



US YOUTH SOCCER

KANSAS STATE CUP

RULES OF COMPETITION

## Table of Contents

<b>Section I. Purpose</b> .....	3
<b>Section II. Format</b> .....	3
<b>Section III. Age Divisions</b> .....	3
<b>Section IV. Field &amp; Dimensions</b> .....	3
<b>Section V. Schedule</b> .....	3
<b>Section VI. Team Eligibility</b> .....	4
<b>Section VII. Roster Requirements</b> .....	4
<b>Section VIII. Roster Freeze Date</b> .....	5
<b>Section IX. Player Eligibility</b> .....	6
<b>Section X. Coach and Manager Eligibility</b> .....	7
<b>Section XI. Rule Violations – Coach, Team &amp; Player(s)</b> .....	7
<b>Section XII. Financial Obligations</b> .....	9
<b>Section XIII. Withdraw &amp; Refund Policy</b> .....	9
<b>Section XIV. Application Deadline</b> .....	10
<b>Section XV. Protest Procedures &amp; State Cup Hearing Committee</b> .....	10
<b>Section XVI. Team Check-In Procedure for Managers</b> .....	11
<b>US Youth Soccer Player Cards Verification Requirement</b> .....	12
<b>Section XVII. Grace Period for Teams</b> .....	12
<b>Section XVIII. Uniforms</b> .....	13
<b>Section XIX. Duration of the Match, Halftime, and Overtime Time</b> .....	13
<b>Section XX. Substitutions</b> .....	14
<b>Head Injury Temporary Substitution Rule</b> .....	14
<b>Section XXI. Weather Conditions</b> .....	15
<b>Section XXII. Seedings Method</b> .....	15
<b>Section XXIII. Qualifying Game Rules</b> .....	16
<b>Section XXIV. Final Authority</b> .....	16
<b>Section XXV. Scoring Method</b> .....	17
<b>Section XXVI. Tie-Breakers</b> .....	17
<b>Section XXVII. Kicks From the Penalty Mark Procedure</b> .....	18
<b>During Kicks from the Penalty Mark</b> .....	19
<b>Section XXVIII. Head Injuries Policy and Temporary Substitution</b> .....	20
<b>Section XXIX. Tournament Bracketing</b> .....	20
<b>Breakdown of Brackets and Group Play</b> .....	21



## Section I. Purpose

- a) These are the rules of the US Youth Soccer - Kansas State Cup for the 13-and-Under, 14-and-Under, 15-and-Under, 16-and-Under, 17-and-Under, 18-and-Under, & 19-and-Under Boys' and Girls' age divisions. The Midwest Regional Championships and US Youth Soccer National Championship Series rules are part of the US Youth Soccer Kansas State Cup Championship. Specific rules not covered in this document will be deferred to the Midwest Regional Championships and US Youth Soccer National Championship Series rules.

## Section II. Format

- a) 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.

## Section III. Age Divisions

- a) 13-and-Under through 19-and-Under Boys
- b) 13-and-Under through 19-and-Under Girls

## Section IV. Field & Dimensions

- a) Fields should be properly marked and ready by game time, with corner flags and nets in good condition.
- b) The referee's decision, as to whether any field is playable or not, cannot be protested.
- c) All State Cup field size recommendations listed below are within the US Youth Soccer National Championship Series Cup guidelines:

Age Group	Under 13 & 14	Under 15 & 16	Under 17, 18 & 19
Width	60 – 65 yards	65 – 70 yards	70 – 75 yards
Length	100 – 105 yards	100 – 115 yards	100 – 120 yards

- d) It is recommended that the grass length on the fields be between 1 ½ - 2 inches. Field/Sport turf is also an acceptable surface for State Cup matches.

## Section V. Schedule

- a) Fall State Cup (15U–19U Girls) around October/November (tentatively)
- b) Spring State Cup (13U–19U Boys and 13U–14U Girls) around May/June (tentatively)
  - i. Potentially Qualifying (Play-In) Games (based off team registrations)
  - ii. Group Play Games
  - iii. Semifinals/Finals



## Section VI. Team Eligibility

- a) The Kansas State Cup shall be open to any US Youth Soccer affiliated team provided such team is in compliance with all of the following requirements:
  - i. The team must be in good standing and in compliance with, and has not violated, any of the bylaws and policies of US Youth Soccer and the Kansas State Youth Soccer Association.
  - ii. The team has an approved Kansas State Youth Soccer roster in which *at least 51% of its players are Kansas residents.*
  - iii. The team has entered and competed into a qualifying league division approved by Kansas State Youth Soccer with a minimum of 4 other US Youth Soccer registered teams and the competition must consist of a minimum of one game against each of the 3 different teams (and cannot all be from one club) during the current seasonal year.
    - 19-and-Under teams are except as they have no league requirement
    - The Kansas State Youth Soccer Association shall determine whether participation in any amateur league shall qualify a youth team for National Championship Series competition under this policy.

## Section VII. Roster Requirements

- a) Every team participating in the National Championship Series competitions, including the qualifying leagues within Kansas State Youth Soccer shall have a team roster submitted and shall be presented with a game roster for every match or competition.
  - i. **Team Roster** – The team roster shall be approved by Kansas State Youth Soccer Registrar.
    - 13U-19U - team roster may have a maximum of **twenty-two (22)** and a minimum of **seven (7)** youth players on its “TEAM” roster at any given time during State Cup or at any time during the seasonal year.
    - Team rosters must demonstrate a continuity of rosters between the league and the National Championship Series State Cup competition by maintaining a **minimum of nine (9) players from the team’s league roster.**
    - At the time a team names its National Championship Series State Cup team roster it **may not have more than five (5) transferred players** from other clubs at the time of the roster freeze date.
      - ❖ 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.*
  - ii. **Game Roster** –The game roster shall be prepared by Kansas State Youth Soccer and given to the referee crew before the match. Every player listed on the game roster must be included on the team roster to be eligible to participate with the team.
    - 13U-19U - game rosters shall have a **maximum of eighteen (18) players** and a **minimum of seven (7) players.**



- Coaches will need to notify the referee crew prior to each game which 18 players that will be identified as game active players who will participate in the match.
- Any additional players listed on the game roster but not designated as game active may be seated with the team in its technical area for the match and will not be dress in the game uniforms being used by the game active players.
- The non-active players are held to the same standards of conduct specified in the Laws of the Game. Although these teams' members and team officials cannot commit misconduct or be shown a card, they may be expelled for irresponsible behavior. Any player sent off will not be allowed to participate in their next scheduled State Cup game.

