



2019 STATE CUP COMPETITION RULES

RULES OF PLAY

IFAB Laws of the Game, as modified for youth play by the US Youth Soccer Policy on Players and Playing Rules) and the US Youth Soccer National Championship Series Policy shall apply to this competition, unless otherwise stated within these rules.

This competition will be scheduled in a “Round Robin” format where possible. However, depending on the number of teams entered per age group and the relevance of a specific games outcome to the standings, teams may play as few as one game. All decisions rendered are under the jurisdiction of the North Texas Soccer Youth Commissioner (or designee) and may not be appealed. The goal of the competition is to identify a State Champion, with the 13U and up champions representing North Texas Soccer at the US Youth Soccer Southern Regional Competition and if successful at the US Youth Soccer National Championships. In the event the State Champion has already qualified for the regional competition through Southern Regional Premier League, then the second place State Cup team will qualify for the regional event.

VIRTUAL ID CARDS /

Virtual ID Cards will be used for State Cup. All players, coaches and managers must be on the team’s official roster to show up on the Virtual ID Cards. Virtual ID Cards are generated from GotSoccer event roster. The coach or manager checking in the team will need a smart phone. You will need to have your Virtual ID Cards ready to view before each game on your smart phone for the referees to check-in the team before each game.

APPROVED I.D. CARDS

Teams that qualify for Southern Regional Championships will be required to have laminated ID Cards.

INELIGIBLE PLAYERS

Teams found guilty of playing ineligible player(s) shall forfeit all games in which the player(s) participated and the offending team will be disqualified from the event. Any coach found guilty of knowingly playing an ineligible player in this event is not eligible to compete further in the National Championship competitions in the current and subsequent seasonal year with any team.

GAME REPORTS

Game Reports will be provided by the event officials.

SCHEDULED START TIME

All teams must be at their assigned game field by the scheduled start time, ready to play. Any team that has not taken the field, ready to start their game, within fifteen (15) minutes of the scheduled start time shall be subject to forfeiture of the game. The only approved exceptions will be through Youth Commissioner or designee.

Bench Personnel Credentials will be provided for up to four (4) individuals (this includes trainers, head coaches, assistant coaches, managers, club coaches and/or any other team officials) for the technical area per game. Each individual must have a valid North Texas Soccer member pass. Only those individuals with State Cup approved credentials will be allowed on the same side of the field as the players. All parents and spectators must remain on the opposite side of the field from the coaches and players.

FURNISHING OF MATCH BALL

Each team shall be responsible for providing a ball suitable for use in the match. The decision on which ball will be used is the responsibility of the referee unless an “official game ball” has been provided by the Youth Commissioner or designee.

LENGTH OF GAMES, OVERTIME PERIODS, AND BALL SIZE

Overtime periods only apply to games where a winner must be determined.

Division	Ball Size	Game Length	Overtime Period
17-19U	#5	2-45 min. halves	2-15 min. periods
15-16U	#5	2-40 min. halves	2-15 min. periods
13-14U	#5	2-35 min. halves	2-10 min. periods
11-12U	#4	2-30 min. halves	2-10 min. periods

BRACKETS

1. The teams with the highest points will advance to the playoff round as determined by the playing format for each age division. The following 10-point system will be used:
 - a. 6 points for a win
 - b. 3 points for a tie
 - c. 1 point for each goal scored (max. 3 goals/game)
 - d. 1 point for a shutout of your opponent
2. Forfeited games will be awarded as a 4-0 win.
3. In divisions where a wildcard team advances, the wildcard team will be the second place team from any group in the age division with the next highest points after the first place qualifiers are identified. In the event of a tie in determining the wildcard team, the method used shall be from the section titled **TIE BREAKERS** (see below).
In age divisions where there are uneven number of teams in brackets (i.e. some 3-team brackets; some 4-team brackets), the second place team from any bracket with the highest average of points earned in all preliminary games will advance.

NUMBER OF PLAYERS

Each team must have a minimum of seven (7) players on the field to start the game. A minimum of seven (7) players on the field is required to continue the game.

Teams having more than 18 players on their roster must indicate for the referees which players will not be participating in that match to bring their game day roster to 18 or below. Players listed on the frozen State Cup roster with Player ID cards, who are not participating in that game, may be on the player sidelines as long as they are not in the game day uniform.

