

# Kansas State Cup 2012 Rules FAQs

## US Youth National Championship Policies

(As of November 19, 2011)

### le 242. PLAYING RULES

Section 1. The playing rules of the National Championships competitions shall conform to the FIFA "Laws of the Game" except as provided by this rule.

Section 2. (a) Except as otherwise provided in this section, the length of games, overtime play periods, ball size, ball circumference, and ball weight for each age group shall be as follows:

Age Group Game Length Overtime Play Size \_Circumference Weight

Under 19 Two 45' halves Two 15' periods #5 27-28 in. 14-16 ozs.

Under 18 Two 45' halves Two 15' periods #5 27-28 in. 14-16 ozs.

Under 17 Two 45' halves Two 15' periods #5 27-28 in. 14-16 ozs.

Under 16 Two 40' halves Two 15' periods #5 27-28 in. 14-16 ozs.

Under 15 Two 40' halves Two 15' periods #5 27-28 in. 14-16 ozs.

Under 14 Two 35' halves Two 10' periods #5 27-28 in. 14-16 ozs.

(b)(1) In competitions at the State Association and regional levels, tie games at the end of regulation playing time may stand.

(2) In competitions at the national level, tie games at the end of regulation playing time will stand except for each final game in each age group.

(c) If a game is tied at the end of regulation play and overtime periods are to be played to determine a winner, 2 complete overtime periods as provided in subsection (a) of this section will be played after the end of regulation play. If the game is still tied after the end of the 2 overtime periods, FIFA "Kicks from the Penalty Mark" rules will apply in order to determine the winner.

Section 3. At the National Championships competitions at the national level—

(1) for the Under 14 age group, unlimited substitutions shall be allowed; and

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

Section 4. (a) At the National Championships competitions at the regional and national levels, unfinished games due to any cause shall be replayed if neither team is at fault and play has not begun in the second half. If play is stopped during the second half and play cannot be resumed and if neither team is at fault, the Regional or National Championships Committee may deem the game complete. However, if play is

stopped at any time due to one of the teams being adjudged to be at fault, it shall be at the discretion of the Regional or National Championships Committee whether the game is to be replayed or declared a forfeit.

(b) At the National Championships competitions at the regional and national levels, all protests and appeals must be submitted by a team official listed on the team roster involved in the game. For protests involving completed games, see sections 1 and 2 of Rule 226.

## **SCORING METHOD**

**The standings of teams within brackets are based upon the number of points earned in qualifying games. Teams earn points as follows:**

- Three (3) points for a win (including forfeits)**
- One (1) point for a tie, and**
- No (0) points for a loss.**

## **TIE BREAKERS**

**In the event teams are tied on the basis of points earned, the team's placement will be determined in accordance with the following sequential criteria:**

- a. Winner of head to head competition (this criteria not used if more than two teams tied).**
- b. Winner of most games.**
- c. Goal spread (goals scored minus goals against) with a maximum of four goals per game.**
- d. Fewest goals allowed.**
- e. Kicks from the penalty mark (as described in Section 7.2.2)**

**Wildcard Team Selection For brackets requiring a wildcard for semi-final play, team placement will be determined in accordance with the following sequential criteria:**

- a. Teams with most points.**
- b. Winner of head to head competition (this criteria not used if more than two teams tied).**
- c. Winner of most games.**

**: If more than two teams are tied, the sequence will be followed until a team is eliminated. The remaining teams will then restart the sequence at point "b" above until the tie is broken.**

**d. Goal spread (goals scored minus goals against) with a maximum of four goals per game.**

**e. Fewest goals allowed.**

**f. Kicks from the penalty mark (as described in Section 7.2.2)**

**: If more than two teams are tied, the sequence will be followed until a team is eliminated. The remaining teams will then restart the sequence at point "c" above until the tie is broken.**

### **SEMI-FINALS**

**Age Groups with Pool Play (U13 - U14 Boys & Girls) and with Semi-finals will follow the seeding process as follows**

- Highest Seeded Team plays the Lowest Seeded Team in Semi-final Game A (#1 vs #4)**
- Second Highest Seeded Team plays the Second Lowest Seeded Team in Semi-final Game B (#2 vs #3)**