



OHIO NORTH STATE CUP COMPETITION RULES

Part of the US Youth Soccer National Championship Series

"Official" State Cup / National Championship Series (NCS) Rosters

All official State Cup Rosters must have the correct player continuity from league roster.

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Section 1: Tournament Format

1. The Ohio North State Cup is the first level of the US Youth Soccer National Championship Series (NCS). There are three levels to the NSC:
 - a. **State Level Competition - Ohio North State Cup**
 - b. **Regional Level Competition– US Youth Soccer Midwest (Region II) Championships**
 - c. **National Level Competition – US Youth Soccer National Championships**
2. All age groups in the Ohio North State Cup will consist of teams placed into pools for round-robin play.
3. Up to five (5) teams will be seeded, based on performance in the previous year's State Cup and previous season's State League competition. 10U teams are not seeded.
4. Teams in all age groups may be required to play one round of preliminary matches in advance of the tournament weekend. The home team (listed first) will be the default host for all prelim games, unless otherwise agreed to by the teams.
5. Unless otherwise agreed to, preliminary round matches between teams traveling across the state will be played at neutral sites arranged by the State Cup Committee (SC Committee).

Section 2: Scheduling

1. State Cup matches take precedence over any and all scheduled league matches except for Midwest Regional League (MRL) matches.

2. The SC Committee will provide a default schedule for all preliminary matches which can be revised with the mutual agreement of both teams and the approval of the SC Committee. Once a final schedule has been posted, **no additional changes will be made.**
3. Ohio North member leagues are required to reschedule all matches involving State Cup participants and are precluded from declaring forfeits for any match conflicting with the State Cup.

Section 3: Team Eligibility, Rosters & Acceptance

3.1. Team Eligibility

1. All team officials must be Risk Management, Concussion, and Lindsay's Law certified by Ohio North. (Visit www.ohionorthsoccer.org for more information).
2. The State Cup is for current Ohio North members only. All teams in the State Cup must play in a sanctioned US Youth Soccer league.
3. **Groups that advance to regional play: 13U, 14U, 15U, 16U, 17U, 18U, & 19U.** Teams that qualify to advance from the State Cup to the regional or national levels of the NCS are expected to meet the competitive and financial requirements. Teams that do not meet this obligation will be subject to any fines assessed to Ohio North by the regional or national committees: a maximum of \$3,000.
4. In any instance where a team does not meet their obligation to advance, the State Cup Chair (SC Chair) or designee will determine the replacement.
5. By submitting a State Cup Application Form, the team official certifies that they are US Youth Soccer registered, in good standing, and will play in a qualifying league approved by Ohio North with a minimum of three other US Youth Soccer teams.
 - a. Qualifying Leagues include: OHIO NORTH State League, MRL, National League, MSPSP Premier League
 - b. Conditional qualification for teams 13U and above will be provided to teams that participate in the following leagues: AFL, AASL, GAASA, NWOYSL, and YAYSL
6. To qualify for the State Cup, teams must play at least **THREE (3)** complete matches during the current seasonal year with a record of standings and scores. These matches shall be referred to as State Cup Qualifying Games.
 - a. 19U teams are exempt from the 3-game league play requirement.
 - b. Games that are scheduled through organizations not approved by or affiliated with Ohio North shall not be counted as State Cup Qualifying Games.
7. At least 50% of each team's State Cup roster must reside inside Ohio North boundaries.
8. All 18U and 19U teams must submit a \$3,000 performance bond to the Ohio North State Office prior to the bracketing meeting.