#### Section VIII. Roster Freeze Date

- a) The official Kansas State Cup team roster will be frozen for all participating teams on a specific date prior to the tournament. That date will be posted on the [State Cup website](#) and communicated to all participating teams.
- b) No team may make any player changes to their roster. No player(s) may be added or deleted after the **SPECIFIC FREEZE DATE LISTED ON THE WEBSITE.**
- c) GUEST PLAYERS ARE NOT ALLOWED.**
- d) A copy of your frozen roster will be presented to you at check in prior to the competition at a specified check in location.
- e) Teams that participate in a State Cup Qualifying (Play In) game must submit a frozen roster prior to their qualifying match. Once a player is entered onto a Qualifying game roster, they cannot play on another team during State Cup or Presidents Cup, should their team not advance on.
- f) The roster, as of the date of the roster freeze, is the roster the team must play with throughout the duration of their participation in the state level of their respective cup competition.
- g) State Cup teams advancing to the Midwest Regional Championships or the National Championships may add or change club pass players in accordance with the rules and policies set forth by US Youth Soccer and the Midwest Region rules that govern participation in those events.
- h) Coach additions or deletions may be made to a frozen roster at any time during Kansas State Cup.



## Section IX. Player Eligibility

- a) A club may issue a club pass to any youth player, who is a registered youth player of the club to the team that youth player is to be rostered too, before the State Cup competition submits its National Championship Series roster at the time of the State Cup roster freeze date.
  - i. Each player participating in State Cup must be **'PRIMARY'** on their team's State Cup roster. ***Secondary players are no longer eligible to appear on a State Cup roster.***
- b) Kansas 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) In addition to the application of the club pass 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 Kansas Youth Soccer.
- d) 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 **13U and 14U age groups**, each player on the teams must be:
    - Of the age of the age group competition in which the team is participating in that seasonal year,
    - Or 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 **15U – 19U age groups**, each player on the team must be:
    - Of the age of the age group competition in which the team is participating in that seasonal year;
    - Or of the age of any younger age group, through the 13U age group, of that age group competition in which the team is participating in that seasonal year.
- e) A player may only play for **ONE TEAM** during any segment of the National Championships Series which can include: Kansas State Cup, Midwest Regional Championships, and the US Youth National Championships.
  - i. A player may not participate in more than one (1) State Cup each year.
    - ***Example: a team or player may not play in the Missouri State Cup and then the Kansas State Cup. They can only play in one or the other.***
- f) Players must be registered on teams within the Kansas State Youth Soccer Association unless written permission is obtained from both the KSYSA and other affected state associations. Players from other affiliated state youth associations



will be placed on KSYSA rosters with the proper paperwork that is required by both state associations.

- g) 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.
  - i. 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 KSYSA.

#### Section X. Coach and Manager Eligibility

- a) All coaches on the team roster must have a minimum of a *US Soccer D License* (Provision/State or National "D" License). A team must have a licensed coach on their bench at all times.
  - i. All teams participating in the Kansas State Cup must have a coach with a minimum of a US Soccer Provisional/State or National D License or the United Soccer Coaches (formerly National Soccer Coaches Association of America) National Diploma on its roster.
- 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.

#### Section XI. Rule Violations – Coach, Team & Player(s)

- 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) Ineligible Player(s):
  - i. Any team found guilty of using an ***ineligible player(s)*** is not eligible to compete further in the National Championships competitions in the current seasonal year.
  - ii. Any coach, manager, or team official found guilty of knowingly using an ***ineligible player(s)*** is not eligible to compete further in the National Championships 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.



- c) A player found guilty of submitting **falsified birth information** is prohibited from competing further in National Championships Series competitions in the current and subsequent seasonal year.
- d) Players sent off from any State Cup game shall
  - i. NOT be allowed to compete in their team's next played National Championship Series game(s).
  - ii. They may NOT be replaced for the remainder of the game.
  - iii. The State Cup Committee shall review every red card to determine whether or not to issue any additional suspension to the one (1) game automatic penalty.
  - iv. Player passes for anyone sent off shall be surrendered to State Cup Committee.
  - v. Player passes can then be picked up from the KSYSA mobile headquarters or office following the served suspension.
- e) Coaches/Managers/Trainers/Administrators – Any team official who fails to act in a responsible manner may be expelled from the field of play and its immediate surroundings at the Kansas State Cup, Midwest Regional Championships or National Championships will result in a penalty of no involvement with that team for one (1) National Championship Series game. Further suspension may be levied depending on the severity of the irresponsible behavior that was conducted. The State Cup Committee will conduct a hearing to review the situation if the guilty individual wishes to appeal the suspension.
- f) 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 Kansas 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, or as determined by the State Cup Committee, is a supporter of that team.
- g) Any suspension that is not fully served by the end of State Cup will carry-over to the next National Championship Series event. A suspension may carry-over into the next seasonal year.
- h) Each red card or team official being expelled shall be reviewed and finalized by the State Cup Committee. The Committee reserves the right to increase or lessen automatic suspensions at their discretion. State Cup Committee suspension decisions can be appealed.
- i) Red card appeals must be submitted within 48 hours of their communication with the individual in order to be heard.