UNIFORMS

Each team must have two (2) complete uniform kits (one light color, including socks, and one dark color, including socks) at each match during the event. The home team is required to wear the light uniform (including socks) and the away team is required to wear the dark uniform (including socks). If, in the opinion of the referee, there is a color conflict, the team causing the conflict must change. Uniform numbers must be a minimum of six (6) inches in size on the back of the shirt. Goalkeeper jerseys are not required to have a number. Duplicate numbers are not permitted.

- (a) At every level of the National Championship Series competitions, each player, team, and team official may only have on his/her/their apparel the name, logo, or other identifying mark of US Youth Soccer or a member directly or indirectly of US Youth Soccer.
 - (1) A name, logo, or other identifying mark of any youth soccer organization other than US Youth Soccer or its member must be removed, replaced, or covered before a player, team or team official may enter or remain at a field complex where the National Championships competition is being held.
 - (2) After an initial warning pursuant to one (1) above, the name, logo, or other identifying mark of any youth soccer organization other than US Youth Soccer or its member must be removed before the player, team or team official may enter or continue in the competition.

LONG THERMAL PANTS

Players wearing compression pants (long thermal pants, cyclists' pants, or sliding pants) which are worn under the shorts, but extend beyond the leg of the shorts should be the same color as the shorts

SUBSTITUTION

At the National Championship Series competitions at the National, Regional and State Association level, the following substitution rules shall apply.

- (1) For 14U and below age groups, unlimited substitution shall be allowed;
- (2) For all other age groups, a maximum of 7 substitutions for each team shall be allowed in each game during each half of play and during overtime play. After leaving the game during a half of play, the substituted player may not re-enter the game during that same half of play. After leaving the game during overtime play, the substituted player may not re-enter the game.
- (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.

There will be substitution, with the referee's consent, at the following times:

- A player receiving a yellow card (the player carded only)

- Prior to a throw-in for the team in possession only
- Prior to a goal kick (either team may substitute)
- After a goal by either team (either team may substitute)
- After an injury when the referee stops the play (injured player only)
- At half time by either team (either team may substitute)
- Extreme heat at the referee's discretion

TIE-BREAKERS

In age brackets that contain flights with different numbers of games, points for all teams will be determined on a 10 point system, totaled for all games played by each team and then divided by the number of games played by each team to obtain an average point total per game per team.

1. If teams are tied in points after the preliminary games are played, the following tiebreakers will be used to determine which team(s) advances.
 - a. **Winner of head-to-head competition.** If this was a draw, or if the teams did not play each other, then placement is determined by:
 - b. **Winner of most games**
 - c. **Goal differential** - subtract total goals allowed from total goals scored (in all bracket round games). Figure the goal differential per game, and then add the goal differentials together for the total. All goals scored will be counted, up to a maximum of 4 goal differential per game. The team with the highest goal differential will advance. Example: A score of 8-4 will be a goal differential of 4; a score of 9-1 will be a goal differential of 4 (the max.) If still tied, then:
 - d. **Fewest goals allowed** in all preliminary round games. If still tied, then:
 - e. **IFAB kicks from the penalty mark (KFPM).** Each team will take five alternating kicks. The team with the most goals after the five kicks will advance. If they are still tied, then alternating kicks will be taken one-on-one until one team outscores the other after each team has taken an equal number of shots. All players on each team, including the goalkeepers, must shoot once before any player can shoot twice.

These tiebreakers will be applied, in order, to the teams tied in points until one team is selected for advancement. In the event of a tie involving age brackets that contain flights with different numbers of scheduled games, the same tie breakers are used with the exception that averaging to determine b, c and d will also be used.

NOTE: It is each team's responsibility to be aware of their standings. If it appears possible that a tie may exist at the end of bracket play, the teams involved in the tie are instructed to keep their players "on call" so that the teams will be available to participate in IFAB kicks at a moment's notice if necessary.