3.2. Rosters

1. **Official State Cup rosters** must be submitted to the State Office through the registration system two (2) days prior to the date of the team’s first match. Once submitted, no changes can be made to the roster during the State Cup level of the NCS. **(i.e. First match June 4- Roster due by 11:59pm on June 1)**
2. The “Official” roster must contain the following:
 - a. At least 50% of players must be from the league roster (12U – 10U division)
 - b. At least nine (9) players from the league roster (in 13U through 18U divisions)
 - c. Players and team staff with current US Youth Soccer membership/Ohio North membership cards
 - d. Players only from within the team’s CLUB (no guest players from other clubs are permitted)
 - e. Players are permitted to play on older teams
3. Failure to submit a roster to the Ohio North State Office by the established deadline may result in a \$50 *per day* late fee. Teams will not be permitted to play in State Cup matches until their rosters and payments are received.
 - a. Any team competing in a State Cup match without first submitting rosters and late fees (if applicable) will forfeit.
4. In the 13U through 19U divisions, the team’s league roster serves as the basis for the NCS **Player Continuity Pool**. Advancing teams must have at least nine (9) players from their league roster who carry over to the regional and national level of the competition.
5. A player may be rostered to only one **team** at **each level** of the NCS.
6. Any player who is registered to a **club** (as a US Youth Soccer member) after the official state cup roster has been submitted, is ineligible to be added to the **team** roster for all levels of the NCS.
7. Teams in the 13U through 19U age groups are allowed a State Cup team roster of up to 22 players. Prior to each State Cup match, a team may select up to 18 players to compete in that match. This selection **must be documented** on the Official State Cup Roster & Game Report

State Cup Rosters, Game-day Rosters (Game Reports) and minimum and maximum players are as follows:

Division	Game Format	Roster Max.	Min # of players on league roster	Game Roster Max.	Game Roster Min.
10U	7 v 7	12	50%	12	5
11U - 12U	9 v 9	16	50%	16	6
13U – 19U	11 v 11	22	9	18	7

3.3. Previously Rostered Players (Transfers)

1. For the purposes of State Cup participation, players are “frozen” to a club’s US Youth Soccer database on the Ohio North roster freeze date.
2. A “transfer” is considered the movement of a player from one US Youth Soccer club to another US Youth Soccer club within the seasonal year.

3. State Cup rosters may contain no more than five (5) players who were previously rostered to another US Youth Soccer club during the seasonal year.
4. Players transferred - or newly registered - after the Ohio North roster freeze date are ineligible for National Championship Series participation during that seasonal year.
5. Players are precluded from competing for more than one club in the NCS during the seasonal year.

3.4. Dual Carded Players

1. It is the sole responsibility of dual carded players - those who are registered with two different clubs competing in the State Cup - to indicate by the roster freeze date, which club they will compete for in the State Cup.
2. Dual carded players must also inform both clubs of their decision.
3. It is the responsibility of the respective clubs to update their State Cup rosters.

3.5. Eligibility Challenges

1. All challenges to player and/or team eligibility must be submitted in writing after the player and/or team in question has participated in a match. Challenges must be filed - by the coach or team manager - with the SC Chair (or designee), within 1 (one) hour of the conclusion of the match. **A \$300 cash bond, which is forfeited in the event of a lost challenge, must accompany each challenge.**
2. Any team found to have used an ineligible or over-age player in a State Cup match shall be fined, and the match shall be declared a forfeit. The match score shall be recorded as 0-4 and the team will be ineligible to advance in the competition. Teams forfeiting a game are expected to complete any remaining matches.

4. Scheduling & Bracketing

1. Prior to State Cup bracketing in all age groups above 10U, the SC Committee will seed the top teams based on the following criteria:
 - a. The top four seeds are awarded to the previous year's champion, finalist, and semi-finalists. The losing semi-finalists will be ranked on the basis of group play performance.
 - b. If not otherwise earned, a 5th seed will be awarded to the previous season's State League champion.
 - c. Once the seeds are assigned to brackets, the remaining teams will be drawn at random.
2. In the event that a team changes clubs, the State Cup seed is owned by the original club, not the team roster. Only in the event that one club is merged/absorbed into another will the seed follow the team roster.
3. In 4-team divisions, teams from the same club (shared common database) will not be drawn together unless necessary.
4. Divisions of 14 teams, quarterfinals will be included in the play-off schedule.

