



2021 Central States Cup

Central States Cup is for U11-U14 and U15-U17 Boys and Girls age divisions and will follow [USYSA](#) and US Club guidelines with exception of rules listed below. All players, and coaches must be registered with US Club through their state association.

Format

The competition will be a tournament format. League games will not be considered in the tournament format.

Age Divisions

U11-U14 Boys and U11-U18/19 Girls – November 5-7, 2021

U15-U18/19 Boys – December 3-5, 2021

Location

Compass Minerals Sporting Fields: 1500 N 90th St, Kansas City, KS 66112

Swope Soccer Village: 6310 Lewis Rd, Kansas City, MO 64132

Age Division and Categories

U11-U17 Boys and Girls with Super Group (highest level) & Premier levels offered. The tournament committee reserves the right to adjust the team's selected divisions in order to balance the competition.

Team Eligibility

The Central States will be open to any US Club soccer-carded teams. Teams that are not currently carded with US Club Soccer can easily do so prior to competing in the Central States Cup. US Club Soccer cards are valid for entire registration year and can be used for other US Club soccer sanctioned events.

Roster Requirements

Every team participating in the Central States Cup will need to submit an official team roster and will be presented with a game roster for every match or competition. Central States Cup will give game roster to referee crew before every match. Every player listed on the game roster must be included on the team roster before the roster freeze to be eligible to participate with the team.

I. Team Roster – the team roster must be a US Club Soccer official roster.

a. U11-U12 team rosters may have a **maximum of twenty-six (26) and a minimum of seven (7) players** on its official frozen roster.

b. U13-U17 team rosters may have a **maximum of twenty-six (26) and a minimum of seven (9) youth players** on its official frozen roster.



- II. Game Roster – the game roster will be prepared by the Central States Cup and given to the referee crew before the match. Every player listed on the game roster must be included on the team roster to be eligible to participate with the team.
- a. U11-U17 game rosters will have a maximum of twenty-six (26) and a minimum of seven (7) players.
 - b. Coaches will need to notify the referee crew prior to each game which 18 players that will be identified as game active players who will participate in the match.
 - c. Any additional players listed on the game roster but not designated as game active may be seated with the team in its technical area for the match and will not be dress in the game uniforms being used by the game active players.
 - d. The non-active players are held to the same standards of conduct specified in the Laws of the Game. Although these teams' members and team officials cannot commit misconduct or be shown a card, they may be expelled for irresponsible behavior. Any player sent off will not be allowed to participate in their next scheduled Central States Cup game.

Roster Freeze Date

- a. The Central States Cup team roster will be frozen for all participating teams on a specific date prior to the tournament. That date will be posted on the Central States Website and communicated to all participating teams.
- b. No team may make any player changes to their roster. No player(s) may be added or deleted after the **SPECIFIC FREEZE DATE LISTED ON THE WEBSITE**.
- c. **GUEST PLAYERS ARE NOT ALLOWED.** Players can only play on ONE (1) team. They can not be dual rostered.
- d. A copy of your frozen roster will be presented to you at check in or at the field prior to the competition at a specified check in location.
- e. Teams that participate in the Central States Cup Qualifying (Play In) game must submit a frozen roster prior to their qualifying match. Once a player is entered onto a Qualifying game roster, they cannot play on another team during the Central States Cup, should their team not advance on.
- f. The roster, as of the date of the roster freeze, is the roster the team must play with throughout the duration of their participation in the state level of their respective cup competition.
- g. The Central States Cup teams advancing to the Midwest Regional Championships or the National Championships may add or change club pass players in accordance with the rules and policies set forth by US Youth Soccer and the Midwest Region rules that govern participation in those events.
- h. Coach additions or deletions may be made to a frozen roster at any time during Central States Cup.