## Section XII. Financial Obligations

- a) For any teams participating in the US Youth Soccer Midwest Regional Championships or National Championships as the State Champion or Wild Card:
  - i. If a team withdraws from the Midwest Regional Championships, the State Cup performance bond is forfeited. If a team withdraws from the Midwest Regional Championships and another Kansas 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 \$3,000 for not attending Midwest Regional Championships and \$3,000 for not attending the National Championships.***
  - ii. If the fine is not paid, then that team and club could be prevented from participating in all future KSYSA events until the fine is paid.
  - iii. The KSYSA office and club staff will make every reasonable effort to reach out and find a replacement for the team that withdraws.

## Section XIII. Withdraw & Refund Policy

- a) All refund requests in respect to a team's withdrawal from State Cup, and application fee, will be subject to the judgment of the State Cup Committee. ***Refunds are not guaranteed.*** See State Cup Refund Policy on [State Cup website](#).
- b) If a team seeks to withdraw from the Kansas State Cup ***prior*** to the ***registration deadline***, the team will ***receive a 100% refund***. The team will receive that full refund if the notification is submitted, received, and acknowledged by the KSYSA State Office and through the [Kansas Youth Soccer Refund Authorization Form](#).
- c) If a team seeks to withdraw from the Kansas State Cup ***prior*** to the official ***State Cup Draw***, they may do so but will ***forfeit 50% of the registration fee***. The team will receive that 50% refund if the notification is submitted, received, and acknowledged by the KSYSA State Office.
- d) If a team participates in a State Cup 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 as determined by the State Cup Committee.
- e) Games cancelled due to weather-related issues will NOT be considered for a refund.
- f) If a team withdraws ***after*** the ***State Cup draw***, the brackets will NOT be redrawn to be in compliance with State Cup tournament formats.
- g) If a team forfeits ***during*** the ***State Cup competition***, the team or club will forfeit their performance bond (\$300) and may be subject to an additional fine of up to \$1,000 and suspension from the subsequent State Cup tournament(s). Said fine and suspension will be determined by the State Cup Committee.



- h) The entry fee for all age groups at the Kansas State Cup will be posted on the [State Cup website](#). State Cup payment must be completed online at the time of registration. Fees will be processed after the registration deadline.
- i) Performance bond must be submitted by the club in the form of a check, cashier's check or money order if they have more than 3 teams participating in State Cup. The performance bond will be in the amount of \$900 for 3 teams or greater.
- j) Individual teams will submit a \$300 performance bond.

#### Section XIV. Application Deadline

- a) Applications and payment **MUST** be received in the Kansas State Youth Soccer Association state office by the date posted on the [State Cup website](#) and communicated to all participating teams.
- 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.
- c) A late fee of \$100 will be applied to teams that apply following the early registration deadline.

#### Section XV. Protest Procedures & State Cup Hearing Committee

- 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 \$100 in the form of money order or certified check payable to the Kansas State Youth Soccer Association.
  - iv. Two (2) copies of the protest shall be logged with the Kansas State Youth Soccer Association State Cup Chairperson within two (2) hours following the match to whom it relates.
- b) All protests will be heard by a State Cup Hearing Committee, which will be appointed by the Kansas State Youth Soccer Association **President** and **State Cup Chairperson** or by his/her representative.
- c) Decisions of referees are NOT grounds for protests: The decisions of the referee regarding facts connected with play, including whether or not 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 referee or the fourth official, provided that he/she has not restarted play or terminated the match.
- d) All decisions made by the State Cup Hearing Committee will be final.



## Section XVI. Team Check-In Procedure for Managers

- a) All teams are now **REQUIRED** to upload all the required documentation to check in for State Cup using the **FREE electronic upload link**. The link is secure and can only be accessed by KSYSA staff.
- b) State Cup Electronic Check In Documentation Link: [CLICK HERE!](#)
- c) Once you gather all team documents to register your team, scan them into PDF files for each doc type or into one PDF file.
  - i. Please use this labeling: **[Age Group] [Club] [Team Name] [Form Name]**
  - ii. **Example: “U16 Boys KSYSA CLUB Red Roster” and “U16 Boys KSYSA CLUB Red Medical Releases”** etc....
- d) Once all documents are uploaded the State Cup Committee will verify everything so all team managers need to do is bring in their US Youth Soccer Player Cards to a scheduled check in event, weekend or appointment.
- e) Effective for the **Fall of 2019 and Spring of 2020**, **any team that does NOT use the FREE electronic upload link** and wishes to bring in physical documentation (excluding the US Youth Soccer Player Cards) will need to **pay a \$10 fee to KSYSA** before any check in will begin.
- f) All uploaded documents are expected to be presented in the order listed below and in alphabetical order by last name:
  - i. **Official State Cup Frozen Roster**
    - This is the team’s roster after the roster freeze and all team managers should retain a copy with them during competition. Signatures no longer required on the copies of your roster.
  - ii. **Official Fall/Spring League State Roster**
    - This is the team’s first official roster given to you by your club registrar
  - iii. **US Youth Soccer Medical Release Forms** for all players.
    - The team managers should retain these forms with them during the competition in case of emergency.
    - The medical release forms DO NOT need to be notarized.
  - iv. **Proof of Age Documentation for All Roster Players**
    - **Acceptable documents are:** A birth certificate, a passport, a current driver’s license, an unexpired federal, state or local government identification card (if documentation of date of birth is required), a birth registration issued by an appropriate government agency or board of health records, a Uniformed Services Identification & Privilege Card, a birth registration issued by an appropriate government agency or board of health records.
    - **Not Accepted Documentation:** Hospital, baptismal and religious certificates will not be accepted in accordance with US Youth Soccer Rules, and Proof of age written in foreign languages must have English translations attached.