Section 5: Game Reports

1. The Home Team will be listed FIRST on the schedule.
2. Immediately following each match, the winning team's manager or coach (or the HOME team's manager or coach in the case of a tie) must collect **both** game reports from the center referee and return **both** game reports to Ohio North.
 - a. **When a tournament headquarters is not available at the field location, submit both game reports within 24 hours via:**
 - i. Scan and email to stateoffice@ohionorthsoccer.org, or fax to 440-526-9055, **AND**
 - ii. Mail originals to Ohio North State Office, 6650 W. Snowville Road, Suite Y, Brecksville, OH 44141
 - b. **When there is a tournament headquarters available at the field location:**
 - i. Return game reports for both teams within 30 minutes to the tournament headquarters tent or facility.
3. Failure to turn in the game reports as indicated shall result in a \$100 fine for each offense for the winning team (or home team in the event of a tie).
4. Failure to use the Official State Cup Game reports shall result in \$100 fine for each offense.

Section 6: Laws of the Game

6.1. Governance

1. FIFA Laws of the Game will govern **all** matches unless modified by USSF, US Youth Soccer, or the Ohio North SC Chair.
2. Refer to the US Youth Soccer Small-Sided Games Guidelines for rules specific to the 10U through 12U age groups.

6.2. Field Dimensions

1. **10U** (7v7) –Acceptable Range. Length: 60 – 65 & Width: 35 – 45.
2. **11-12U** (9v9) –Acceptable Range. Length: 70 – 80 & Width: 45 – 55.
3. **13U-19U** (11v11) – Acceptable Range. Length: 100 – 120 & Width: 60 – 75.

6.3. Playing Time Summary

Age Group	Duration	Overtime	Penalty Kicks
10U	2 x 25 mins	n/a	If necessary
11U / 12U	2 x 30 mins	n/a	If necessary
13U / 14U	2 x 35 mins	2 x 10 mins	If necessary
15U / 16U	2 x 40 mins	2 x 15 mins	If necessary
17U – 19U	2 x 45 mins	2 x 15 mins	If necessary

6.4. Ties and Overtime

1. Ties are permitted in preliminary round play.
2. Overtimes shall only be played in Quarterfinal, Semi-Final, and Final matches, as follows:
 - a. **13U through 19/10U Matches**
 - i. 13U & 14U will play two (2) complete 10-minute overtime periods.
 - ii. 15U through 19/20U will play two (2) complete 15-minute overtime periods.
 - iii. If after two (2) overtime periods, the match is still tied, "Kicks from the Penalty Mark" will be conducted in accordance with the FIFA Laws of the Game.
 - b. **10U through 12U Matches**
 - i. "Kicks from the Penalty Mark" will be conducted and the Laws of the Game shall apply.

6.5. Substitutions

1. Matches in the 10U through 14U divisions will be competed with unlimited substitutions.
2. For the 15U through 19U divisions, a maximum of seven (7) substitutions per team shall be allowed during each half of play and, where applicable, during the entire overtime period. After leaving the match during a half of play, or during the overtime period, a substituted player may not re-enter the match.
3. Either team may make a substitution with the referee's permission at any stoppage in play.

6.6. Minimum Playing Numbers

1. The minimum number of players required to begin and continue play is as follows:
 - a. 10U: A minimum of five (5) players, one of which must be a goalkeepers.
 - b. 11U & 12U: A minimum of six (6) players, one of which must be a goalkeeper.
 - c. 13U through 19/10U: A minimum of seven (7) players, one of which must be a goalkeeper.

