

Missouri State Cup Rules

Effective starting the 2023/2024 Seasonal Year



I. PURPOSE

- a. These are the rules of the Missouri Youth Soccer Association (MYSA) - Missouri State Cup for the 13 & Under through 19/20 & Under Boys' and Girls' Divisions. The US Youth Soccer Missouri State Cup Championships are part of the USYS Midwest Regional Championships and US Youth Soccer National Championship Series and are updated annually as needed to better competition and remain consistent with the USYS NCS Rules. Note that the USYS NCS rules also may pertain to the competition.

II. FORMAT

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

III. AGE DIVISIONS

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

IV. SCHEDULE

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

V. STATE CUP COMMITTEE

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

VI. TEAM ELIGIBILITY

- a. The Missouri State Cup shall be open to eligible teams whose players are registered with US Youth Soccer through Missouri Youth Soccer Association for the team to be in compliance with all of the following requirements:
 - i. The team must be comprised of properly registered and rostered youth players (as defined by US Youth Soccer and the Missouri Youth Soccer Association).
 - ii. The team and club must be in good standing with the State Association and must be in compliance with, and have not violated, any of the bylaws and policies of US Youth Soccer Association and the Missouri Youth Soccer Association.
 - iii. The team must be entered in the competition of the National Championship Series in which its players are registered; if the team is registered in two (2) states then that team must play in the Championship Series in the state where the majority (over 50%) of its players are residing.
 - iv. The team must compete in at least a four (4) team approved competitive league/games during the current seasonal year sanctioned by Missouri, US Youth Midwest Conference, or US Youth Soccer, except for any group noted due to age (19U). An official MO State Roster and MYSA Cards for both players and coaches must be used and in both team's possession for these competitions.
 - v. The league/games competition must consist of a minimum of one completed game against each of the different teams (teams must be US Youth Soccer members and cannot all be more than 50% from one club) participating in the league and at least four (4) games in length. The Missouri Youth Soccer Association shall determine whether participation in an amateur league shall qualify a youth team for Championship competition under this policy and shall approve & govern all games played.
 1. If a team is entered in a division (within a sanctioned league) that is comprised of teams from US Youth Soccer and other US Soccer affiliate members, only games against other US Youth Soccer-registered teams shall count towards the required number of league matches needed for qualification.
 - vi. Upon demand, the team must demonstrate a continuity of roster between the **Official Missouri State Roster** and National Championships competitions by maintaining a minimum 50% of its players of its Mo State Roster used for league to the roster of the competitions.
 - vii. By participating in any part of the Missouri State portion of the NCS competition, each team is accepting the possibility of advancement to any applicable Regional or National competitions associated with the Missouri State competition and the possible costs and future availability of the team associated with such advancement. Furthermore, that team agrees to abide by all rules and direction including housing requirements, scheduling date & times, and deadlines imposed by all tournament committees during continued play in the National Championship Series.
 - viii. Substantial fines & penalties will be assessed against any team/club that declines advancement in the National Championship Series should it qualify for such.