2. If three or more teams are tied on points, the ranking will be determined by:
 - a. **Winner of most games**
 - b. **Goal differential**- subtract total goals allowed from total goals scored (in all bracket round games). Figure the goal differential per game, and then add the goal differentials together for the total. All goals scored will be counted, up to a maximum of 4 goal differential per game. The team with the highest goal differential will advance. Example: A score of 8-4 will be a goal differential of 4; a score of 9-1 will be a goal differential of 4 (the max.) If still tied, then:
 - c. **Fewest goals allowed in all preliminary round games**

- d. If a team can be eliminated using this method (2 a, b, or c in this section), so that only two teams remain, the teams remaining will start at tie breaking rule 1a to eliminate one additional team.
- e. If three or more teams are still tied, then IFAB KFPM will be taken to determine rank. Lots will be drawn (method determined by North Texas Soccer Youth Commissioner to decide the order of taking the IFAB KFPM. The teams will be identified according to the lot drawn as 1, 2, 3, etc. Team 1 will shoot against goalie 2; team 2 will shoot against goalie 3; team 3 will shoot against goalie 1, and so on. Five alternating shots will be taken. If one team has scored more goals than the other teams, that team advances. If two or more teams are still tied, the KFPM will continue with those teams (alternating one-on-one) until one team outscores the other after each team has taken an equal number of shots. All players on each team, including the goalies, must shoot once before any player can shoot twice.

PLAYOFF ROUNDS

Playoff rounds will consist of a quarterfinal game, and/or a semifinal game and/or final game depending on the number of teams entered.

1. If two teams who played each other in bracket play are scheduled to play each other in the playoff round, the playoff round pairings will not be changed.
2. To the extent possible, semifinal and final game schedules will be adjusted to accommodate coaching conflicts (head coaches who are the head coach for more than one team).
3. In playoff competition, two ten (10) minute overtime periods will be played in 11U to 14U with a two (2) minute interval. Two fifteen (15) minute overtime periods will be played in 15U to 19U with a two (2) minute interval. Only two overtime periods will be played. If tied at the end of the overtime period, IFAB KFPM will be taken to determine who advances.

Only those players on the field at the end of the second overtime period are eligible to take the IFAB KFPM.

NETS/FLAGS

Nets and flags will be furnished at playing sites.

UNFINISHED GAMES

Unfinished games due to any cause shall be replayed providing neither team is at fault and play has not reached half time. If play is stopped after completion of the first half, and cannot be resumed as determined by the Youth Commissioner or his/her designee and provided neither team is at fault, the Youth Commissioner or his/her designee will deem the game completed. Should play be stopped at any time due to one of the teams being adjudged at fault, it shall be at the discretion of the State Cup Committee as to whether the game is to be replayed, stand as is, or be declared a forfeit. In the event of rain, only the Youth Commissioner or his/her designee has the right to cancel a game. You will not be notified.

To check for cancellations or SCHEDULE CHANGES check the web at www.ntxsoccer.org For rain out information call: 214-814-4321

PLAYER SEND-OFFS

All send-offs are reported immediately to the State A & D Committee. The player may remain on the player bench for the remainder of the game, provided they do not continue to be a disciplinary issue. Any player sent-off shall automatically sit out a minimum of one game – the next played tournament game in the National Championship Series. If it is the player's second tournament send-off, the player is suspended from the remainder of State Cup. If any player receives two (2) cautions in any one game, that player is immediately sent-off for the remainder of that game and shall not be eligible to play in the next scheduled State Cup game or the next National Championship Series game, if the team advances.

Any adult that is sent off must leave the complex immediately and may not be at the complex for the next game the team plays.

Any player serving a sit-out may attend the game they are sitting out, and sit with their team, as long as they are not dressed in the game day uniform. They may not step on the pitch, including for warm-ups or team huddles.

PROTESTS

No protest allowed except for an ineligible player. Protests are referred to the State Youth Commissioner within one (1) hour of the completion of the match. The referee must be informed before leaving the field, all referee decisions are final. There is a \$300.00 refundable cash fee if protest is upheld.

FORFEITS

If a team forfeits a game, their eligibility to remain in the competition will be determined by the Youth Commissioner. If a team is removed from the competition, scores from all of that team's games will be scored a forfeit for purposes of determining advancing. Forfeiting teams are subject to being called in for a hearing before the NTSSA Youth Commissioner Committee and sanctions for forfeiting can be issued. Sanctions can include prohibiting the team, the coach, and/or members of the team from entering State Cup the following year.

PLAYER TRANSFER AND RELEASE

A team is limited to a total of five (5) transferred players per soccer year who were previously rostered with a club other than the club of which the team is a member (July 1, to Freeze date of State Cup Roster). A transfer is defined as adding a currently or previously rostered player onto your roster.

