent State Cup tournaments at the sole discretion of the State Cup Committee.
 - i. Other refund requests in respect to a team's withdrawal from State Cup, will be subject to the judgment of the State Cup Committee. Refunds are not guaranteed and subject to an administration fee.
 - ii. Games cancelled due to weather or other related issues will be considered for a refund by the MYSA State Cup Committee.
- c. If a team forfeits after the State Cup draw, the brackets will not be redrawn to be in compliance with State Cup tournament formats.
- d. If a team forfeits during the tournament, the team and club may be subject to an additional fine up to \$2,000 and suspension from the subsequent State Cup tournament(s). Said fine and suspension will be determined by the State Cup Committee. The fine and suspension is not limited to the offending team, and could be levied against the club and other teams within that club.
- e. For any teams participating US Youth Soccer Region II Championships or National Championships as the State Champion or Wild Card:
 - i. If a team withdraws from the Region 2 Championships and another Missouri team is not found to fill the slot, the team and the club (if not an independent team) will take full responsibility for any potential fines issued by US Youth Soccer for not sending a team. The fine is currently \$3,500 for not attending Region 2 Championships and \$3,500 for not attending the National Championships.
 1. If the fine is not paid, then that team or all teams in that club could be prevented from participating in all future MYSA events until the fine is paid.

XIII. APPLICATION DEADLINE

Application and full payment MUST be received in the Missouri Youth Soccer Association state office by the date and time posted on the tournament webpage and communicated to all participating teams with absolutely no exceptions.

XIV. PROTEST PROCEDURES

- a. All protests:
 - i. Shall be filed in writing as stipulated below.
 - ii. Must contain the particulars on the grounds upon which the protest is filed including the exact wording of the State Cup Rule or FIFA Law of the Game that has been violated.
 - iii. Must be accompanied by the Protest fee of \$500 in the form of a money order or certified check payable to the Missouri Youth Soccer Association. Protest money will be refunded if the protest is granted by the Missouri Youth Soccer Association State Cup Committee.
 - iv. Two (2) copies of the protest shall be logged with the Missouri Youth Soccer Association State Cup Chairperson or their designee within two (2) hours following the match to which it relates.
- b. All protests will be heard by the State Cup Hearing Committee, which will be appointed by the Missouri Youth Soccer Association President and 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/her discretion, on the advice of an assistant or fourth official provided that play has not been re-started.
- d. The referee maintains the official time of all games and time of game cannot be protested.
- e. Decisions made by the State Cup Hearing Committee may be appealed to the US Youth Soccer Association upon payment of \$500 to MYSA in addition to the dollar amount required by US Youth Soccer Association. If MYSA loses the appeal to US Youth Soccer, the \$500 paid to MYSA will be refunded.

XV. TEAM REGISTRATION

- a. Registration (Coaches Check-In) times, if needed, will be communicated to all teams via the website. Registration will take place prior to the start of the tournament either on-line or in-person as stipulated by the State Cup Chairperson.

XVI. GAME CHECK-IN with REFEREES

- a. Prior to the start of every game in the Missouri State Cup the Player ID and Coaches ID passes must be presented to the referee crew or designee. Player(s) without approved Player ID passes or generated on the Game Card may not play in State Cup games or be on the team_bench/sideline. Coaches without approved Coaches ID passes will not be allowed to be on the team bench/sideline. An injured player may be allowed on the bench with the team provided they are on the roster, are not dressed for the game, and have a player ID pass available.
- b. Any team that arrives without the proper documentation shall have until the starting whistle of the second half of the game to produce such documentation and present it to the center referee or fourth official. If it is discovered that a player or coach has participated illegally during the game prior to the arrival of the documentation, then the game shall immediately be declared a forfeit. Any team not able to provide the required documentation prior to the starting whistle of the second half shall forfeit the game at that point.

XVII. GAME FORMATS

<u>Divisions</u>	<u>Game Lengths</u>	<u>Overtime Periods</u>	<u>Ball Size</u>
13/14	2 x 35 minutes	2 x 10 minutes	#5
15/16	2 x 40 minutes	2 x 15 minutes	#5
17 & above	2 x 45 minutes	2 x 15 minutes	#5

- a. The HOME team shall dress in a lighter color jersey than the visitor. In case of conflict, the VISITING team is responsible for changing jerseys solely at the instruction of the referee. Failure to have an alternate jersey available shall result in a \$100 team fine per game.
- b. 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.
- c. The overtime periods shall be played to completion. No golden goal.
- d. 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 per FIFA rules.
- e. 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.
- f. A coin toss shall be used to determine who kicks first.

XVIII. SUBSTITUTIONS

- a. For 14 & below: unlimited substitutions will be allowed at any stoppage that does not unduly delay the restart of play with referee's approval.
- b. For 15 & above: substitutions will be allowed at any stoppage of play with referee's approval.
- c. For 15 & above: a player who has been substituted out of the game may not re-enter in that half.
- d. Overtime periods will be considered a single, separate period (3rd half) and re-entry will be allowed in accordance with National Championship Series Rules.
- e. If a player is suspected of suffering a head injury they may be substituted for evaluation without the substitutions counting against the teams total number of allowed substitutions during each half or overtime period. If the player with the suspected head injury has received clearance from the events' Health Care Professional, the player may re-enter at any stoppage of play. The evaluated player must replace the original substitute and will not count as a substitution. The temporary substituted player may re-enter the game as a regular substitute. A team may only make a temporary substitution if they have a substitution available. If a Health Care Professional is not on-site to evaluate, the player may not reenter game.