Player Eligibility

- a. 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 Central States Cup:
 - i. For team competition in the **13U and 14U age groups**, each player on the teams must be:
 - Of the age of the age group competition in which the team is participating in that seasonal year,



- Or of the age in either of the next two (2) younger age groups of that age group competition in which the team is participating in that seasonal year.
- ii. For the teams competing in the **15U – 19U age groups**, each player on the team must be
- Of the age of the age group competition in which the team is participating in that seasonal year;
 - Or of the age of any younger age group, through the 13U age group, of that age group competition in which the team is participating in that seasonal year.
- b. A player may only play for **ONE TEAM** during any segment of the Central States Cup.
- c. 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 Central States Cup will extend to the next US Club Soccer State event(s), which can include the following year’s US Club Soccer event(s) as well.

Rule Violations – Coach, Team & Player(s)

a. It is the responsibility of the Central States Cup Committee to investigate a properly protested violation immediately following its receipt. Failure by a team coach or team manager to cooperate with that investigation shall result in disciplinary action up to and including suspension.

b. Ineligible Player(s):

- i. Any team found guilty of using an **ineligible player(s)** is not eligible to compete further in the Regional competitions in the current seasonal year.
 - ii. Any coach, manager, or team official found guilty of knowingly using an **ineligible player(s)** is not eligible to compete further in the Regional 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.
- a. A player found guilty of submitting **falsified birth information** is prohibited from competing further in National Championships Series competitions in the current and subsequent seasonal year.
- b. Players sent off from any Central States Cup game shall
- i. NOT be allowed to compete in their team’s next played National Championship Series game(s).
 - ii. They may NOT be replaced for the remainder of the game.
 - iii. The Central States Cup Committee shall review every red card to determine whether or not to issue any additional suspension to the one (1) game automatic penalty.
 - iv. Player passes for anyone sent off shall be surrendered to Central States Cup Committee.
 - v. Player passes can then be picked up from the Central States mobile headquarters or office following the served suspension.



- c. Coaches/Managers/Trainers/Administrators – Any team official who fails to act in a responsible manner may be expelled from the field of play and its immediate surroundings at the Central States Cup, Regional Championships or National Championships will result in a penalty of no involvement with that team for one (1) National Championship Series game. Further suspension may be levied depending on the severity of the irresponsible behavior that was conducted. The Central States Cup Committee will conduct a hearing to review the situation if the guilty individual wishes to appeal the suspension.
- d. 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 US Club. 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 Central States Cup Committee, is a supporter of that team.
- e. Any suspension that is not fully served by the end of the Central States Cup will carry-over to the next National Championship Series event. A suspension may carry-over into the next seasonal year.
- f. Each red card or team official being expelled shall be reviewed and finalized by the Central States Cup Committee. The Committee reserves the right to increase or lessen automatic suspensions at their discretion. The Central States Cup Committee suspension decisions can be appealed.
- g. Red card appeals must be submitted within 48 hours of their communication with the individual in order to be heard.
- h. If a coach who receives a red card and coaches a second team, the second team will not be affected, and the coach will be allowed to coach their second team.
For example, if a coach receives a red card in his/her U12B game but also coaches a U10B team. That coach can coach his/her U10B team but will not be allowed to coach the next game for his/her U12B team.

Withdraw & Refund Policy



- a. All refund requests in respect to a team's withdrawal from the Central States Cup, and application fee, will be subject to the judgment of the Central States Cup Committee. **Refunds are not guaranteed.** See Central States Cup Refund Policy on the Central States Cup website.
- b. If a team seeks to withdraw from the Central States Cup **prior** to the **registration deadline**, the team will **receive a 100% refund**. The team will receive that full refund if the notification is submitted, received, and acknowledged by the Central States Cup tournament committee.
- c. If a team seeks to withdraw from the Central States Cup **prior** to the bracket release, they may do so but will **forfeit 50% of the registration fee**. The team will receive that 50% refund if the notification is submitted, received, and acknowledged by the Central States Tournament Committee.
- d. Games cancelled due to weather-related issues will NOT be considered for a refund.
- e. If a team withdraws **after the brackets are revealed**, the brackets will NOT be redrawn to be in compliance with Central States Cup tournament formats. If a replacement team is not found, we will adjust the format of games.
- f. The entry fee for all age groups at the Central States Cup will be posted on the Central States Cup website. The Central States Cup payment must be completed online at the time of registration or a mail a check before the deadline.