- v. Watch [Alliance for All Videos](#) & complete [Alliance for All Waiver Form](#).
  - vi. [Hotel Form](#) – Only if applicable to the team
- g) US Youth Soccer Player Cards Verification Requirement
- i. Player ID passes must be laminated with a current player picture.
  - ii. Each player's card is to be verified as primary, and list the club and team the player is rostered to in the State Cup competition.
- h) If any of these items are not uploaded before a check-in event, weekend or appointment, and are done so incorrectly, your team and/or specific players will be marked as 'ineligible' until the correct documents can be uploaded to the State Cup staff.
- i) Any incorrect documents must be corrected and brought to the KSYSA Office or State Cup headquarters prior to that team and/or player's participation in the event.
- j) Players are NOT required to be at Check-In event, weekend or appointment.
- k) If requested prior to games, failure to provide US Youth Soccer Player ID passes, the official roster and medical release forms will result in a forfeit of the game. Player(s) without approved USYS Player ID passes and medical releases MAY NOT play in State Cup games.

#### Section XVII. Grace Period for Teams

- a) There will be a 15-minute grace period from the scheduled game time to teams in the following instances:
- i. Teams without Player ID passes
  - ii. Teams without a minimum number of players (7 players) required to start the game
  - iii. Teams without one (1) properly registered or rostered licensed coach If the grace period has expired and the violations remain, the referee must report to the Kansas 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. A member of the referee crew should notify the State Youth Referee Administrator if this situation comes up.



Section XVIII. Uniforms

- a) All teams must wear uniforms that conform to National Championships Policy Rule 241 Section 3.
- b) Each player shall have a number on the player's jersey.
  - i. The number shall be affixed to the back of the jersey and shall be clearly visible.
  - ii. Each player on a team must wear a number different from the number of every other player on the team.
  - iii. **No taped or altered numbers will be allowed.**
  - iv. Goalkeepers do NOT need to have numbers.
- c) Goalkeepers must wear colors that distinguished them from other players and game referees.
- d) The first team listed is the HOME team.
- e) The **HOME** team shall wear **LIGHT COLOR** jerseys and socks.
- f) The **AWAY** team shall wear **DARK COLOR** jerseys and socks.
- g) In the event of a color conflict, the HOME team shall change to an alternate set of uniforms.
- h) Both teams shall be given an opportunity to change uniforms. The State Cup Committee will make the final determination if the uniforms are acceptable.

Section XIX. Duration of the Match, Halftime, and Overtime Time

- a) Overtime periods will NOT pertain to Group Play. Tie games at the end of regulation playing time in Group Play will stand as a tie.
- b) The overtime periods shall be played to completion. No golden goal.

**Kansas State Cup**

Age Group	Under 13 & 14	Under 15 & 16	Under 17, 18 & 19
Half Length	2 x 35 minutes	2 x 40 minutes	2 x 45 minutes
Halftime Interval	10 minutes	10 minutes	15 minutes
Stoppage Time	Added by the Referee as Needed		
<b>Overtime Procedures Only in Semifinals &amp; Finals</b>			
Overtime Periods	2 x 10 minutes	2 x 15 minutes	2 x 15 minutes
Overtime Intervals	2 minutes		

- c) The outcome of games tied after both overtimes are completed shall be determined by using the **Kicks from the Penalty Mark** in accordance with the FIFA Laws of the Game procedure.



Section XX. Substitutions

- a) All games shall be played with the substitution rules outlined in the National Championships Policy, including suspected head injury substitution policy (rule 242 section 3) with the following exceptions:
- b) Substitutions may occur on any stoppage of play with the approval of the referee.
- c) **Head Injury Temporary Substitution Rule** (per NCS Policy Rule 242, Section 3):
  - i. 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.
- d) 13U – 14U Age Groups
  - i. Unlimited substitutions will be permitted
- e) 15U – 19U Age Groups
  - i. Maximum of 7 substitutions for each team shall be allowed in each game during each half of play and during the entire overtime play.
  - ii. After leaving the game during a half of play, the substituted player may NOT re-enter the game during that same half of play.
  - iii. After leaving the game during overtime play, the substituted player may NOT re-enter the game. Both overtime periods are seen as one single half, so once you're out no matter the overtime period the player may not return or participate in Kicks from the Penalty Mark.

Age Group	Under 13 & 14	Under 15 & 16	Under 17, 18 & 19
<b>Subs in 1st Half</b>	Unlimited	Maximum of 7	Maximum of 7
<b>Subs in 2<sup>nd</sup> Half</b>	Unlimited	Maximum of 7	Maximum of 7
<b>Re-Entry in Same Half</b>	Yes	No	No
<b>Subs during Overtime Period</b>	Unlimited	Maximum of 7	Maximum of 7



## Section XXI. Weather Conditions

- a) Suspension of games due to weather and/or field conditions considered dangerous to the players, spectators, referees, coaches and tournament officials shall be at the discretion of the State Cup Committee, Complex and Referee Administrator.
- b) When the State Cup Committee has indicated play has been stopped via a complex warning system or horn, participants are expected to seek shelter immediately inside their vehicles. You must go to your vehicle; standing under a tent or concession stand-type awning is NOT safe.
- c) Do not leave the premises unless and/or until directed to do so by the State Cup Committee. Communication will be between the State Cup Committee and the team coordinator, who is charge with relaying the information to his/her coach and team via email, social media and or via weather alert text messages.
- d) Do not return to the fields until the State Cup Committee has indicated play will resume by way of multiple horn blast or the complex warning system along with email, social media and/or weather alert texts.
- e) If the first half of the game has been completed in full before any weather delay and the game cannot be started within a reasonable amount of time the game is official.
- f) If the game is stopped in the first half of a game when a weather delay was issued and will be re-started from that point of the game.
- g) All weather suspensions will be determined by the State Cup Committee representatives on site.

