

Missouri State Cup Rules

Effective Spring of the 2025/2026 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 & Under Boys' and Girls' Divisions. The US Youth Soccer Missouri State Cup Championships are part of the US Youth Soccer National Championship Series and are updated annually as needed to better compete 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 (Note that U18 & U19 are a COMBINED AGE GROUP)

- 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. Missouri CUPS 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 Missouri Cups 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

- 1) The team must be properly registered and rostered youth players (as defined by US Youth Soccer and the Missouri Youth Soccer Association). The team and club must be in good standing with the State Association and must be following the bylaws and policies of US Youth Soccer Association and the Missouri Youth Soccer Association.
- 2) 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.
- 3) Teams may choose to participate in an approved competitive league during the current seasonal year sanctioned by Missouri Youth Soccer, US Youth National League, or other recognized competitions. An official MO Competitive State Roster and MYSA Cards for all players and coaches must be used and in both teams' possession for these competitions. These teams shall get a discount at registration and be seeded appropriately to their previous season Cup play.
 - i) Any team choosing not to participate in an approved league may apply and be considered a "new" team except for age (19U) which already has no league requirement due to age of the players. The team shall enter the competition unseeded.
 - ii) The sanctioned league/games competition must consist of one completed game against each of four (4) different teams (these teams must be US Youth Soccer members and must be no more than two from any one club) participating in the league and at least four (4) games in length and pre-approved by Missouri Youth Soccer. 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.
- 4) Upon demand of the Tournament Committee, the team must demonstrate continuity of roster between the Official Missouri State Cup Roster and National Championships competitions by maintaining a minimum 50% of its previously rostered players used for State Cup to the roster of the NCS competition in question.
- 5) By participating in any part of the Missouri State portion of the NCS competition, each team accepts and agrees to the possibility of advancement to any applicable 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.

- 6) 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 Competitive State Team Roster within the Registration software of the event.
- 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. Additional players may be on the roster for use in certain league games but only 22 players will be accepted for the State event.
- b. *Game Card* – For the State Cup, the game card shall be prepared by Missouri Youth Soccer and given to the referee crew. The game roster shall have a maximum of eighteen (18) players participating 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 team 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 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 for coaches 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 the start of group play at the at the discretion of the Tournament Director for following rate(s):
- Identifiable Software Error Player Change No Charge
 - Deletion of a Player from a Frozen Cup Roster \$50 per player
 - Addition of a Player to a Frozen Cup Roster \$100 per player
 - Addition of a Player (less than 24 hours from start) \$200 per player
 - Addition/Import of roster due to duplicate team \$300 per team

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 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 the State Cup.
- h. A player cannot be removed or transferred from a team's Cup roster that has applied to the 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 applying agree to always be available 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 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 follows 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 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. Each player shall have their own unique player number on the back of their jersey; no duplicate numbers may be worn during the game. If two players on a team take the field wearing the same number, then the head coach shall receive a yellow card immediately and one player shall have to leave the field. The team may use a substitute player to replace them should they have one available or the team shall play short for the remainder of the half if a substitute is not available. Use of tape to alter numbers is NOT allowed but with prior permission of the game official a jersey may be turned inside out and recorded as a 0 or 00 but the coach shall still receive the yellow if the player takes the field prior to this adjustment.

- h. All Clubs & teams must adhere to the United States Soccer Federation policies on international clearance.

- 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 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 USYS ID pass will be permitted on a team bench for each game. All bench personnel must be registered with US Youth Soccer.
- 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 a Missouri State Cup 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 be carried 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 with additional per USSF Policy 531-9 (Referee Abuse Policy)
- Player, Coach, or Team Official Ejection for foul & abusive language: minimum 1 game suspension with review. This language directed at a game official shall be a minimum of 2 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 Bracket Draw, they may do so. The team will receive a refund if the notification is submitted, received, and acknowledged by the MYSAs State Office.
- 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 the 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 MYSAs State Cup Committee.
- c. If a team forfeits after the State Cup draw, the team shall not receive a refund and 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.

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.

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 \$600 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.

- b. All protests will be reviewed 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 (Coach Check-in)

Registration (Coaches Check-In), if needed, will be communicated to all teams via the website. Registration will take place prior to the start of the tournament on-line 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. A team that arrives without proper ID Passes 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.
- c. Should an individual player, coach or manager not have their MYSA/USYS Identification they will not be able to participate until they obtain and present such identification. In this case the games shall start as scheduled with no delay.

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 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

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

Age U13-14	35 minute half	10 minute x 2 overtime	size 4 ball
Age U15-16	40 minute half	15 minute x 2 overtime	size 5 ball
Age U17-19	45 minute half	15 minute x 2 overtime	size 5 ball

- 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 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. A player who has been substituted out of the game may not re-enter in that half.
- c. Overtime periods will be considered a single, separate period (3rd half) and re-entry will be allowed only in accordance with the National Championship Series Rules. A player that has been substituted out during any portion of the overtime periods may not re-enter the game.
- d. 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:

- 1) The team has an eligible substitute for the half or overtime period.
- 2) The evaluated player must replace the original substitute if cleared by the events' Health Care Professional.
- 3) The evaluated player may re-enter at any stoppage of play.

