



KANSAS STATE CUP

RULES

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.

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.

III. AGE DIVISIONS

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

IV. 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. Pool Play Games
 - iii. Semifinals/Finals



V. 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 50% 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.
 - iv. 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.

VI. 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.
 - 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)** 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.



- iii. 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.
- b. 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.
 - 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.*

VII. ROSTER FREEZE DATE

- a. The official Kansas State Youth Soccer Association 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 KSYSA 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.

VIII. 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 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 U13 and U14 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 U15 - U19 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 U13 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: the Kansas State Cup, the Midwest Regional 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 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 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.



IX. COACH AND MANAGER ELIGIBILITY

- a. All coaches must have a minimum of a USSF “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 USSF 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.

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 birth 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). He/She may not be replaced for the remainder of the game. The State Cup Committee shall review each red card and determine whether or not to issue an additional suspension to the one (1) game automatic penalty. Player passes for anyone ejected shall be surrendered to State Cup officials. Player passes can then be picked up from the KSYSA mobile office following the suspension.
- f. Coaches/Managers/Trainers/Administrators – Any Coach, Manager, Trainer or Administrator sent off at Kansas State Cup, Regionals or Nationals will result in a penalty of no involvement with that team for one National Championship Series game. Further suspension may be levied depending on the severity of the sendoff. A hearing review will be conducted if the guilty individual wishes to appeal the suspension.
- g. Coaches and other team officials shall be subject to all rules pertaining to misconduct contained in this policy, including cautions, ejections and standard suspension. Any other individuals who may be reasonably construed as being associated with a team, such as relatives and spectators, are also subject to the jurisdiction and authority of 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 KSYSA State Cup Committee, is a supporter of that team.

- h. 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.
 - i. Each red card shall be reviewed and finalized by the Hearing Committee. The Committee reserves the right to increase or lessen automatic suspensions at their discretion. Hearing Committee suspension decisions can be appealed.
 - ii. Red card appeals must be submitted within 48 hours of their communication with the individual in order to be heard.

XI. COST

- a. 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.
- b. 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 Region 2 Championship 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.

XII. WITHDRAWAL & 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.***
 - i. 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.
 - ii. 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.
 - iii. Games cancelled due to weather-related issues will NOT be considered for a refund.



- iv. If a team withdraws *after* the *State Cup draw*, the brackets will not be redrawn to be in compliance with State Cup tournament formats.
- v. 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 up to \$500 and suspension from the subsequent State Cup tournament(s). Said fine and suspension will be determined by the State Cup Committee.
- vi. The entry fee for all age groups at the Kansas State Cup will be posted on the KSYSA website. State Cup payment must be completed online at the time of registration. Fees will be processed after the registration deadline.
- vii. 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.
- viii. Individual teams will submit a \$300 performance bond.

XIII. APPLICATION DEADLINE

- a. Applications and payment **MUST** be received in the Kansas State Youth Soccer Association state office by the date posted on the tournament webpage 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.

XIV. PROTEST PROCEDURES

- a. All protests:
 - i. Shall be filed in writing.
 - ii. Must contain the particulars on the grounds upon which the protest is filed;
 - iii. Must be accompanied by the Appeal/Protest fee of \$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 game officials 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.

XV. TEAM CHECK-IN / GRACE PERIOD

- a. Each team manager/coach shall bring the following to the team check-in:
 - i. Two (2) official State Cup rosters; (1) From the fall (your first official roster given to you by your club registrar) (2) Your current frozen roster (the team must also have an additional copy available at the field for all State Cup games). Signatures are no longer required on the copies of your roster.
 - ii. Copies of US Youth Soccer Medical Release Forms for all players. These will be verified by the check-in individuals. The teams will retain the release forms. The medical release forms DO NOT need to be notarized.
 - iii. Laminated US Youth Soccer Player ID passes with a current player picture.
 - iv. Documentation of every player to verify proof of age.
 - **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. Each player's card is to be verified, primary or club pass, and list the team the player is participating in State Cup with.
 - vi. Code of Conduct Sheet (to be provided online).
 - vii. If any of these items are not brought to check-in, and are done so incorrectly, your team and/or specific players will be marked as 'ineligible' until the correct documents can be presented to the State Cup staff.
 - viii. 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.
- b. KSYSA officials will provide a team contact sheet via online webform, which each team is required to complete.
- c. PLAYERS ARE NOT REQUIRED TO BE AT CHECK-IN