## Section XXII. Seedings Method

- a) The previous year's State Cup Champion, Finalist and Semi-finalists (if applicable) will be considered a "**Returning Team**" and will be automatically seeded 1-4 in each age group.
- b) The criteria for determining if a team is to be considered a "**Returning Team**" is as follows:
  - i. At the time of Roster Freeze Deadline which is posted on the [Kansas State Cup website](#), at least 51% or greater of the teams rostered players must have been on the previous year's State Cup roster.
  - ii. The team is rostered and the players are registered with the same member association/club as they were the previous seasonal year.
  - iii. The semi-finalists will be ranked on the basis of group play performances and be following tiebreaker procedure if applicable.



- c) All other teams that did not meet the “**Returning Team**” criteria will be randomly assigned to a group using a double blind draw format that is to be broadcasted via social media channel and will be known as the as “The Draw.”
- d) The Draw will be a separate document detailing the process and how it will be done. Please check the [Kansas State Cup website](#) after the application deadline closes.
- e) Kanas Youth Soccer reserves the right to seed teams in each age group as or when necessary.

### Section XXIII. Qualifying Game Rules

- a) For age groups where there is an odd number of entries, Qualifying Games will be utilized to reduce the number of teams, within an age group to an even number of teams, for group play (round-robin) purposes. Teams that lose a Qualifying Game will be reimbursed a prorated portion of their entry fee.
- b) Qualifying games will be scheduled by the participating teams within a time-frame designated by the Kansas Youth Soccer. Qualifying games are determined by a double-blind draw and must be played in accordance with the following:
  - i. If teams from different areas of the state are drawn to play each other in a Qualifying game, teams will work to find a location that is mutually beneficial for both team’s travel plans.
    - *Example:* if there is a team from Wichita and a team from Overland Park drawn into a play-in game against one another, teams should play in Emporia or Ottawa.
- c) Teams that are currently participating in the National League or Midwest Conference in Premier I or Premier II as a Kansas representative shall not be entered into a Qualifying game (if the bracket allows for it)
- d) Teams that are “playing up” in an age group shall be the first teams entered into a Qualifying game, should they be necessary.
  - i. *Example:* If a 12U team is playing up in a 13U age group, the 12U team shall be entered into the Qualifying game first before any 13U teams.

### Section XXIV. Final Authority

- a) The Kansas 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
  - ii. Weather Delays
  - iii. Rescheduling of games
  - iv. Seedings & Bracketing
  - v. Changing of fields
  - vi. Suspensions
  - vii. Changing of sites
  - viii. Fines



## Section XXV. 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 group play, the team will not be allowed to advance out of their group.
  - iv. A forfeit will be recorded as a score of 4-0 to the winning team.

## Section XXVI. 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 differential** (goals scored minus goals against) with a maximum of four (4) goals per game.
    - *Example:* If the score were 8-3, the calculation would be +4 goals for the winning team, -4 goals for the losing team. If the score were 6-4, the calculation would be +2 goals for the winning team and -2 goals for the losing team.
  - iv. **Fewest Goals Allowed.**
  - v. **Kicks from the Penalty Mark** (If two or more teams are required to go to penalty kicks they will be scheduled thirty (30) minutes after the completion of last game of teams involved.)
    - *If Kicks from the Penalty Mark is required as a tie breaker to determine which teams advance out of group play into the knock-out rounds, rather than as a means of determining a winner from any one specific game (i.e. to advance to the semi-finals or determining a winner in a final), after all other tie breakers have been exhausted, then, kicks from the penalty mark as a tie-breaking procedure and not to determine an outright winner of any one specific game. Essentially, in this circumstance, it doesn't matter which players from either team participate in the kicks as a tie breaking procedure since you could, probably, have two teams participating in the procedure that were not playing against each other in their last game resulting in the administrative tie. The only requirement in this circumstance would be the adherence to FIFA/USSF procedures for kicks AND that every player participating in the procedure is listed on the team roster.*
    - *Once kicks from the penalty mark have begun, there is no further application of the "reduce to equate" principle. If a player must leave through injury or misconduct, that player may not be replaced and the opposing team does not have to reuse its numbers (A goalkeeper who is injured may be replaced, but only if the team has substitutions remaining.)*



- b) In the event that **three (3) teams are tied equally in the group play, and you remain evenly tied through all the other tie breaker procedures listed above**, then KSYSA will notify you of being in a 3-way penalty kick playoff to determine who advances out of the group as a last resort.
- i. Two (2) of the three (3) teams will kick against each other following the penalty kick procedure described in the State Cup Rules.
  - ii. To determine which teams will kick first, the following procedure will be used:
    - All three (3) coaches will be given a coin of equal size and weight (preferably the State Cup coin for that year).
    - 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.
    - 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.
  - iii. If all three (3) coaches flip the same, subsequent flips will happen until there is an odd man out.
  - iv. The winner of the first kick will then kick against the remaining team.

#### Section XXVII. Kicks From the Penalty Mark Procedure

- a) The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.
- b) The referee flips a coin to determine the goal at which the kicks will be taken unless weather, field conditions or crowd control issues arise that prevent one side of the field. Then it is at the discretion of the referee, with the recommendations of the State Youth Referee Administrator or State Cup Committee to make a decision based on what's best for the game at the time.
- c) With the exception of a substitute for a goalkeeper who is unable to continue, **only players who are on the field of play or are temporarily off the field of play** (injury, adjusting equipment etc.) at the end of the match are eligible to take kicks.
- d) Each team is responsible for selecting from the eligible players the order in which they will take the kicks. The referee is NOT informed of the order.
- e) If at the end of the match and before or during the Kicks from the Penalty Mark with one team having a greater number of players than its opponents, it **must reduce its numbers to the same number as its opponents** ("reduce to equate") and the referee must be informed of the name and number of each player excluded. Any excluded player is not eligible to take part in the kicks (except as outlined below). The team captain shall have this responsibility.