Application Deadline

- a. Applications and payment **MUST** be received in the Central States Cup Association office by the date posted on the Central States Cup website and communicated to all participating teams.
- b. It is the responsibility of the applicant to confirm receipt of their application to make sure it has been received by the deadline dates listed above for the appropriate age divisions.

Grace Period for Teams

- a. There will be a 15-minute grace period from the scheduled game time to teams in the following instances:
 - i. Teams without Player ID passes
 - ii. Teams without a minimum number of players (7 players) required to start the game
 - iii. Teams without one (1) properly registered or rostered licensed coach If the grace period has expired and the violations remain, the referee must report to the Central



States Cup Chairperson documentation on the game report and the game will be recorded as a forfeit. The head referee will be the official timekeeper for the grace period. A member of the referee crew should notify the State Youth Referee Administrator if this situation comes up.

Uniforms

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

Pre-Game Procedure

- Field Marshals or Referees will conduct pregame check in before each game, to minimize delay between games, always keep your player cards easily accessible throughout the tournament. They will be checked before each game. The referee may review the results of check in with field marshal and make final ruling on any question. Any player who arrives after pre-game procedure can only enter the game once all game officials verify player is eligible and then with permission of the center referee allowed onto the field.

Roster and Duration of Game

Age Group	Duration of Game	Ball	Halftime	Maximum Substitutions	Frozen Roster Size	Official Game Day Roster Size
U11-12 (9v9)	2 x 35 Minutes	4	5 Minutes	Unlimited	26	18
U13-U16 (11v11)	2 x 40 Minutes	5	5 Minutes	Maximum of 7	26	18
U17 (11v11)	2 x 45 Minutes	5	5 Minutes	Maximum of 7	26	18



Heading Restrictions

- Players ages 11 and under who deliberately head the ball will result in an indirect free kick for the opposing team at the location of the offense.

Substitutions

Substitutions will be made with the consent of the referee during any stoppage of play.

a. **Head Injury Temporary Substitution Rule** (per NCS Policy Rule 242, Section 3):

i. If a player is suspected of suffering a head injury, they may be substituted for evaluation without the substitutions counting against the teams total number of allowed substitutions during each half or overtime period. If the player with the suspected head injury has received clearance from the events' Health Care Professional, the player may re-enter at any stoppage of play. The evaluated player must replace the original substitute and will not count as a substitution. The temporary substituted player may re-enter the game as a regular substitute. A team may only make a temporary substitution if they have a substitution available.

b. U11-U12 Age Groups

i. Unlimited substitutions will be permitted

c. U13 – U17 Age Groups

i. Maximum of 7 substitutions for each team shall be allowed in each game during each half of play and during the entire overtime play.

ii. After leaving the game during a half of play, the substituted player may NOT re-enter the game during that same half of play.

iii. After leaving the game during overtime play, the substituted player may NOT re-enter the game. Both overtime periods are seen as one single half, so once you're out no matter the overtime period the player may not return or participate in Kicks from the Penalty Mark.

Section XXI. Weather Conditions

a. Suspension of games due to weather and/or field conditions considered dangerous to the players, spectators, referees, coaches and tournament officials shall be at the discretion of the Central States Cup Committee, Wyandotte Sporting Fields and Referee Supervisor.

b. When the Central States Cup Committee has indicated play has been stopped via a complex warning system or horn, participants are expected to seek shelter immediately inside their vehicles. You must go to your vehicle; standing under a tent or concession stand-type awning is NOT safe.



- c. Do not leave the premises unless and/or until directed to do so by the Central States Cup Committee. Communication will be between the Central States Cup Committee and the team coordinator, who is charge with relaying the information to his/her coach and team via email, social media and or via weather alert text messages.
- d. Do not return to the fields until the Central States Cup Committee has indicated play will resume by way of multiple horn blast or the complex warning system along with email, social media and/or weather alert texts.
- e. If the first half of the game has been completed in full before any weather delay and the game cannot be started within a reasonable amount of time the game is official.
- f. If the game is stopped in the first half of a game when a weather delay was issued and will be re-started from that point of the game.
- g. All weather suspensions will be determined by the Central States Cup Committee representatives on site.