- d. If requested prior to games, failure to provide Player ID passes, the official signed roster and medical release forms will result in a forfeit of the game. Player(s) without approved Player ID passes and medical releases may not play in State Cup games.
- e. There will be a 15-minute grace period from the scheduled game time in the following instances.
 - i. Teams without Player ID passes
 - ii. Teams without a minimum number of 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 Youth Soccer Association 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.

XVI. GAME FORMATS

<u>Divisions</u>	<u>Game Length</u>	<u>Ball Size</u>
13U/14U	2 x 35 minutes	#5
15U/16U	2 x 40 minutes	#5
17U/19U	2 x 45 minutes	#5

- a. Overtime periods will not pertain to bracket play. Tie games at the end of regulation playing time in robin pool play will stand as a tie.
- b. The overtime periods shall be played to completion. No golden goal.
 - i. Overtime Periods:
 - 13U/14U- 2 x 10 minutes
 - 15U/16U- 2 x 15 minutes
 - 17U/19U- 2 x 15 minutes
- c. 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.
- d. If a team finishes the match with a greater number of players than their opponent, they shall reduce to equate with that of their opponent and inform the referee of the name and number of each player excluded, from kicks from the penalty spot after regulation time has expired. The team captain shall have this responsibility.
- e. A coin toss shall be used to determine who kicks first. The first team listed is the HOME team.
- f. The VISITING team is responsible for changing jerseys when there is a conflict.



XVII. SUBSTITUTIONS

- a. 13U-14U:
 - i. Unlimited substitutions will be permitted at any stoppage of play with referee’s approval.

- b. 15U-19U:
 - i. Substitutions will be allowed at any stoppage of play with referee’s approval.
 - ii. A player who has been substituted out of the game may not re-enter in that half.

- c. Overtime period will be considered a separate period and re-entry will be allowed in accordance with National Championship Series Rules.

XVIII. GAME CONDITIONS (WEATHER AND FIELDS)

- a. Suspension of games due to weather and/or field conditions considered dangerous to the players shall be at the discretion of the referee. If the first half of the game has been completed the game is official. If the game is stopped in the first half the game will be re-started from that point of the game.

- b. All weather suspensions will be determined by the State Cup Committee representatives on site.

- c. All State Cup field size recommendations listed below are within the US Youth Soccer National Championship Series Cup guidelines

<u>Division</u>	<u>Width</u>	<u>Length</u>
13U/14U	60 – 65 yards	100 – 105 yards
15U/16U	65 – 70 yards	100 – 115 yards
17U/19U	70 – 75 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.