- f) A goalkeeper who is unable to continue before or during the kicks may be replaced by a player excluded to equalize the number of players or, if their team has not used its maximum permitted number of substitutes, a named substitute, but the replaced goalkeeper takes no further part and may not take a kick.
- g) If the goalkeeper has already taken a kick, the replacement may not take a kick until the next round of kicks

### **During Kicks from the Penalty Mark**

- a) Only eligible players and referees are permitted to remain on the field of play.
- b) All eligible players, except the player taking the kick and the two goalkeepers, must remain within the center circle.
- c) The goalkeeper of the kicker must remain on the field of play, outside the penalty area, on the goal line where it meets the penalty area boundary line.
- d) An eligible player may change places with the goalkeeper.
- e) The kick is completed when the ball stops moving, goes out of play or the referee stops play for any offence; the kicker may not play the ball a second time.
- f) The referee keeps a record of the kicks.
- g) If the goalkeeper commits an offence and, as a result, the kick is retaken, the goalkeeper must be cautioned.
- h) If the kicker is penalized for an offence committed after the referee has signaled for the kick to be taken, that kick is recorded as missed and the kicker is cautioned.
- i) If both the goalkeeper and kicker commit an offence at the same time:
  - i. if the kick is missed or saved, the kick is retaken and both players cautioned
  - ii. if the kick is scored, the goal is disallowed, the kick is recorded as missed and the kicker cautioned
- j) **SUBJECT TO THE CONDITIONS EXPLAINED BELOW, BOTH TEAMS TAKE FIVE KICKS**
  - i. The kicks are taken alternately by the teams.
  - ii. If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
  - iii. If, after both teams have taken five kicks, the scores are level kicks continue until one team has scored a goal more than the other from the same number of kicks.



- iv. Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
  - v. The above principle continues for any subsequent sequence of kicks but a team may change the order of kickers.
  - vi. Kicks from the penalty mark must not be delayed for a player who leaves the field of play. The player's kick will be forfeited (not scored) if the player does not return in time to take a kick.
- k) SUBSTITUTIONS AND SEND OFFS DURING KICKS FROM THE PENALTY MARK
- i. A player, substitute or substituted player may be cautioned or sent off.
  - ii. A goalkeeper who is sent off must be replaced by an eligible player.
  - iii. A player other than the goalkeeper who is unable to continue may not be replaced.
  - iv. The referee must not abandon the match if a team is reduced to fewer than seven (7) players.

#### Section XXVIII. Head Injuries Policy and Temporary Substitution

- a) *National Championship Series Policy Rule 242, Section 3*: 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.

#### Section XXIX. Tournament Bracketing

- a) The following formats will be used depending on the number of entries in each age division:
- b) For age groups where there is an odd number of entries, Qualifying Games will be utilized to reduce the number of teams, within an age group to an even number of teams, for group play (round-robin) purposes. Teams that lose a Qualifying Game will be reimbursed a prorated portion of their entry fee.
- c) Qualifying games will be scheduled by the participating teams within a time-frame designated by the Kansas Youth Soccer. Qualifying games must be played in accordance with the following:
- d) If teams from different areas of the state are drawn to play each other in a Qualifying game, teams will work to find a location that is mutually beneficial for both team's travel plans.
  - i. Example: if there is a team from Wichita and a team from Overland Park drawn into a play-in game against one another, teams should play in Emporia or Ottawa.



Breakdown of Brackets and Group Play

1. **One (1) entry in an age division will have no game. Team declared Champion.**

2. **Two (2) entries in will be a one game final. Winner declared Champion.**

<b>One Game Final</b>
A1 vs A2

3. **Three (3) entries will be group play.**

- #1 and #2 Returning Team seeds awarded before draw.
- A1 & A2 advance to final.

<b>Group Play</b>
*A1 = #1
*A2 = #2
A3 = #3

<b>Final</b>
A1 vs A2

4. **Four (4) entries will be group play. Top two finishers advance to Final.**

- Bracket A = 4 teams.
- A1 & A2 advance to final.
- #1 and #2 Returning Team seeds awarded before draw.

<b>Group Play</b>
*A1 = #1
*A2 = #2
A3 = #3
A4 = #4

<b>Final</b>
A1 vs A2

5. **Five (5) entries will have Qualifying Game to match Group of 4 setup:**

- Qualifying Game (QG): Teams #4 & #5 for the final spot in Bracket A.
- #1 & #2 Returning Team seeds can't be entered into the Qualifying games.
- See Group of 4 entries setup above.

<b>Group Play</b>
*A1 = #1
*A2 = #2
A3 = #3
A4 = QG: #4 vs #5

**NOTE: For six (6) to nine (9) entries, the seeding would be as follows:**

- Seeds #1 and #4 would be in Bracket A.
- Seeds #2 and #3 would be in Bracket B

<b>Bracket A</b>
*A1 = #1
*A2 = #4

<b>Bracket B</b>
*B1 = #2
*B2 = #3



**6. Six (6) entries will play two (2) group games and then be re-seeded based on results in the event**

- Bracket A = 3 teams. Bracket B = 3 teams.
- #1-4 Returning Team seeds awarded before draw.
- New Seeding of #1-4 will be in the semi-finals after two group play games.
- New Seeding of #5-#6 will play a consolation match

<b>Bracket A – Play 2 Games</b>
A1 = #1
A2 = #4
A3 = #6

<b>Bracket B – Play 2 Games</b>
B1 = #2
B2 = #3
B3 = #5

<b>Re-Seeded after 2 games</b>
SF: #1 vs #4
SF: #3 vs #2
Consolation: #5 vs #6

**7. Seven (7) entries will have Qualifying Game to match Group of 6 setup:**

- Qualifying Game (QG): Teams #6 & #7 for final spot in Bracket A.
- Bracket A = 4 teams. Bracket B = 3 teams.
- #1-4 Returning Team seeds cannot be entered into the Qualifying games.
- See Group of 6 entries setup above.