VII. ROSTER REQUIREMENTS

- a. Every team participating in the National Championship competitions, including the qualifying leagues within the State Associations shall have a State Team Roster within the Registration software of the event and will have a copy of it available for every match or competition upon request.
 - i. *Team Roster* – The team (state) roster shall be approved by the State Association where the team resides. The roster may have up to twenty-two (22) youth players on the team roster at any given time during the seasonal year.
- b. *Game Roster* – For State Cup, the game roster shall be prepared by Missouri Youth Soccer and given to the referee crew. The game roster shall have a maximum of eighteen (18) players and a minimum of nine (9) players. Every player listed on the game roster must be included on the submitted, frozen team roster to be eligible to participate with the team. Any teams that has More than eighteen (18) players on their frozen roster must designate on the game card (which the referees will have at the fields), which players will not be participating in the game.
- c. The official Missouri Youth Soccer Association Cup team roster will be frozen for all participating teams on a specific date/time prior to the tournament. That date will be posted on the MYSA website and communicated to all participating teams. It is in the best interest of the players to review circumstances after the freeze where it may be necessary to add, delete, or otherwise modify a Frozen Roster, any alteration to a Cup Frozen Roster after the specified date/time may only be done under specific circumstances and at an additional cost. All player transfers between clubs must be fully completed prior to the Official Roster Freeze date/time with no exceptions.
- d. A player may be added to an official Cup roster after the roster freeze date in the case of identifiable software error. Changes in Cup Roster due to human error at the team/club level shall be allowed until 36 hours prior to the start of group play at the following rate(s):
 - i. Identifiable Software Error Player Change No Charge
 - ii. Deletion of a Player from a Frozen Cup Roster \$50 per player
 - iii. Addition of a Player to a Frozen Cup Roster \$100 per player
 - iv. Addition/Import of roster due to duplicate team \$300 per team

All fees must be paid at the time of roster change. No changes to a roster can be made once the start of group play begins through the remainder of the State Cup competition.
- e. At the time a team names its National Championship team roster it may not have More than five (5) previously rostered (transferred) players who were previously rostered during the current seasonal year with a club other than the club of which the current team is a member. Please review the NCS National and Regional rules for more on this matter.
 - i. Example: If a player Moves from Club 'A' to Club 'B', that is considered a transfer. If a player Moves from Team 'A' to Team 'B' within Club 'A', that is NOT considered a transfer.

- f. Any fees paid for player transfers are absolutely non-refundable regardless of whether a team is accepted into the National Championship Series or its outcome. Player transfers are for the current season only and must be paid in full and approved by all parties, the player then must be legally transferred onto the State Roster by the Member Association PRIOR to the roster freeze date/time with absolutely no exceptions.
- g. Teams that participate in a qualifying game must submit a roster prior to their qualifying match reflecting all eligible players. Once a player is entered onto a qualifying match roster, they cannot be placed on another participating team's roster during State Cup.
- h. A player cannot be removed or transferred from a team's Cup roster that has applied to State Cup any less than 4 days before the Cup roster freeze. Exceptions to this shall be that the player has moved out of the geographic area of the team, player has violated rules in accordance with Section VIII, Paragraph D, or a documented injury that prohibits the player from participating with the team in the tournament, any determination needed in these matters shall be made by the State Cup Committee and are final.
 - i. All teams submitting an application agree to be available at all times on scheduled game dates, including any dates for Qualifying Games as needed. No conflicts are accepted for any part of the National Championship Series including the Missouri State Cup.

VIII. PLAYER ELIGIBILITY

- a. A club may issue a registration card to any player who is a registered youth player of the club before the team to which the player is to be rostered for State Cup level of the National Championships Series submits its National Championships roster for its first game at Missouri State Cup.
 - i. Each player participating in State Cup must be 'primary' on their team's State Cup roster. Secondary players are not eligible to appear on a State Cup roster. Any Club Pass players listed on a State Cup roster shall be frozen to that roster and considered "Primary".
 - ii. Any players that are to be added to a roster during the National Championship Series that is beyond the Missouri State Cup must be registered within the club of the advancing team prior to the first game of the Missouri State Cup being played with certain exceptions within the NCS Regional and National rules.
 - iii. Each player must have an individual, fully laminated, MO Youth Soccer identification card that includes a current, identifiable, picture that is generated for competitive play during that seasonal year. This is required for all levels of competition including sanctioned league play.
- b. Only at the State Association (MYSA) level of the National Championships competitions (but not at the regional and national levels of the competitions) -
 - i. A team may roster any player not having a registration card of that team's club if a written request has been made to and approved by the State Association on a form provided by it (Player Transfer Form available digitally through the GotSport software); and is in compliance with all rules and policies of Missouri Youth Soccer including those regarding player transfers.
 - ii. At the time of the roster freeze date for State Cup competition, the team may not have more than five (5) youth players who were previously rostered

during the current seasonal year with a club other than the club of which the team is a member. The rostering of such youth players with such club shall be made in compliance with all rules & policies of Missouri Youth Soccer including Section VII of this document.