XIX. GAME CONDITIONS (WEATHER AND FIELDS)

- a. Once a game has begun a delay of games due to weather and/or field conditions considered dangerous to the players shall be at the discretion of the State Cup Representative, or in their absence, the center official.
- b. All weather suspensions will be determined by a State Cup Representative. Should a Cup Representative not be available then decision shall be made by game officials on site.
- c. If the first half of the game has been completed the game is official and will be deemed complete.
- d. If the game is stopped in the first half the game will be re-started from that point of the game.
- e. For any game that is stopped for any reason and not completed during the day it began, the Missouri State Cup committee, at its sole discretion, may play the game from the stopping point or may rule to play the game in its entirety.
All State Cup field size recommendations shall be within the US Youth Soccer National Championship Series Cup guidelines and will be adhered to whenever possible.

XX. CUP DRAW / BRACKET UNVEILING METHOD

- i. The four (4) semi-finalists from the previous year's State Cup shall be seeded should they return. Teams must display at least 51% or more of the previous year's State Cup roster returning to request and receive their seeding.
- ii. Seeds #3 and #4 bracket placement will be determined by a double-blind draw in the MYSA Office prior to the remaining bracket draw.
- b. Teams that are currently participating in the National League or Premier 1 Divisions of the Midwest Regional League as Missouri representatives shall not be entered into qualifying games. If two or more teams are in the same division and only one can be seeded, a blind draw will be done in the MYSA office prior to the main State Cup draw.
- c. 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.
- d. The State Cup Draw will be held in a location at the choosing of the Missouri State Cup Chairperson.
- e. Teams must note their previous year Cup seeding, National League or MRL status on their application at time of submission for it to be considered. MRL or NL status is for the most recent completed season and not for a season currently under way.

XXI. FINAL AUTHORITY

- a. The Missouri State 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:
 - i. Cancellation of games that have no effect on advancement.
 - ii. Rescheduling of games. (this does not apply to teams who do not have required documentation).
 - iii. Changing of fields
 - iv. Changing of venues
 - v. Calling a game complete
 - vi. Number of games played in a given time frame.

XXII. SCORING METHOD

- a. The standing of teams within brackets is based upon the number of points earned in round robin games. Teams earn points as follows:
 - i. Three (3) points for a win
 - ii. One (1) point for a tie
 - iii. A forfeit will be recorded as a score of 4-0 to the winning team.

- iv. If any team forfeits any game in bracket play, the team will not be allowed to advance out of their bracket.
- v. The team that forfeits will be placed at the bottom of the bracket with zero points for the team. The scores of the other games played will also record a 4-0 loss and count for the teams they play.
- vi. Should the forfeit game affect a Wildcard placement then the average points followed by average goals per game shall be used instead of traditional scoring.

XXIII. TIE-BREAKERS

- a. In the event teams are tied based on 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 differential (goals scored minus goals against) with a maximum of four (4) goals per game.
 - iv. Fewest Goals Allowed.

Kicks from the penalty mark per FIFA laws (If two or more teams are required to go to kicks from the mark they will be scheduled thirty (30) minutes after completion of last game of teams involved.)

XXIV. 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

All brackets shall be drawn using the methods and rules noted in Section XX above. For age groups where there are an additional number of entries, Qualifying Games will 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. Teams that lose a Qualifying game will be reimbursed a prorated portion of their entry fee.

Qualifying games will be scheduled by the teams participating with cooperation of the Missouri State Cup Committee. These games shall take precedence over all tournament and league games. The two teams shall work together to schedule and play the game but the game MUST be played no later than 10 days in advance of Round Robin play beginning. The Referee Assignor for the Missouri State Cup or a qualified alternate shall assign referees for these games, this service shall be coordinated and paid by Mo Youth Soccer.

Teams that are "playing up" in an age group shall be the first teams entered into a Qualifying game, should they become necessary. For example, if a 14 & Under team is playing up in a 15 & Under age group, the 14 & Under team shall be entered into the Qualifying game first before the 15 & Under teams.

A 13 & Under team must have at least 75% of its roster as true 13 & Under players to be eligible for State Cup. Example: 12 players are true 12 & Under and 6 players are true 13 & Under. This team would not be eligible to play State Cup.

Teams that are newly formed or those teams who have never participated in Missouri State Cup previously shall be the first teams entered into Qualifying games should they become necessary. Newly formed teams in this instance shall mean a team that has no previous history in MYSA sanctioned competitive games or those who cannot show roster continuity from previous seasons. **Any team that does not note participation in the previous year's State Cup on its Cup application shall be considered a "new" team.**

XXV. BRACKETING BY ENTRIES

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