Red Card Referee Procedure

If player receives a red card, referee will keep the player card, complete necessary documentation after the game, and turn player card into referee headquarters. After documentation is complete, that is when team manager, coach, or player can pick up the player card.

Scoring

In preliminary rounds, point system will be as follows:

- 3 points for win
- 1 point for tie
- 0 points for loss

If any team forfeits any game in group play, the team will not be allowed to advance out of their group.

Goal differential (max 4 goals per game)

Tiebreakers

- a. In the event teams are tied 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.

- **Example:** If the score were 8-3, the calculation would be +4 goals for the winning team, -4 goals for the losing team. If the score were 6-4, the calculation would be +2 goals for the winning team and -2 goals for the losing team.

iv. Fewest Goals Allowed.

v. Kicks from the Penalty Mark (If two or more teams are required to go to penalty kicks, they will be scheduled thirty (30) minutes after the completion of last game of teams involved.)

- *If Kicks from the Penalty Mark is required as a tie breaker to determine which teams advance out of group play into the knock-out rounds, rather than as a means of determining a winner from any one specific game (i.e. to advance to the semi-finals or determining a winner in a final), after all other tie breakers have been exhausted, then, kicks from the penalty mark as a tie-breaking procedure and not to determine an outright winner of any one specific game. Essentially, in this circumstance, it doesn't matter which players from either team participate in the kicks as a tie breaking procedure since you could, probably, have two teams participating in the procedure that were not playing against each other in their last game resulting in the administrative tie. The only requirement in this circumstance would be the adherence to FIFA/USSF procedures for kicks AND that every player participating in the procedure is listed on the team roster.*
- *Once kicks from the penalty mark have begun, there is no further application of the "reduce to equate" principle. If a player must leave through injury or misconduct, that player may not be replaced and the opposing team does not have to reuse its numbers (A goalkeeper who is injured may be replaced, but only if the team has substitutions remaining.)*

b. In the event that **three (3) teams are tied equally in the group play**, and you remain evenly tied through all the other tie breaker procedures listed above, then the Central States Cup committee will notify you of being in a 3-way penalty kick playoff to determine who advances out of the group as a last resort.

i. Two (2) of the three (3) teams will kick against each other following the penalty kick procedure described in the Central States Cup Rules.

ii. To determine which teams will kick first, the following procedure will be used:

- All three (3) coaches will be given a coin of equal size and weight.
- All three (3) coaches will flip the coin once. Whichever coin lands as the odd man out, that team will be placed in the second penalty kick. The two teams who flipped the same will face each other in the first penalty kick.



- *Example:* Two coaches flip 'Heads' while the third coach flips 'Tails'. The two coaches flipped 'Heads' will face each other first in penalty kicks. The third coached that flipped 'Tails' will face the winner of the first penalty kicks.
- iii. If all three (3) coaches flip the same, subsequent flips will happen until there is an odd man out.
- iv. The winner of the first kick will then kick against the remaining team.

Overtime

All Semi-Final, Final, or matches needing a winner going into overtime will go directly to kicks from the penalty spot.

Kicks From the Penalty Mark Procedure

- a. The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.
- b. The referee flips a coin to determine the goal at which the kicks will be taken unless weather, field conditions or crowd control issues arise that prevent one side of the field. Then it is at the discretion of the referee, with the recommendations of the State Youth Referee Administrator or Central States Cup Committee to make a decision based on what's best for the game at the time.
- c. With the exception of a substitute for a goalkeeper who is unable to continue, ***only players who are on the field of play or are temporarily off the field of play*** (injury, adjusting equipment etc.) at the end of the match are eligible to take kicks.
- d. Each team is responsible for selecting from the eligible players the order in which they will take the kicks. The referee is NOT informed of the order.
- e. If at the end of the match and before or during the Kicks from the Penalty Mark with one team having a greater number of players than its opponents, it ***must reduce its numbers to the same number as its opponents*** ("***reduce to equate***" and the referee must be informed of the name and number of each player excluded. Any excluded player is not eligible to take part in the kicks (except as outlined below). The team captain shall have this responsibility.
- f. A goalkeeper who is unable to continue before or during the kicks may be replaced by a player excluded to equalize the number of players or, if their team has not used its maximum permitted number of substitutes, a named substitute, but the replaced goalkeeper takes no further part and may not take a kick.