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

A youth player with permission (completed state approved Amateur Eligibility Clearance Request form) will be permitted to play in an unlimited number of amateur games without losing his/her eligibility clearance from MYSA.

IX. COACH AND MANAGER ELIGIBILITY

- a. All coaches must have a minimum of a Youth Coaching Certificate or Grass Roots Coaching License. A team must always have an approved and licensed coach on their bench.
- 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 be registered within Missouri.
- c. All bench personnel must have a valid and current coach's registration card (ID Pass) and have completed all requirements as part of their registration.
- d. It is the responsibility of the coaches of each team to know and administer all rules, policies and procedures associated with the National Championship series and to make sure that all associated players and personnel are also aware of said rules and procedures and any changes in those rules between competitions. Ignorance of rules or procedures is no excuse for any violation and the past performances, actions or non-actions of any group associated with the National Championship series shall not under any circumstance constitute a reason or acceptance for violating, ignoring, or omitting any current rule, policy, or requirement.

X. RULE BREACHES – TEAM AND PLAYER

- a. It is the responsibility of the State Cup Committee to investigate a properly protested violation as soon as possible, following its proper submittal and 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, or player representative on their behalf, found guilty of submitting falsified information is prohibited from competing further in National Championships competitions in the current and subsequent seasonal year.
- e. Players – Players ejected from any State Cup game shall not be allowed to compete in their team's next played National Championship Series game(s). Player may not be replaced for the remainder of the game. Player passes for anyone ejected shall be surrendered to Missouri State Cup officials. Failure to provide player passes may result in further disciplinary action against the player, team or club including expulsion from the tournament. Player passes can then be picked up from MYSA following completion of the suspension.
- f. Coaches/Managers/Trainers/Administrators – Any Coach, Manager, Trainer or Administrator sent off at Missouri State Cup game, Regional game or National game will result in a penalty of no involvement with that team for at least one National Championship Series game. Further suspension may be levied depending on the severity of the sendoff.
- g. Coaches and other team officials shall be subject to all rules pertaining to misconduct contained in this policy, including cautions, ejections, and standard suspension. Any other individuals who may be reasonably construed as being associated with a team, such as relatives and spectators, are also subject to the jurisdiction and authority of the Missouri Youth Soccer Association. Any coach or team official shall be held responsible for the

actions of any individual at any game that, in the opinion of the referee, or as determined by the MYSA State Cup Committee, is a supporter of that team.

- h. Any suspension that is not fully served by the end of State Cup shall carry-over to the next National Championship Series event. A suspension may carry-over into the next seasonal year.
- i. The State Cup Committee shall review each red card or send-off and determine whether to issue an additional suspension to the one (1) game automatic penalty. The Committee reserves the right to increase the minimum disciplinary sanctions at their discretion.
- j. Minimum Disciplinary Sanctions
 - Player, Coach, or Team Official Ejection for foul & abusive language: minimum 1 game suspension with review.
 - Player Ejection for Violent Conduct: minimum 1 game suspension w/review.
 - Coach Ejection for Irresponsible Behavior: minimum 2 game suspension.
 - Player fighting: minimum 2 game suspension.
 - Coach Threats: minimum 2 game suspension.
 - Coach Fighting: minimum 2 game suspension.
 - Player, Coach or Team Official Striking/spitting at an Official: Immediate and minimum one-year suspension from all soccer activities (separate hearing).

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

XI. COST

- a. The entry fee for all age groups at the Missouri State Cup will be posted on the MYSA website. Fee must be received at the MYSA office prior to the date and time specified on the MYSA website. Payment must be in the form of a check, money order, or online payment, cash is not accepted.
 - i. If a team participates in a qualifying game and is eliminated from the National Championship Series competition, then a portion of their entry fee will be prorated back to the team.