XIX. CUP DRAW / BRACKET UNVEILING METHOD

- a. Teams will be awarded points based on coach's rankings of the teams in the age group. Coaches are not allowed to rank their own team. A point system will be applied to the age group based on the number of teams entered in the division. The two (2) semi-finalists, the runner-up, and champion from the previous year's State Cup shall be awarded an additional number of points during the ranking process; along with teams that have participated in the prior seasons, or years, National League, Midwest Conference Premier Division I or Midwest Conference Premier Division II. See example for age group ranking scenario in section XIXe. See Section XXIII of the State Cup Rules for the specific bracket seeding arrangements based on the number of teams in the appropriate age group.
 - i. Additional Point Allocation System
 - a) State Cup Champion – 4 points
 - b) State Cup Runner Up – 3 points
 - c) State Cup Semi Finalist – 1 point
 - d) National League Participant
 - i. 3 point for highest finish from Kansas team
 - ii. 1.5 point for all other Kansas teams in the same division
 - iii. In the event of division standing ties, all teams would be awarded 1.5 point total.
 - e) Midwest Conference Participant
 - i. Premier I Division
 - 2 point for highest finish from Kansas team
 - 1 point for all other Kansas teams in the same division
 - In the event of division standing ties, all teams would be awarded 1 point total.
 - ii. Premier II Division
 - 1 point for highest finish from Kansas team
 - 0.5 point for all other Kansas teams in the same division
 - In the event of division standing ties, all teams would be awarded 0.5 point total
 - ii. Teams must display at least 50% or more of the previous year's state cup roster in order to receive additional allocation points based on previous year's state cup standings.
 - iii. 13U age groups will solely be based off the coach rankings to determine brackets.
 - b. Teams that are currently participating in the National League or Midwest Conference (in Premier I or Premier II) as Kansas representatives shall not be entered into Qualifying games (if the bracket allows for it).
 - c. Teams that finished 1st or 2nd in their bracket at the previous year's State Cup shall not be entered into Qualifying games (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. For 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 the 13U teams.
- e. In the event teams are tied after all points are tallied up, the following tie breakers will be utilized:
 - i. Team will be awarded the higher seed based on previous year's state cup finish
 - ii. Coin toss to determine the higher

Scenario: The 19U boys age group has five (5) teams that have entered for the state cup event. Team E was the state cup champion the year before, Team C was the state cup runner up from the year before. Both Team C and Team E participated in the Midwest Conference Premier I Division, with Team C finishing higher in the division. All teams have at least 50% of their roster from the previous year's state cup on this current roster. Point totals from the coach submitted rankings are as follows:

- i. Team A – 8 points
- ii. Team B – 6 points
- iii. Team C – 13 points *State Cup Runner Up, MWC PI Participant
- iv. Team D – 13 points
- v. Team E – 15 points ** State Cup Champion, MWC PI Participant

Once the initial coach rankings are compiled, the point allocation system will go into effect from section XIX.a.i

- Team A – no additional points
- Team B – no additional points
- Team C – 3 additional points for State Cup Runner Up and 2 points for the higher finish in MWC PI
- Team D – no additional points
- Team E – 4 additional points for State Cup Champion and 1 additional point for participating in MWC PI Division

Final Team rankings with all points included

- Team E – $15+5 = 20$ points
- Team C – $13+5 = 18$ points
- Team D – $13+0 = 13$ points
- Team A – $8+0 = 8$ points
- Team B – $6+0 = 6$ points



XX. 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. Rescheduling of games
 - iii. Changing of fields
 - iv. Changing of sites

XXI. SCORING METHOD

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

XXII. TIE-BREAKERS

- a. In the event teams are tied on the basis of points earned, the team's placement will be determined in accordance with the following sequential criteria:
 - i. Winner of head-to-head competition (this criterion is not used if more than two teams are tied).
 - ii. Winner of most games.
 - iii. Goal spread (goals scored minus goals against) with a maximum of four (4) goals per game.
 - iv. Fewest Goals Allowed.
 - v. Kicks from the penalty mark (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.)
 - 1) The referee flips a coin to determine the goal at which the kicks will be taken unless weather or field conditions prevent one side of the field. Then it is at the discretion of the referee.
 - 2) The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick
 - 3) The referee keeps a record of the kicks being taken
 - 4) Subject to the conditions explained below, both teams shall take five kicks
 - 5) The kicks are taken alternately by the teams



- 6) 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
- 7) If, before both teams have taken five kicks, both have scored the same number of goal, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other for the same number of kicks
- 8) A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a name substitute provided his/her team has not used the maximum number of substitutes permitted under the competition rules
- 9) With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are eligible to take kicks from the penalty mark
- 10) Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
- 11) An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken
- 12) Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken
- 13) All players, except the player taking the kick and the two goalkeepers, must remain within the center circle
- 14) The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line
- 15) Unless otherwise stated, the relevant Laws of the Game and International F.A. Board Decisions apply when kicks from the penalty mark are being taken
- 16) If, at the end of the match and before kicks start to be taken from the penalty mark, one team has a greater number of players than its opponents, it must reduce its number to equate with that of its opponents and the team captain must inform the referee of the name and number of each player excluded. Any player thus excluded may not participate in kicks from the penalty mark.