HOW TO ADD/ TRANSFER/DELETE A PLAYER - The usual process for adding a player to your roster will not change for this competition. **A PLAYER IS NOT CONSIDERED REGISTERED TO A TEAM UNTIL THE PLAYER IS REGISTERED WITH THE HOME ASSOCIATION.** After your roster is signed by your home association you must then update the roster with the add/transfer/delete in GotSoccer. The player is not considered dual registered to your team for State Cup, until the add/transfer/delete sheet or Home Association computer generated roster is signed by the Home Association Registrar and coach on or before the State Cup roster freeze deadline.

Any team that exceeds (5) transferred players which could include inter-club transfers must include a copy of all transfers release forms into the State Cup documents upload as a part of your required online registration. You must also upload your official North Texas roster and State Cup medical releases for all players on your State Cup event roster. You should print out a copy of your State Cup event roster and have it with you at all times. All players listed on your current roster should be listed on the State Cup roster even if not playing but able to participate.

ROSTER FROZEN DATE DEADLINE

Event roster is frozen 14 days prior to competition.



State Cup FAQ's

1. All referee decisions are final. No protests are allowed, except for an ineligible player.
2. The State Youth Commissioner, or their designee, is empowered to make all decisions regarding the competition during the event.
3. The decision of the State Youth Commissioner is final in all matters. No appeals are allowed beyond that point.
4. In the event of inclement weather, format for play and/or completion of the competition, will be determined by the State Youth Commissioner.
5. In the North Texas State Cup event, all scores are turned into the State Cup Field Coordinator/ headquarters by the coach/manager of the winning team after each game and are verified by the referee. Referee's verifications are final.
6. Any team withdrawing from the competition after registration closes and before the seeding meeting may forfeit fifty percent (50%) of their registration fee.
7. Any team withdrawing from the event after the seeding meeting will not receive a refund.
8. Any team that withdraws less than two weeks from the start of the competition, or that does not complete all required scheduled games, is not allowed to enter any sanctioned tournaments until said team appears before the Youth Commissioner for a hearing explaining their actions. The team will forfeit its State Cup entry fee.
9. A team manager or coach from each team will check in with a State Cup Venue Coordinator at headquarters before their first game to receive their goodie bag.
10. Each team will be responsible for cleaning the sidelines of the soccer field each game. Assign someone with your team to be responsible for the cleaning.
11. Each home team will be responsible to provide a field marshal.
12. All teams winning their age group will stay in the hotel specified by North Texas Soccer at Regionals and at Nationals.
13. Schedules will only be posted on the North Texas Soccer website, www.ntxsoccer.org. You are responsible for knowing your team's schedule and arriving on time for games. Changes will be posted; be sure to check daily for those changes. Scores will be posted on the website as the scores are verified.



TO: *ALL STATE CUP COACHES AND MANAGERS*

FROM: Jim Mills, North Texas Soccer Youth Commissioner

RE: CONTROL OF TEAMS AND PARENTS

The following memorandum must be adhered to by all Coaches, Assistant Coaches, Managers, and or Team Representatives (Team Officials):

1. No parent, relative, or any other spectator, who may be reasonably construed as being associated with a team shall enter the field of play before, during or after the game.
2. After the customary handshake ceremony between the teams, the Coach or Team Official shall escort his team off the field in an orderly manner. In order to keep the games on time, teams shall not assemble on the field for an after-game talk.
3. Each North Texas Soccer team is responsible for the conduct of its spectators. The referee shall have the authority to dismiss the coach or acting coach from the field for the misconduct of the spectators associated with the team. Therefore, the coach/assistant coach/team manager is expected to control his spectators, especially on non-enclosed fields. If he is unable to do so, State Cup officials are directed to take appropriate actions toward the identifiable, unruly spectator, or if unidentifiable, towards the team itself.
4. Possible consequences for misconduct of spectators include:
 - a. Suspend the spectator from attending future matches.
 - b. Require team to forfeit any games at which spectator is present on the touchline (cannot keep them off public street or out of parking lot.)
 - c. Require offending team to pay for presence of police at the game.
 - d. Revoke and/or refuse registration in future State Cup Competition to the offending team.
 - e. Report spectator to law enforcement.
 - f. Cause the spectator to be placed under a municipal "peace bond."