XII. WITHDRAWAL & REFUND POLICY

- a. If a team seeks to withdraw from the Missouri State Cup prior to the official State Cup Draw, they may do so. The team will receive a refund if the notification is submitted, received, and acknowledged by the MYSA State Office. A minimum \$200 administration fee may be withheld from all refunds.
- b. Teams dropping out of a bracket after the State Cup Draw will not receive a refund unless approved by the State Cup Committee prior to withdrawal and are subject to possible suspension from subsequent State Cup tournaments at the sole discretion of the State Cup Committee.

- i. Other refund requests in respect to a team's withdrawal from State Cup, will be subject to the judgment of the State Cup Committee. Refunds are not guaranteed and subject to an administration fee.
 - ii. Games cancelled due to weather or other related issues will be considered for a refund by the MYSA State Cup Committee.
- c. If a team forfeits after the State Cup draw, the brackets will not be redrawn to be in compliance with State Cup tournament formats.
- d. If a team forfeits during the tournament, the team and club may be subject to an additional fine up to \$2,000 and suspension from the subsequent State Cup tournament(s). Said fine and suspension will be determined by the State Cup Committee. The fine and suspension is not limited to the offending team and could be levied against the club and other teams within that club.
- e. For any teams participating US Youth Soccer Midwest Championships or National Championships as the State Champion or Wild Card:
 - i. If a team withdraws from the Midwest Championships and another Missouri team of the same quality 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 MYSA fine is currently \$3,500 for not attending Midwest Championships and \$3,500 for not attending the National Championships.
 - 1. If the fine is not paid, then that team or all teams in that club could be prevented from participating in all future MYSA events until the fine is paid.

XIII. APPLICATION DEADLINE

Application and full payment MUST be received in the Missouri Youth Soccer Association state office by the date and time posted on the tournament webpage and communicated to all participating teams with absolutely no exceptions. No team(s) is accepted into the competition once the registration period has ended. If a check has not arrived in the office at the date/time of cut-off, the team will have the opportunity to pay the registration fee via credit card.

Should a team be advancing as a National League Division Champion directly to the National Championship, the team must notify Missouri Youth Soccer no later than the first day of State Cup round robin play of its intent to not participate in the Midwest Regional Championships should they win the Missouri State Cup. Should no notice be given then the team shall be expected to advance to the Midwest Regional as the Champion per the State cup rules.

XIV. PROTEST PROCEDURES – Read entire process.

- a. All protests:
 - i. Shall be filed in writing as stipulated below by the team coach or club director.
 - ii. Must contain the particulars on the grounds upon which the protest is filed including the exact wording of the State Cup Rule or FIFA Law of the Game that has been violated.

- iii. Must be accompanied by the Protest fee of \$500 in the form of a money order or certified check payable to the Missouri Youth Soccer Association. Protest money will be refunded if the protest is granted by the Missouri Youth Soccer Association State Cup Committee.
- iv. Two (2) copies of the protest shall be logged with the Missouri Youth Soccer Association State Cup Chairperson or their designee within two (2) hours following the match to which it relates.
- b. All protests will be heard by the State Cup Hearing Committee, which will be appointed by the Missouri Youth Soccer Association President and State Cup Chairperson or by his/her representative.
- c. **Decisions of game officials are not grounds for protests:** The decisions of the referee regarding facts connected with play, including whether a goal is scored and the result of the match, are final. The referee may only change a decision on realizing that it is incorrect, or at his/her discretion, on the advice of an assistant or fourth official provided that play has not been re-started.
- d. The referee maintains the official time of all games and time of game cannot be protested.
- e. Decisions made by the State Cup Hearing Committee may be appealed to the US Youth Soccer Association upon payment of \$1,000 to MYSA in addition to the dollar amount required by US Youth Soccer Association. If MYSA loses the appeal to US Youth Soccer, the \$1,000 paid to MYSA will be refunded.