- g. If the goalkeeper has already taken a kick, the replacement may not take a kick until the next round of kicks

During Kicks from the Penalty Mark

- a. Only eligible players and referees are permitted to remain on the field of play.

- b. All eligible players, except the player taking the kick and the two goalkeepers, must remain within the center circle.

- c. The goalkeeper of the kicker must remain on the field of play, outside the penalty area, on the goal line where it meets the penalty area boundary line.

- d. An eligible player may change places with the goalkeeper.

- e. The kick is completed when the ball stops moving, goes out of play or the referee stops play for any offence; the kicker may not play the ball a second time.

- f. The referee keeps a record of the kicks.

- g. If the goalkeeper commits an offence and, as a result, the kick is retaken, the goalkeeper must be cautioned.

- h. If the kicker is penalized for an offence committed after the referee has signaled for the kick to be taken, that kick is recorded as missed and the kicker is cautioned.

- i. If both the goalkeeper and kicker commit an offence at the same time:
 - i.If the kick is missed or saved, the kick is retaken, and both players cautioned
 - ii.If the kick is scored, the goal is disallowed, the kick is recorded as missed and the kicker cautioned

- j. SUBJECT TO THE CONDITIONS EXPLAINED BELOW, BOTH TEAMS TAKE FIVE KICKS



- i. The kicks are taken alternately by the teams.
 - ii. If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
 - iii. If, after both teams have taken five kicks, the scores are level kicks continue until one team has scored a goal more than the other from the same number of kicks.
 - iv. Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
 - v. The above principle continues for any subsequent sequence of kicks, but a team may change the order of kickers.
 - vi. Kicks from the penalty mark must not be delayed for a player who leaves the field of play. The player's kick will be forfeited (not scored) if the player does not return in time to take a kick.
- k. SUBSTITUTIONS AND SEND OFFS DURING KICKS FROM THE PENALTY MARK
- i. A player, substitute or substituted player may be cautioned or sent off.
 - ii. A goalkeeper who is sent off must be replaced by an eligible player.
 - iii. A player other than the goalkeeper who is unable to continue may not be replaced.
 - iv. The referee must not abandon the match if a team is reduced to fewer than seven (7) players.

Format for Various Bracket Sizes

Bracket of Two: Two teams will play two matches against each other using aggregate scoring. The combined scoreline between the two teams after both matches will determine the winner.

Bracket of Three: Played as a single group of three in round robin format. After round robin, the top seed advances to the Final. The two and three seeds play a semi-final match where the winner advances to the Final.

Bracket of Four: Played as a single group of four teams in a round robin format, with the two teams accumulating the most points advancing to the final.

Bracket of Five: Played as a single group of five teams with all teams playing each other once. The team accumulating the most points will be announced the Champion. The team accumulating the second most amount of points will be the Finalist.

Bracket of Six: Played as two groups (Group A & Group B) of three teams. Each team will play their two group opponents. Once these games are finished, 1A will play 2B and 2B will play 1A in Semi-Final matches. Winners will advance to the Final. 3A and 3B will play a consolation match.

Bracket of Eight: Played as two groups of four teams. The winner of each round robin group will play a final game to determine the Champion and Finalist.

Final Authority



a. The Central States Cup committee reserve the right to make certain decisions regarding this tournament, as they deem necessary, in order to improve the game and/or protect the participants. Such decisions shall include but are not limited to:

i. Cancellation of games

- iii. Rescheduling of games
- v. Changing of fields
- vii. Changing of sites

ii. Weather Delays

- iv. Seedings & Bracketing
- vi. Suspensions
- viii. Fines