6.7. Grace Period

1. When a team does not have the minimum number of players available to start a game, a 15-minute grace period shall be extended beyond the official start time of the match.
2. At the end of the 15-minute grace period:
 - a. If a minimum number of players are available, the match can commence.
 - b. If a minimum number of players are not available, the referee will suspend the match and report the situation on the State Cup match reports.
3. The SC Chair (or designee) may determine the match to be forfeited after examining the match report and conducting an investigation.
4. In the event that any team is suspected of forfeiting a match with the design or purpose of controlling the advancement of any team from its own bracket or any other bracket, the SC Chair (or designee) may require such an advancing team to play another qualifying match against the next highest ranking team that would otherwise be eligible to advance.
5. A team that fails to take the field for a State Cup match may be subject to sanctions.

6. The score awarded to the winning team in a forfeit situation is 4-0.
7. Individual teams are considered members of broader club structures, defined by player registration databases. In the case of forfeits, clubs will be assessed a \$500 penalty, per game.
8. Clubs with outstanding fines will be placed in BAD STANDING and suspended from State Cup or sanctioned league play until payment has been received.

6.8. Uniforms

1. Each player shall have a unique number firmly affixed and clearly visible on the back of their jersey. Numbered jerseys for goalkeepers are optional. No tape shall be used.
2. FIFA Law 4 – The Players Equipment: Jersey or Shorts - If undergarments are worn, the color should be the same main color as the sleeve of the jersey or shorts.
3. Goalkeepers must wear colors that distinguish them from other players and the game officials.
4. Where there is a dispute over colors, the home team shall wear light uniforms and the visiting team shall wear dark uniforms.
5. The National Championship Series is a US Youth Soccer Event. Any name, logo, or other identifying mark of any other youth soccer organization must be removed, replaced, or covered before a player, team, or team official can participate in a State Cup match.

6.9. Warnings, Sendoffs, and Disciplinary Actions

1. If a team receives three or more red cards, or five or more yellow cards in a single match, the match report will be reviewed by the Ohio North Board and sanctions may be levied against the coach or club.
2. Ohio North shall hold the pass-cards for suspended players during State Cup matches. It is the team's responsibility to recover these cards after the suspension has been served.
3. For players, any suspensions will be served during the team's next scheduled NCS match, which include games at the State, Regional and National levels and may extend to the following year's competition.
4. For coaches or team officials, ejections will result in a minimum one game suspension. This suspension applies to the next scheduled match. For coaches or team officials working with multiple teams, the suspension applies to the next scheduled State Cup match(es).
5. In order for a player or team official to officially serve their suspension, the person's name must appear on the official game roster.
6. A player who is sent-off from any match is prohibited from participating in the next immediately following match played by the player's team. A player may receive more than a one-game suspension.
7. **Separate Hearing and Immediate Suspension**
 - i. Player, Coach, or Team Official committing Referee Assault or Referee Abuse is suspended immediately. A disciplinary hearing will be conducted within 30 days to determine length of sentence.

- ii. If considered serious enough, a player, coach, or team official may face additional sanctions for any other offenses as determined by the SC Chair or designee and/or SC Committee.
8. Team Officials who receive a red-card or are otherwise ejected from a State Cup Game are required to leave the area as directed by the referee or SC Chair or designee.
9. Suspended or ejected players are allowed on their team bench, but may not be dressed to play, unless otherwise directed by the referee or SC Chair or designee.

6.10. Coaches / Team Officials on Sidelines

1. The number of coaches / team officials permitted on each team's sideline is four (4).

6.11. Spectators

1. Spectators will occupy the side of the field opposite the team benches.
2. Coaches are responsible for the all spectators accompanying their team.
3. If spectators become unruly and cannot be controlled, the sidelines will be cleared (of spectators) and a fine of up to \$1,000 will be assessed against the offending club. If the spectators refuse to leave the field, the match will be suspended and/or forfeited pending an investigation by the SC Chair or designee.
4. If a match is replayed due to spectator behavior, no spectators will be allowed on the sidelines.