XV. TEAM REGISTRATION

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

XVI. GAME CHECK-IN with Game Officials

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

At every level of the Cup competitions, a player or team official at a game site to participate in a game or associated activity of the competitions may only have on the outerwear of the player or team official a name, logo, or other identifying mark of a youth soccer organization that is US Youth Soccer, a State Association or other member of US Youth Soccer, a member of a State

Association, or an organization that is a member of an organization that is a member of a State Association. A name, logo, or other identifying mark of any other youth soccer organization must be removed, replaced, or covered before the player or team official may continue to remain at the game site for the game or associated activity. If a team chooses to not remove a name, logo, or other identifying mark of any other youth soccer organization, it must be completely covered by another patch that is sewn on. American flag patches are perfectly suited for this purpose. Covering patches with tape will not be accepted. If no other jersey is available, there is a \$250 fine per game at the State Cup level that will be charged to the team.

XVII. GAME FORMATS

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

Halftimes in normal regulation = 10 minutes maximum, Half in Overtime = none

- a. The HOME team (team listed first on game card) shall dress in a lighter color jersey than the visitor. In case of conflict, the VISITING team is responsible for changing jerseys solely at the instruction of the referee. **Failure to have an alternate jersey & sock color available by either team shall result in a \$100 team fine per game.**
- b. Overtime periods will not pertain to bracket play. Tie games at the end of regulation playing time in round-robin pool play will stand as a tie.
- c. The overtime periods shall be played to completion. No golden goal.
- d. The outcome of games tied after both overtimes are completed shall be determined by using kicks from the penalty mark using only the players on the field at the end of the last overtime period per FIFA rules.
- e. If a team finishes the match with a greater number of players than their opponent, they shall reduce their numbers to equate with that of their opponent and inform the referee of the name and number of each player excluded. The team captain shall have this responsibility. A coin toss shall be used to determine who kicks first and the game officials shall determine which goal the kicks from the marks shall be taken at based upon field or game conditions.

XVIII. SUBSTITUTIONS

- a. For 14 & below: unlimited substitutions will be allowed at any stoppage that does not unduly delay the restart of play with referee’s approval.
- b. For 15 & above: substitutions will be allowed at stoppage of play with referee’s approval.
- c. For 15 & above: a player who has been substituted out of the game may not re-enter in that half.
- d. **Overtime periods will be considered a single, separate period (3rd half) and re-entry will be allowed only in accordance with National Championship Series Rules. A**

player that has been substituted out during any portion of the overtime periods may not re-enter the game.

- e. If a player is suspected of a head injury they may be substituted for evaluation without the substitutions counting against the team's total number of allowed substitutions during each half or overtime period provided the following criteria are met:
 - i. 1) The team has an eligible substitute for the half or overtime period.
 - ii. 2) The evaluated player must replace the original substitute if cleared by the events' Health Care Professional.
 - iii. 3) The evaluated player may re-enter at any stoppage of play.

The temporary substituted player may re-enter the game as a regular substitute.

f. If a Health Care Professional is not on-site to evaluate, the player may not reenter the game.

XIX. GAME CONDITIONS (WEATHER AND FIELDS)

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

All State Cup field size recommendations shall be within the US Youth Soccer National Championship Series Cup guidelines and will be adhered to whenever possible.

XX. CUP DRAW / BRACKET UNVEILING METHOD

For teams 14U and Older:

- i. The four (4) semi-finalists from the previous year's State Cup shall be seeded should they return. Teams must display at least 51% or More of the previous year's State Cup roster returning to request and receive

their seeding. Seeds 1 & 2 shall be placed in brackets one and two of a twelve-team division.