<b>Bracket A – Play 2 Games</b>
A1 = #1
A2 = #4
A3 = QG: #6 vs #7

<b>Bracket B – Play 2 Games</b>
B1 = #2
B2 = #3
B3 = #5

**8. Eight (8) entries will be group play games as follows:**

- Bracket A = 4 teams. Bracket B = 4 teams.
- Winners from A & B advance to Final.
- #1-4 Returning Team seeds awarded before draw.

<b>Bracket A</b>
*A1 = #1
A2 = #4
A3 = #5
A4 = #8

<b>Bracket B</b>
*B1 = #2
B2 = #3
B3 = #6
B4 = #7

<b>FINAL</b>
A1 vs B1

**9. Nine (9) entries will have Qualifying Game to match Group of 8 setup:**

- Qualifying Game (QG): Teams #8 & #9 for final spot in Bracket A.
- Bracket A = 4 teams. Bracket B = 4 teams.
- #1-4 Returning Team seeds cannot be entered into the Qualifying games.
- See Group of 8 entries setup above.

<b>Bracket A</b>
*A1 = #1
A2 = #4
A3 = #5
A4 = #8 vs #9

<b>Bracket B</b>
*B1 = #2
B2 = #3
B3 = #6
B4 = #7



**10. Ten (10) entries will be group play with brackets as follows:**

- Bracket A = 4 teams. Bracket B = 3 teams Bracket C = 3 teams.
- #1-4 Returning Team seeds awarded before draw.
- Winners from A, B, & C plus a wildcard advances on next highest points.
- Semifinals: A1 vs WC and B1 vs C1

Bracket A
*A1 = #1
A2 = #6
A3 = #7
A4 = #10

Bracket B
*B1 = #2
B2 = #5
B3 = #8

Bracket C
*C1 = #3
C2 = #4
C3 = #9

Semifinals
A1 vs WC
B1 vs C1

**11. Eleven (11) entries will have Qualifying Game to match Group of 10 setup:**

- Qualifying Game (QG): Teams #10 & #11 for final spot in Bracket A.
- Bracket A = 4 teams. Bracket B = 3 teams Bracket C = 3 teams.
- #1-4 Returning Team seeds cannot be entered into the Qualifying games.
- See Group of 10 entries setup above.

Bracket A
*A1 = #1
A2 = #6
A3 = #7
A4 = QG: #10 vs #11

Bracket B
*B1 = #2
B2 = #5
B3 = #8

Bracket C
*C1 = #3
C2 = #4
C3 = #9

**12. Twelve (12) entries will be group play with brackets as follows:**

- Bracket A = 4 teams. Bracket B = 4 teams. Bracket C = 4 teams.
- #1-4 Returning Team seeds awarded before draw.
- Winners from A, B, & C plus a wildcard advances on next highest points.
- Semifinals: A1 vs WC and B1 vs C1

Bracket A
*A1 = #1
A2 = #6
A3 = #7
A4 = #12

Bracket B
*B1 = #2
B2 = #5
B3 = #8
B4 = #11

Bracket C
*C1 = #3
C2 = #4
C3 = #9
C4 = #10

Semifinals
A1 vs WC
B1 vs C1

**13. Thirteen (13) entries will have Qualifying Game to match Group of 12 setup:**

- Qualifying Game (QG): Teams #12 & #13 for final spot in Bracket A.
- Bracket A = 4 teams. Bracket B = 4 teams Bracket C = 4 teams.
- #1-4 Returning Team seeds cannot be entered into the Qualifying games.
- See Group of 12 entries setup above.

Bracket A
*A1 = #1
A2 = #6
A3 = #7
A4 = QG: #12 vs #13

Bracket B
*B1 = #2
B2 = #5
B3 = #8
B4 = #11

Bracket C
*C1 = #3
C2 = #4
C3 = #9
C4 = #10



**NOTE: For fourteen (14) to seventeen (17) entries, the seeding will be as follows:**

- Seed #1 will be in Bracket A and Seed #2 will be in Bracket B
- Seed #3 will be in Bracket C and Seed #4 will be in Bracket D

<b>Bracket A</b>	<b>Bracket B</b>	<b>Bracket C</b>	<b>Bracket D</b>
A1 = #1	B1 = #2	C1 = #3	D1 = #4
A2	B2	C2	D2
A3	B3	C3	D3
A4	B4	C4	D4

**14. Fourteen (14) entries will be group play with brackets as follows:**

- Bracket A = 4 teams. Bracket B = 4 teams.
- Bracket C = 3 teams. Bracket D = 3 teams.
- #1-4 Returning Team seeds awarded before draw.
- Winners from A, B, C & D advance on to semifinals.
- Semifinals: A1 vs D1 and B1 vs C1

<b>Bracket A</b>	<b>Bracket B</b>	<b>Bracket C</b>	<b>Bracket D</b>	<b>Semifinals</b>
*A1 = #1	*B1 = #2	*C1 = #3	*D1 = #4	A1 vs D1
A2 = #8	B2 = #7	C2 = #6	D2 = #5	B1 vs C1
A3 = #9	B3 = #10	C3 = #11	D3 = #12	
A4 = #14	B4 = #13			

**15. Fifteen (15) entries will have a Qualifying Game to match Group of 14 setup:**

- Qualifying Game (QG): Teams #14 & #15 for final spot in Bracket A.
- Bracket A = 4 teams. Bracket B = 4 teams.
- Bracket C = 3 teams. Bracket D = 3 teams.
- #1-4 Returning Team seeds cannot be entered into the Qualifying games.
- See Group of 14 entries setup above.