6.12. Arrival and Sideline Personnel

1. Teams will report to the "field of play" at least 30 minutes before the scheduled start of match.
2. Both teams are to be seated on the same side of the field.
3. All players and coaches must have US Youth Soccer laminated passes at each match.
4. Coaches, Players or Teams that do not have their laminated passes prior to the start of a match must remain on the spectator side.
5. For the 13U through the 19U age groups, players who are on the 22-player State Cup roster, but not on the 18-player match roster may remain in the bench area, but may not wear the match jersey. These players are permitted to wear the alternate team jersey.

6.13. Field Status

1. The determination of field status rests with the hosting organization and the SC Chair or designee. Their decision is final.
2. Matches may be canceled and/or fields may be closed at a later time if the conditions are deemed to have changed.
3. Teams may be required to change fields or locations to accommodate schedule changes or field issues.
4. The referee and/or the SC Chair or designee may suspend matches when the fields are considered unsafe or unplayable.

5. In the case of inclement weather, every effort will be made to complete matches. However, matches cannot be guaranteed and refunds will not be provided for matches impacted by inclement weather.
 - a. If a match is stopped during the first half, all players must remain available at the site until a resolution is determined by the SC Chair or designee. Every effort will be made to complete the match that day.
6. **For Preliminary Round Matches**
 - a. If the match has not reached half-time and logistics or weather consideration preclude the match from being completed that day, or replayed at a later date, a tie will be declared, the score will be recorded as 0-0, with each team receiving one point towards advancing. If the match can be started at a later date, the game will resume where it was left off at the time it stopped and the score.
 - b. If the match is stopped at any point after the completion of the first half and logistics or weather considerations preclude the match from being completed, the score will stand.
7. **For Quarter/Semi/Final Matches**
 - a. When time and/or weather does not permit the completion of a match that has not reached half-time, the match shall be resumed at a date, time and location determined by the SC Chair or designee.
 - b. When a match is stopped at any point in the second half, the SC Chair or designee will determine if, when, and where the match shall be resumed and completed. If it is not possible to complete the match, the score at the time of suspension will stand.

6.14. Terminated Matches

1. If a match is terminated due to coach or player ejections, the result will be scored as 4-0 in favor of the opposing team. If the match has reached halftime, the match is NOT considered a forfeit.

6.15. Irrelevant Games

1. In the event that weather or unforeseen circumstances prohibit a match from being played, and the outcome of the match does not impact a bracket's scoring or a quarter/semi/final seeding, it may be determined by the SC Chair or designee that the match will not be played. No refunds will be given.

6.16. Tournament Scoring

1. The standings of teams within a bracket or pool are based upon the number of points earned in a Qualifying Preliminary match. Team points shall be awarded as follows:
 - a. Three points for a win (including forfeits, but subject to the rule on forfeitures).
 - b. One point for a tie.
 - c. Zero points for a loss.

6.17. General Tie-Breaker Process

1. In the event teams are tied on the basis of points earned during bracket or pool matches, the team's advancement shall be determined in accordance with the following sequential criteria:

- a. Winner of head to head competition. This criterion shall not be used when more than two teams are tied in points for their respective pool.
 - b. Winner of most matches in their respective pool.
 - c. Goal spread (goals scored minus goals against) with a maximum of four (4) per match.
 - d. Fewest goals allowed.
 - e. Kicks from the penalty mark. (A coin flip may be used if weather or time prohibits penalty kicks.)
2. If more than two teams are tied, the sequence shall be followed until a team advances or is eliminated. The remaining teams will then restart the sequence as stated in 1.b until the tie is broken

6.18. Wild Card Selection Process

1. For age groups requiring a wild card for Semi-Final play, wild card qualification shall be determined in accordance with the following sequential criteria:
 - a. Teams with the most points.
 - b. Winner of head to head competition. (This criterion shall not be used when more than two teams are tied in points).
 - c. Goal spread (goals scored minus goals against) with a maximum of four (4) goals per match.
 - d. Fewest goals allowed.
 - e. Kicks from the penalty mark.
2. If more than two teams are tied, the sequence shall be followed until a team advances or is eliminated. The remaining teams will then restart the sequence as stated in 1.c until the tie is broken.
3. The wild card will play the highest seeded team in the next round.