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

e. If a Health Care Professional that is provided by Mo Youth Soccer 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 a 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:

Teams that participated within the previous year's State Cup shall be seeded, should they return, based upon their finish from the previous year, team must note it is returning as a seeded team in the application. Seeds 1 & 2 (champion & finalist) shall be placed in brackets one and two. Seeds #3 and #4 (semifinalists) bracket placement will be placed in the third bracket or across four brackets if available. Example only below:

<i>Bracket 1</i>	<i>Bracket 2</i>	<i>Bracket 3</i>
Seed #1 (champion)	Seed #2 (finalist)	Seed #3 (semifinalist)
Seed/Draw	Seed/Draw	Seed #4 (semifinalist)
Seed/Q Game Winner 1	Seed/Q Game Winner 2	Seed/Q Game Winner 3

- a. Except for Qualifying Game slots, a blind draw method will be used to determine the remainder of the division for all new teams into the tournament in all age divisions unless otherwise determined by the Missouri Youth Soccer Board of Directors.
- b. The State Cup Draw will be held in a location at the choosing of the Missouri State Cup Chairperson.
- c. Regardless of seeding or league status, any team that is a member of a club that registers less than 65% of their available player pool with US Youth Soccer shall automatically be drawn into a qualifying game should one be needed.
- d. Any team that enters the competition through means other than a MYSA sanctioned league shall be second drawn into a Qualifying Game.

For teams 13U & Younger: Seeding for the 13U groups shall be based on the standings from their sanctioned league play. Clubs submitting more than one team shall have their teams placed into different brackets. All other entrants with no clear history shall be blind drawn.

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 or changing of fields
 - iii. Changing of venues or format based on unforeseen events.
 - iv. Calling a game complete
 - v. Number of games played in a given time frame.
 - vi. Changing the format in which the games are played

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.

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. Least number of red cards accumulated by team players & coaches
 - v. Fewest Goals Allowed.
 - vi. Most goals scored up to six (6) goals per game

Kicks from the mark (If two or More teams are required to go to kicks from the mark they will be scheduled sixty (60) minutes after the completion of the 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 after close of Registration but prior to Bracketing. Brackets will be built in such a way to reduce the overall number of Qualifying Games while maintaining the spirit of the competition.

Brackets shall be played with number of teams as follows:

2 teams, 3 teams, 4 teams, 6 teams, 8 teams, 10 teams, 12 teams & 16 teams.

All brackets shall be drawn using the methods and rules noted in Section XX above. For age groups where there are an additional, or uneven 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 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 tournaments and league games.

All games MUST be played no later than 5 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 an approved, 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 may decide to “play up” in the Missouri State Cup Competition at the U13 age group only and may only play up one year. Should a Qualifying Game be necessary the U12 team shall be the first team drawn into it.

Teams that are newly formed or those teams who have never participated in the group play 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 continuity from previous seasons as a USYS team. Any team that did not participate in a USYS/MYSA sanctioned league within that seasonal year shall automatically be drawn into a qualifying game if one is needed.

If additional entries are needed for Qualifying Games, then the teams entered in the State Cup competition that were lowest ranked based on points and tie breakers in the previous year's Group Play 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 two teams in age group will play last game as a Championship final if both teams are advancing.

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

Six (6) entries in an age division will be round-robin play with brackets as

follows: Bracket A 3 teams

Bracket B 3 teams

Bracket A plays all Bracket B teams in Cross Bracket play, no crossover games. Top two teams advance to a semi-final: A1 vs A2, B1 vs B2. Winners 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 (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 B plays all Bracket C teams in Cross Bracket play, no crossover games. Top team in each bracket plus one wild card advances to semi-finals. In the event of a three team bracket all having ZERO points at the conclusion of group play then advancers shall be the top two teams in the other 2 brackets.

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 unless there are no other teams to choose in the bracket.

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

Qualifying Game Winner Bracketing (if needed)

Qualifying Game participants shall be 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.

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/or outside of any fencing present. The team and club are solely responsible for ensuring the safety of the equipment and properly securing it before, during and after the game. If the tournament requests a copy or link to video it shall be promptly provided.

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. All teams that are gathering before or after their game shall always maintain a distance of at least 6 feet from the marked field area.

MYSA STAY TO PLAY POLICY CLARIFICATION

MYSA has a stay to play policy for ANY TEAM OR GROUP that needs rented accommodations for a state-run tournament/event. Any team/group participating that uses rented rooms or spaces, regardless of distance and/or type of housing 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.