<b>Bracket A</b>	<b>Bracket B</b>	<b>Bracket C</b>	<b>Bracket D</b>
*A1 = #1	*B1 = #2	*C1 = #3	*D1 = #4
A2 = #8	B2 = #7	C2 = #6	D2 = #5
A3 = #9	B3 = #10	C3 = #11	D3 = #12
A4 = QG: #14 vs #15	B4 = #13		

**16. Sixteen (16) entries in will be group play with brackets as follows:**

- Bracket A = 4 teams. Bracket B = 4 teams.
- Bracket C = 4 teams. Bracket D = 4 teams.
- #1-4 Returning Team seeds awarded before draw.
- Winners from A, B, C & D advance on to semifinals.
- Semifinals: A1 vs D1 and B1 vs C1

<b>Bracket A</b>	<b>Bracket B</b>	<b>Bracket C</b>	<b>Bracket D</b>	<b>Semifinals</b>
*A1 = #1	*B1 = #2	*C1 = #3	*D1 = #4	A1 vs D1
A2 = #8	B2 = #7	C2 = #6	D2 = #5	B1 vs C1
A3 = #9	B3 = #10	C3 = #11	D3 = #12	
A4 = #16	B4 = #15	C4 = #14	D4 = #13	



**17. Seventeen (17) entries will have Qualifying Game to match Group of 16 setup:**

- Qualifying Game (QG): Teams #16 & #17 for final spot in Bracket A.
- Bracket A = 4 teams. Bracket B = 4 teams.
- Bracket C = 4 teams. Bracket D = 4 teams
- #1-4 Returning Team seeds cannot be entered into the Qualifying games.
- See Group of 16 entries setup above.

<b>Bracket A</b>	<b>Bracket B</b>	<b>Bracket C</b>	<b>Bracket D</b>
*A1 = #1	*B1 = #2	*C1 = #3	*D1 = #4
A2 = #8	B2 = #7	C2 = #6	D2 = #5
A3 = #9	B3 = #10	C3 = #11	D3 = #12
A4 = QG: #16 vs #17	B4 = #15	C4 = #14	D4 = #13

**NOTE: For eighteen (18) to twenty (20) entries, the seeding will be as follows:**

- Seed #1 will be in Bracket A and Seed #2 will be in Bracket B
- Seed #3 will be in Bracket C and Seed #4 will be in Bracket D

<b>Bracket A</b>	<b>Bracket B</b>	<b>Bracket C</b>	<b>Bracket D</b>	<b>Bracket E</b>
A1 = #1	B1 = #2	C1 = #3	D1 = #4	E1 = #5
A2	B2	C2	D2	E2
A3	B3	C3	D3	E3
A4	B4	C4		

**18. Eighteen (18) entries in will be group play with brackets as follows:**

- Bracket A = 4 teams. Bracket B = 4 teams. Bracket C = 4 teams.
- Bracket D = 3 teams. Bracket E = 3 teams.
- #1-4 Returning Team seeds awarded before draw.
- Winners from A, B, C, D, & E and 3 wildcards (next highest points) advance to Quarterfinals.
- Quarterfinals: A1 vs WC #3; B1 vs WC #2; C1 vs WC #1; and D1 vs E1
- Semifinals: [A1 or WC#3] vs [D1 or E1] and [B1 or WC#2] vs [C1 or WC#1]

<b>Bracket A</b>	<b>Bracket B</b>	<b>Bracket C</b>	<b>Bracket D</b>	<b>Bracket E</b>
*A1 = #1	*B1 = #2	*C1 = #3	*D1 = #4	*E1 = #5
A2 = #10	B2 = #9	C2 = #8	D2 = #7	E2 = #6
A3 = #11	B3 = #12	C3 = #13	D3 = #14	E3 = #15
A4 = #18	B4 = #17	C4 = #16		

<b>Quarterfinals</b>
A1 vs WC#3
B1 vs WC#2
C1 vs WC#1
D1 vs E1

<b>Semifinals</b>
[A1 vs WC#3] vs [B1 vs WC#2]
[C1 vs WC#1] vs [D1 vs E1]



**19. Nineteen (19) entries will have Qualifying Game to match Group of 18 setup:**

- Qualifying Game (QG): Teams #18 & #19 for final spot in Bracket A.
- Bracket A = 4 teams. Bracket B = 4 teams. Bracket C = 4 teams.
- Bracket D = 3 teams. Bracket E = 3 teams.
- #1-4 Returning Team seeds cannot be entered into the Qualifying games.
- See Group of 18 entries setup above.

Bracket A	Bracket B	Bracket C	Bracket D	Bracket E
*A1 = #1	*B1 = #2	*C1 = #3	*D1 = #4	*E1 = #5
A2 = #10	B2 = #9	C2 = #8	D2 = #7	E2 = #6
A3 = #11	B3 = #12	C3 = #13	D3 = #14	E3 = #15
A4 = QG: #18 vs #19	B4 = #17	C4 = #16		

**20. Twenty (20) 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. Bracket E = 4 teams.
- #1-4 Returning Team seeds awarded before draw.
- Winners from A, B, C, D, & E and 3 wildcards (next highest points) advance to Quarterfinals.
- Quarterfinals: A1 vs WC #3; B1 vs WC #2; C1 vs WC #1; and D1 vs E1
- Semifinals: [A1 or WC#3] vs [D1 or E1] and [B1 or WC#2] vs [C1 or WC#1]

Bracket A	Bracket B	Bracket C	Bracket D	Bracket E
*A1 = #1	*B1 = #2	*C1 = #3	*D1 = #4	*E1 = #5
A2 = #10	B2 = #9	C2 = #8	D2 = #7	E2 = #6
A3 = #11	B3 = #12	C3 = #13	D3 = #14	E3 = #15
A4 = #20	B4 = #19	C4 = #18	D4 = #17	E4 = #16

  

Quarterfinals	Semifinals
A1 vs WC#3	[A1 vs WC#3] vs [B1 vs WC#2]
B1 vs WC#2	[C1 vs WC#1] vs [D1 vs E1]
C1 vs WC#1	
D1 vs E1	

**For more than Twenty (20) teams, the KSYSA State Cup Committee will release the formatting shortly after the application deadline.**