6.19. Protests/Appeals

1. Any protest must be presented in writing to the SC Chair or designee within one (1) hour of the completion of the disputed match.
2. If the SC Chair or designee is unavailable at the site of the match, protests may be submitted via e-mail to the Ohio North State Office at stateoffice@ohionorthsoccer.org within four (4) hours of the completion of the disputed match.
3. All protests must be accompanied with a \$300 cash bond. If the protest is being submitted via email, the protest must include a specific statement acknowledging that the required \$300 cash bond will be submitted to the SC Chair (or designee) within 24 hours of the protest. If a protest is upheld, the bond will be returned.
4. A Referee's judgment cannot be cited as the basis for a protest.
5. A Referee's misapplication of the Laws of the Game *may* be cited as the basis for a protest.
6. While late protests will not be accepted, the SC Chair or designee reserves the right to report any misconduct by any Ohio North player, coach or team, including the use of ineligible players, to the Ohio North Board of Directors or to the appropriate regional or national committee for their consideration.

Section 7: Spirit of the Game

7.1. General Rules

1. Teams are required to keep their sidelines clean. This responsibility extends to both the team bench area and the spectator sideline.
2. Clubs shall be fined up to \$50 per incident for failing to enforce this courtesy to our hosting organizations.
3. Animals are not permitted at State Cup soccer complexes.
4. The SC Chair or designee reserves the right to fine, disqualify, and/or sanction any club for the actions of its players, coaches, managers or spectators that are deemed to violate acceptable standards of sportsmanship and decorum.
5. Ohio Youth Soccer Association North (Ohio North), its Board of Directors, staff, employees, volunteers, State Cup Tournament Committee, State Cup Tournament Director and/or US Youth Soccer will not be responsible for any expense incurred by any team, club or person if the tournament is canceled in whole or in part.
6. By entering this tournament, your team and all participants agree to accept the jurisdiction of the State Cup Tournament Committee and Ohio North. No official, coach, club, league, referee, player, team or their representative(s) may invoke the aid of the Courts of any political or governmental entity without first exhausting all available remedies within the appropriate affiliated soccer organizations as set forth in these rules, the Constitution and Bylaws of Ohio North and of US Youth Soccer. For violations of this rule, the offending parties shall be subject to the sanctions of suspensions and fines, and shall be liable to Ohio North for all expenses incurred by these Associations and/or their officers as appropriate, in defending each court action, including but not limited to, court costs, attorney(s) fees and reasonable compensation or all time and expenses.

7.2. Alcohol and Illegal Drugs

1. Players and coaches are also prohibited from using any form of drugs/alcohol/tobacco at the playing site of the State Cup competition. The penalty for violation by player and/or coach may be disqualification from the State Cup competition.

7.3. Notices

1. The SC Chair or designee reserves the right to rule on any matter not specifically outlined in these rules.
2. All decisions by the SC Chair or designee are FINAL and shall not be the basis of a protest or an appeal nor shall any such decision be the basis for the withdrawal of a team or the refund of a team's application fee.
3. The Ohio North State Cup Competition rules are subject to change with or without notice.

Section 8: Referee Fees

1. Referees and Assistant Referees are appointed by Ohio North.
2. **Off-Site Preliminary Matches:** Ohio North will pay referees.
3. **Round Robin Weekend, Semi/Final Weekend, and Semi/Finals for 17U – 19/20U:** Ohio North Staff will be on site to pay all referee fees. Teams do not need fees for these games.