- 17) Before the start of kicks from the penalty mark, the referee must ensure that an equal number of players from each team remains within the center circle and they shall take the kicks.
- a) The procedure for kicks from the penalty mark does not require that players kick in any particular order, that an order be established ahead of time, nor that a list of kickers must be provided to the referee. The only requirement that will be enforced is that no player may kick again until all eligible players on his team have kicked. This principle continues into subsequent rounds that the same player perform the kick so long as the principle described here is applied in this case as well. In subsequent rounds, the players do not need to kick in the same order as they did in the previous round.
 - b) Further, if kicks from the penalty mark are 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.
 - c) 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.)
 - d) The referee shall not abandon the game if a team is reduced to fewer than seven (7) players during the taking of kicks from the penalty mark.
- b. In the event that three (3) teams are tied equally in the pool play round, there will be a 3-way penalty kick playoff to determine who advances out of the pool.
- i. Two (2) of the three (3) teams will kick against each other following the penalty kick procedure described in Section XXI, Part A, Item V. of the State Cup Rules.



- ii. To determine which teams will kick first, the following procedure will be used:
 - 1) All three (3) coaches will be given a coin of equal size and weight (preferably the State Cup coin for that year).
 - 2) All three (3) coaches will flip the coin once. Whichever coin lands as the odd man out, that team will be placed in the second penalty kick. The two teams who flipped the same will face each other in the first penalty kick.
 - For example, two coaches flip 'Heads' while the third coach flips 'Tails'. The two coaches flipped 'Heads' will face each other first in penalty kicks. The third coached that flipped 'Tails' will face the winner of the first penalty kicks.
 - 3) If all three (3) coaches flip the same, subsequent flips will happen until there is an odd man out.
- iii. The winner of the first kick will then kick against the remaining team.

XXIII. HEAD INJURIES

- 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.

XXIV. TOURNAMENT FORMAT

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

For age groups where there is a specific 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 round-robin group play purposes. Teams that lose a Qualifying game will be reimbursed a prorated portion of their entry fee. The seeding procedures are listed in the aforementioned rules.

Qualifying games will be scheduled by the participating teams within a time-frame designated by the State Office. Qualifying games must be played in accordance with the following:

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. For 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.

- **Two (2) entries in an age division will be one game. 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 play with brackets as follows:**
Bracket A 4 teams Top two teams in the final

- **Five (5) entries in an age division will be round robin play with brackets as follows:**
Bracket A 4 teams Top two teams in the final

Teams #4 and 5 will be entered into a Qualifying game for the final spot in the age group.
Seeds #1-3 cannot be entered into the Qualifying games.

- **For six (6) to eleven (11) entries, the seeding would be as follows:**

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

- **Six (6) entries in an age division will be round robin play with brackets as follows:**
Bracket A 3 teams Bracket B 3 teams

Top two teams in the final
Seeds #1 - 2 cannot be entered into the Qualifying games.

- **Seven (7) entries in an age division will be round robin play with brackets as follows:**

Bracket A 3 teams Bracket B 3 teams

Top two teams in the final
Teams #6 and 7 will be entered into a Qualifying game for the final spot in Bracket B.
The #1 seed from the previous year cannot be entered into the Qualifying games.

- **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

- **Nine (9) 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

Teams #8 and 9 will be entered into a Qualifying game for the final spot in the age group.
Seeds #1-4 cannot be entered into the Qualifying games.

- **Ten (10) entries in an age division will be round robin play with brackets as follows:**
Bracket A 4 teams Bracket B 3 teams Bracket C 3 teams
Bracket winners and wild card advance to the playoff

Semi-finals will be played as follows:

Bracket A will play the wild card. Bracket B will play Bracket C.

Seeds #1-4 cannot be entered into the Qualifying games.



- **Eleven (11) entries in an age division will be round robin play with brackets as follows:**

Bracket A 4 teams Bracket B 3 teams Bracket C 3 teams
Bracket winners and wild card advance to the final

Teams #10 and 11 will be entered into a Qualifying game for the final spot in the age group.