- ii. Seeds #3 and #4 bracket placement will be placed in the third bracket of a twelve-team division or, if necessary, determined by a blind draw in the MYSA Office prior to the remaining bracket draw.
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- b. Teams that have completed or are participating in the MWC Premier 1 Division of the NL Midwest Conference as Missouri representatives shall not be entered into qualifying games. If two or More teams are in the same division and only one can be seeded, a blind draw will be done in the MYSA office prior to the main State Cup draw. Due to rostering, NL PRO and Elite 64 are NOT exempt from being drawn into a Qualifying game if they are not also participating in Premier I.
 - c. Except for Qualifying Game slots, a Double-blind draw method will be used to determine the remainder of the bracket in all age divisions unless otherwise determined by the Missouri Youth Soccer Board of Directors.
 - d. The State Cup Draw will be held in a location at the choosing of the Missouri State Cup Chairperson.
 - e. Teams must note their previous year Cup seeding or Midwest Conference status on their application at time of submission for it to be considered. MIDWEST CONFERENCE status is for the most recent completed season or for a season currently under way.
 - f. Regardless of seeding or league status, any team that is a member of a club that registers less than 75% of their available player pool with US Youth Soccer shall automatically be drawn into a qualifying game should one be needed.

For teams 13U & Younger: Seeding for the 13U groups shall be based on the Junior Cup final standings from the previous year provided at least 50% of players are returning to the roster. All other entrants shall be double blind draw.

XXI. FINAL AUTHORITY

- a. The Missouri State Cup Chairperson and Committee reserve the right to make certain decisions regarding this tournament, as they deem necessary, to improve the game and/or protect the participants. Such decisions shall include but are not limited to:
 - i. Cancellation of games that have no effect on advancement.
 - ii. Rescheduling of games.
 - iii. Changing of fields
 - iv. Changing of venues or format based on unforeseen events.
 - v. Calling a game complete
 - vi. Number of games played in a given time frame.

XXII. SCORING METHOD

- a. The standing of teams within brackets is based upon the number of points earned in round robin games. Teams earn points as follows:
 - i. Three (3) points for a win
 - ii. One (1) point for a tie
 - iii. A forfeit will be recorded as a score of 4-0 to the winning team.
 - iv. If any team forfeits any game in bracket play, the team will not be allowed to advance out of their bracket.
 - v. The team that forfeits will be placed at the bottom of the bracket with zero points for the team. The scores of the other games played will also record a 4-0 loss and count for the teams they play.
 - vi. Should the forfeit game affect a Wildcard placement then the average points followed by average goals per game shall be used instead of traditional scoring.
 - vii. A maximum of a 6-goal differential shall be recorded for any match (i.e. a game that ends 12-0 shall be recorded as 6-0, or 10-1 shall be 7-1)

XXIII. TIE-BREAKERS

- a. In the event teams are tied based on points earned, the team's placement will be determined in accordance with the following sequential criteria:
 - i. Winner of head-to-head competition (this criterion is not used if More than two teams are tied).
 - ii. Winner of Most games.
 - iii. Goal differential (goals scored minus goals against) with a maximum of four (4) goals per game.
 - iv. Fewest Goals Allowed.

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

XXIV. TOURNAMENT FORMAT

The following formats will be used depending on the number of entries in each age division unless otherwise put forth by the Cups Committee:

Brackets shall be played with number of teams as follows:

2 teams, 3 teams, 4 teams, 8 teams, 12 teams maximum for High School Ages

with up to 16 teams maximum for ages 13U & 14U.

All brackets shall be drawn using the methods and rules noted in Section XX above. For age groups where there are an additional number of entries, Qualifying Games will be utilized to reduce the number of teams within an age group to the above bracketed number of teams, for

round-robin group play purposes. Teams that lose a Qualifying game will be reimbursed a prorated portion of their entry fee.