Addendum A - Bracket Format

Note: Groups with 2 letter combination will play all crossover games to create equal opponents.
(i.e. group B teams will play Group C team)

Twenty (20) teams

<u>Group A</u>	<u>Group B</u>	<u>Group C</u>	<u>Group D</u>	<u>Group E</u>
A1	B1	C1	D1	E1
A2	B2	C2	D2	E2
A3	B3	C3	D3	E3
A4	B4	C4	D4	E4

Quarterfinal Brackets:

1. A1 v WC3
2. B1 v WC2
3. C1 v WC1
4. D1 v E1

Semi Final Brackets

5. Winner of #1 v Winner of #4
6. Winner of #2 v Winner of #3

Final Bracket

Winner of #5 v Winner of #6

Nineteen (19) teams

<u>Group A</u>	<u>Group B</u>	<u>Group C</u>	<u>Group D</u>	<u>Group E</u>
A1*	B1	C1	D1	E1
A2*	B2	C2	D2	E2
A3*	B3	C3	D3	E3
	B4	C4	D4	E4

Quarterfinal Brackets: (Wildcards Excludes A)

1. A1 v WC3
2. B1 v WC2
3. C1 v WC1
4. D1 v E1

Semi Final Brackets

5. Winner of #1 v Winner of #4
6. Winner of #2 v Winner of #3

Final Bracket

Winner of #5 v Winner of #6

Eighteen (18) teams

<u>Group A/B</u>		<u>Group C/D</u>		<u>Group E/F</u>	
A1	B1	C1	D1	E1	F1
A2	B2	C2	D2	E2	F2
A3	B3	C3	D3	E3	F3

Quarterfinal Brackets:

1. A/B1 v WC2
2. C/D1 v WC1
3. E/F1 v A/B2
4. C/D2 v E/F2

Semi Final Brackets

5. Winner of #1 v Winner of #4
6. Winner of #2 v Winner of #3

Final Bracket

- Winner of #5 v Winner of #6

Seventeen (17) teams (Wildcards come from Group B-E. Excludes A)

<u>Group A</u>	<u>Group B/C</u>		<u>Group D</u>	<u>Group E</u>
A1*	B1	C1	D1	E1
A2*	B2	C2	D2	E2
A3*	B3	C3	D3	E3
			D4	E4

Quarterfinal Brackets:

1. A1 v WC3
2. B/C1 v WC2
3. C1 v WC1
4. D1 v E1

Semi Final Brackets

5. Winner of #1 v Winner of #4
6. Winner of #2 v Winner of #3

Final Bracket

- Winner of #5 v Winner of #6

Twelve (16) Teams

<u>Group A</u>	<u>Group B</u>	<u>Group C</u>	<u>Group D</u>
A1	B1	C1	D1
A2	B2	C2	D2
A3	B3	C3	D3
A4	B4	C4	D4

Quarterfinal Brackets:

1. A1 v D2
2. B1 v C2
3. C1 v B2
4. D1 v A2

Semi Final Brackets

5. Winner of #1 v Winner of #4
6. Winner of #2 v Winner of #3

Final Bracket

Winner of #5 v Winner of #6

Fifteen (15) Teams

<u>Group A</u>	<u>Group B</u>	<u>Group C</u>	<u>Group D</u>
A1*	B1	C1	D1
A2*	B2	C2	D2
A3*	B3	C3	D3
	B4	C4	D4

Quarterfinal Brackets:

1. A1 v D2
2. B1 v C2
3. C1 v B2
4. D1 v A2

Semi Final Brackets

5. Winner of #1 v Winner of #4
6. Winner of #2 v Winner of #3

Final Bracket

Winner of #5 v Winner of #6

Fourteen (14) Teams

<u>Group A</u>	<u>Group B</u>	<u>Group C/D</u>	
A1	B1	C1	D1
A2	B2	C2	D2
A3	B3	C3	D3
A4	B4		

Quarterfinal Brackets:

1. A1 v WC2
2. B1 v WC1
3. C/D1 v B2
4. C/D2 v A2

Semi Final Brackets

5. Winner of #1 v Winner of #4
6. Winner of #2 v Winner of #3

Final Bracket

Winner of #5 v Winner of #6

Thirteen (13) Teams

<u>Group A</u>	<u>Group B</u>	<u>Group C/D</u>	
A1*	B1	C1	D1
A2*	B2	C2	D2
A3*	B3	C3	D3
	B4		

Semi Final Brackets

1. A1 v WC
2. B1 v C/D1

Final Bracket

Winner of #1 v Winner of #2

Twelve (12) Teams

<u>Group A</u>	<u>Group B</u>	<u>Group C</u>
A1	B1	C1
A2	B2	C2
A3	B3	C3
A4	B4	C4

Semi Final Brackets

1. A1 v WC
2. B1 v C1

Final Bracket

Winner of #1 v Winner of #2

Eleven (11) Teams

<u>Group A</u>	<u>Group B</u>	<u>Group C</u>
A1*	B1	C1
A2*	B2	C2
A3*	B3	C3
	B4	C4

Semi Final Brackets

1. A1 v WC
2. B1 v C1

Final Bracket

Winner of #1 v Winner of #2

Ten (10) Teams

<u>Group A</u>	<u>Group B/C</u>	
A1	B1	C1
A2	B2	C2
A3	B3	C3
A4		

Semi Final Brackets

1. A1 v WC
2. B/C1 v B/C2

Final Bracket

Winner of #1 v Winner of #2

Nine (9) Teams

<u>Group A</u>	<u>Group B/C</u>	
A1*	B1	C1
A2*	B2	C2
A3*	B3	C3

Semi Final Brackets

1. A1 v B/C3
2. B/C1 v B/C2

Final Bracket

Winner of #1 v Winner of #2

Eight (8) Teams

Group A

A1
A2
A3
A4

Group B

B1
B2
B3
B4

Semi Final Brackets

1. A1 v B2
2. B1 v A2

Final Bracket

Winner of #1 v Winner of #2

Seven (7) Teams

Group A

A1*
A2*
A3*

Group B

B1
B2
B3
B4

Semi Final Brackets

1. A1 v B2
2. B1 v A2

Final Bracket

Winner of #1 v Winner of #2

Six (6) Teams

Group A

A1
A2
A3

Group B

B1
B2
B3

*Order of Rounds subject to change

Round 1

1. A1 v B1
2. A2 v B2
3. A3 v B3

Round 2

4. B1 v A3
5. B3 v A2
6. B2 v A1

Round 3

7. A1 v B3
8. A2 v B1
9. A3 v B2

Semi Final Brackets

10. Most in Pts vs 4th in Pts
11. 2nd in Pts vs 3rd in Pts

Final Bracket

Winner of #10 vs Winner of #11

Five (5) Teams

Group A

A1
A2
A3
A4
A5

*Order of Rounds subject to change

<u>Round 1</u>	<u>Round 2</u>	<u>Round 3</u>	<u>Round 4</u>	<u>Round 5</u>
A1 v A2	A3 v A1	A1 v A4	A5 v A1	A4 v A2
A3 v A4	A4 v A5	A2 v A5	A2 v A3	A5 v A3
A5 BYE	A2 BYE	A3 BYE	A4 BYE	A1 BYE

Final Bracket

Winner of Bracket vs 2nd of Bracket

Four (4) Teams

Group A

A1
A2
A3
A4

Final Bracket

Winner of Bracket vs 2nd of Bracket

3 (3) Teams

Group A

A1
A2
A3

*Order of Rounds subject to change

<u>Round 1</u>	<u>Round 2</u>	<u>Round 3</u>
A1 v A2	A2 v A3	A3 v A1
A3 BYE	A1 BYE	A2 BYE

Final Bracket

Winner of Bracket vs 2nd of Bracket

2 (2) Teams

Home and Away series. Aggregate scoring(no away goal rule).