Semi-finals will be played as follows:

Bracket A will play the wild card. Bracket B will play Bracket C.

Seeds #1-4 cannot be entered into the Qualifying games.

- **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
Semi-finals will be played as follows:

Bracket A will play the wild card. Bracket B will play Bracket C.

Seeds #1-4 cannot be entered into the Qualifying games.

- **For thirteen (13) to twenty-five (25) entries, the seeding will be as follows:**

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

- **Thirteen (13) 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. Teams #12 and 13 will be entered into a Qualifying game for the final spot in the age group.
Top team in each bracket advance to semi-finals Semi-final winners advance to finals
Semi-finals will be played as follows:

Bracket A will play the wild card. Bracket B will play Bracket C.

Seeds #1-4 cannot be entered into the Qualifying games.



- **Fourteen (14) entries in an age division will be round robin play with brackets as follows:**

Bracket A 4 teams Bracket B 4 teams Bracket C 3 teams Bracket D 3 teams Top team in each bracket advance to semi-finals Semi-final winners advance to finals

Semi-finals will be played as follows:

Bracket A will play Bracket D. Bracket B will play Bracket C.

Seeds #1-4 cannot be entered into the Qualifying games.

- **Fifteen (15) entries in an age division will be round robin play with brackets as follows:**

Bracket A 4 teams Bracket B 4 teams Bracket C 3 teams Bracket D 3 teams Top team in each bracket advance to semi-finals Semi-final winners advance to finals Teams #14 and 15 will be entered into a Qualifying game for the final spot in the age group.

Semi-finals will be played as follows:

Bracket A will play Bracket D. Bracket B will play Bracket C.

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

Semi-finals will be played as follows:

Bracket A will play Bracket D. Bracket B will play Bracket C.

- **Seventeen (17) 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

Teams #16 and 17 will be entered into a Qualifying game for the final spot in the age group.

Semi-final winners advance to finals

Semi-finals will be played as follows:

Bracket A will play Bracket D. Bracket B will play Bracket C.



Seeds #1-4 cannot be entered into the Qualifying games.

➤ **Eighteen (18) 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 3 teams Bracket E 3 teams

Bracket winners and 3 wild cards advance to quarter-finals.

Quarter-finals will be played as follows:

Bracket A will play WC #3. Bracket B will play WC #2. Bracket C will play WC #1. Bracket D will play Bracket E.

Semi-finals will be played as follows:

Winner of A/WC3 will play the winner of D/E. Winner of B/WC2 will play the winner of C/WC1

Seeds #1-4 cannot be entered into the Qualifying games.

➤ **Nineteen (19) 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 3 teams Bracket E 3 teams

Teams #18 and 19 will be entered into a Qualifying game for the final spot in the age group.

Semi-final winners advance to finals

Quarter-Finals will be played as follows:

The Bracket A winner will play Wild Card #3.
Bracket B winner will play Wild Card #2.
The Bracket C winner will play Wild Card #1.
The Bracket D winner will play Bracket E.
The winner of A-WC3 will play the winner of D-E.
The winner of B-WC#2 will play the winner of C-WC#1.



Seeds #1-4 cannot be entered into the Qualifying games.

- **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

Quarter-Finals will be played as follows:

- The Bracket A winner will play Wild Card #3.
- Bracket B winner will play Wild Card #2.
- The Bracket C winner will play Wild Card #1.
- The Bracket D winner will play Bracket E.
- The winner of A-WC3 will play the winner of D-E.
- The winner of B-WC#2 will play the winner of C-WC#1.

Semi-Finals will be played as follows:

- Bracket A Quarterfinal vs. Bracket D Quarterfinal and Bracket B Quarterfinal vs. Bracket C Quarterfinal.

Semi-Finals will be played as follows:

- Bracket A Quarterfinal vs. Bracket D Quarterfinal and Bracket B Quarterfinal vs. Bracket C Quarterfinal.

Semi-final winners advance to finals

Seeds #1-4 cannot be entered into the Qualifying games.

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