Qualifying games will be scheduled by the teams participating and Missouri Youth Soccer. These games shall take precedence over all tournament and league games. All games MUST be played no later than 7 days in advance of Round Robin play beginning or the date specified by Missouri Youth Soccer in advance. The Referee Assignor for the Missouri State Cup or a qualified alternate shall assign referees for these games, this service shall be coordinated and paid by Missouri Youth Soccer, games are only officially scheduled after the Assignor approves the game and can provide the proper level of officiating. **Should there be scheduling issues, Missouri Youth Soccer is the final authority and will determine when and where a Qualifying Game will be played.**

Teams are not allowed to “play up” in the Missouri State Cup Competition. A 13 & Under team must have at least 75% of its roster as true 13 & Under players to be eligible for State Cup.

Example: 12 players are true 12 & Under and 6 players are true 13 & Under. This team would not be eligible to play State Cup.

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

If additional entries are needed for Qualifying Games, then the teams entered into the State Cup competition that accumulated the fewest number of points in the previous year’s Round Robin shall be drawn into Qualifying Games second after the new teams listed above.

XXV. BRACKETING BY ENTRIES

Two (2) entries in an age division will be one game. Final Game Only

Three (3) entries in an age division will be round-robin. The top team wins the age group.

Four (4) entries in an age division will be round-robin. The top two teams play a final.

Eight (8) entries in an age division will be round-robin play with brackets as follows:

Bracket A 4 teams

Bracket B 4 teams

Top two teams advance to a semi-final: A1 vs B2, B1 vs A2. Winners play a final

Twelve (12) entries in an age division will be round-robin play with brackets as follows:

Bracket A 4 teams
Bracket B 4 teams
Bracket C 4 teams

Top team in each bracket plus one wild card advances to semi-finals

Semi-final winners advance to finals: Bracket A will play the wild card. Bracket B will play Bracket C. If the wild card team comes from Bracket A, then Bracket B will play the wild card and Bracket C will play Bracket A. Seeds #1-4 cannot be entered in Qualifying games.

For 13U and 14U age groups only

Sixteen (16) entries in an age division will be round-robin play with brackets as follows:

Bracket A 4 teams
Bracket B 4 teams
Bracket C 4 teams
Bracket D 4 teams

Top team in each bracket advance to semi-finals

Semi-final winners advance to finals: Bracket A will play Bracket D. Bracket B will play Bracket C

Qualifying Game Winner Bracketing (if needed)

Qualifying Game participants shall be blind drawn per the rules above. Winners of Qualifying Game(s) shall be bracketed as follows: Winner of Game 1 shall be placed in Bracket A, Winner of Game 2 shall be placed in Bracket B, Winner of Game 3 shall be placed in Bracket C & Winner of Game 4 shall be placed in Bracket D. Additional Qualifying Game Winners shall follow this method of placement until all are bracketed.

Should it ever occur that exempt teams could possibly be needed for Qualifying games (previous year semifinalists or higher or Midwest Conference Premier I teams) based on the number of applicants, then a Qualifying Game bracket will be drawn in such a way that these exempt teams shall keep their exemption with the new and lowest ranking teams playing advancing games as needed to reach the proper bracketing.

Use of Recording Equipment

All use of recording equipment (i.e. HiPods, VEO, etc...) is limited to being set up on the SUPPORTER SIDE of the field and be properly weighted or secured a minimum of 10 feet from the field and outside of any fencing present.

Team Warm Up

For the respect of others, use of soccer balls to warm up should not be within 20 feet of a field that has an active game being played.

MYSA STAY TO PLAY POLICY CLARIFICATION

MYSA has a stay to play policy for ANY TEAM OR GROUP that needs accommodations for a state-run tournament/event. Any team/group participating that uses and rents rooms, regardless of distance and/or type of room including but not limited to hotels, campgrounds, house rentals (i.e. AirB&B, VRBO, etc...) MUST book the rooms by using the Housing Company specified by Missouri Youth Soccer.

Unless a waiver is specifically granted in writing by a MYSA Director, any team or group that uses less than 10 rooms per night times 2 nights (20-night total) for a group play lasting 3 days will be fined a minimum of \$500. Any team or group that uses less than 10 nights total will be fined \$750.