



**US YOUTH  
SOCCER**



**2023**

**KANSAS YOUTH SOCCER**

**JUNIOR STATE CUP**

**RULES OF COMPETITION**

## Table of Contents

<b>Major Rule Changes for 2023</b> .....	4
<b>Section I. Purpose</b> .....	6
<b>Section II. Format</b> .....	6
<b>Section III. Age Divisions</b> .....	6
<b>Section IV. Field &amp; Dimensions</b> .....	6
<b>Section V. Schedule</b> .....	6
<b>Section VI. Team Eligibility</b> .....	7
<b>Section VII. Roster Requirements</b> .....	7
<b>Section VIII. Roster Freeze Dates</b> .....	8
<b>Section IX. Player Eligibility</b> .....	9
<b>Section X. Coach and Manager Eligibility</b> .....	10
<b>Section XI. Rule Violations – Coach, Team &amp; Player(s) &amp; Spectators</b> .....	10
<b>Section XII. Financial Obligations</b> .....	12
<b>Section XIII. Withdraw &amp; Refund Policy</b> .....	12
<b>Section XIV. Application Deadline</b> .....	13
<b>Section XV. Protest Procedures &amp; Junior State Cup Hearing Committee</b> .....	13
<b>Section XVI. Team Check-In Procedure for Managers</b> .....	14
<b>Section XVII. Grace Period for Teams</b> .....	16
<b>Section XVIII. Uniforms</b> .....	16
<b>Section XIX. Duration of the Match, Halftime, and Overtime Time</b> .....	17
<b>Section XX. Substitutions</b> .....	17
c) Head Injury Temporary Substitution Rule:.....	17
<b>Section XXI. Weather Conditions</b> .....	18
<b>Section XXII. Group Positions</b> .....	18
<b>Section XXIII. Qualifying Game Rules</b> .....	19
<b>Section XXIV. Final Authority</b> .....	20
<b>Section XXV. Scoring Method</b> .....	20
<b>Section XXVI. Tie-Breakers</b> .....	20



<b>Section XXVII. Kicks from the Penalty Mark Procedure .....</b>	<b>21</b>
<b>Section XXVIII. Heading &amp; Head Injuries Policy .....</b>	<b>21</b>
<b>Section XXIX. Tournament Bracketing .....</b>	<b>22</b>
Breakdown of Brackets and Group Play .....	22



## **Major Rule Changes for 2023**

Listed below are just references to rules that were significantly altered from the last edition of the Kansas Junior State Cup Rules of Competition.

### **i. Section VII. Roster Requirements**

- a) Every team participating in the Junior State Cup, including the qualifying leagues within their State Association shall have a team roster submitted and shall be presented with a game roster for every match or competition.
- i. **Team Roster** – The team roster shall be approved by the State Association where the team registers.
- 11U–12U – team roster may have a maximum of **sixteen (16)** and a minimum of **five (5)** youth players on its “TEAM” roster at any given time during Junior State Cup or at any time during the seasonal year.
  - Team rosters must demonstrate a continuity of rosters between the league and the Junior State Cup competition by maintaining a **minimum of nine (9) players from the team’s league roster.** *The Junior State Cup Committee may make exceptions to this rule.*
  - At the time a team names its Junior State Cup team roster it **may not have more than five (5) transferred players** from other clubs at the time of the roster freeze date.
    - ❖ 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.*

### **ii. Section VIII. Roster Freeze Dates Part C**

- c) The **second roster freeze date** is after the Junior State Cup Draw has taken place as mentioned in Section XXII. Part D. The date has been set by Kansas State Youth Soccer Association anywhere between 5-15 days prior to the start of the event. This date is for **teams to make up to five (5) changes to their frozen roster as long as the team making the changes still have a 51% roster continuity from league play, and the top group positioned teams meet the requirement in Section VIII. B.** All changes to the roster before the second roster freeze date must be submitted too & approved by the Junior State Cup Committee. All required check in documentation (See Section XVI) is needed at the time of the submission for the roster change/addition to be approved.
- i. **What counts as a single (one) roster change?**
- **Even Swap:** A team adds a player and removes a player because all 16 roster spots are full will count as only one (1) change.
  - **Addition Only:** A team has 6 roster spots open and you are unsure about one player due to injury. Leave them on the roster in case they are cleared to play since you have the roster positions open and up to 5 changes still.
  - **Removal Only:** If a player completely quits or leaves your team. You may remove the player or players and it would NOT count as a change because you have not added any other players. However, if the removal of the player would put you below the minimum 9 players roster continuity from league



to tournament event as well as the 51% roster continuity for Top Positioned teams, then the request will be declined, and that player has to stay on the team's roster and within the club until after the deadline.

- Link to submit a **Roster Freeze Change Request**: [CLICK HERE.](#)

**iii. Section IX. Player Eligibility**

- a) A club may issue a club pass to any youth player, who is a registered youth player of the club to the team that youth player is to be rostered too, before the Junior State Cup competition submits its roster at the time of the roster freeze date.
  - i. Each player participating in Junior State Cup can be **'PRIMARY'** or **'SECONDARY'** on their team's Junior State Cup roster. *Secondary players are allowed no matter if they are playing in State Cup or Presidents Cup. However, any Secondary player outside the teams club will be considered a Transfer Player and as such a team is limited to 5 (five) of those category of players. See example in Section VIII. Part E.*

**iv. Section XXIX. Tournament Bracketing – 8 Team Entries**

**Eight (8) entries will be group play games as follows:**

- Bracket A = 4 teams. Bracket B = 4 teams.
- #1-4 Top Position Teams awarded before draw.
- Bracket A & B play within their own group.
- Top two finishers in Bracket A & B advance to semifinals.
- Semifinals: A1 vs B2 and B1 vs A2.

<b>Bracket A</b>
*A1 = #1
A2 = #4
A3 = #5
A4 = #8

<b>Bracket B</b>
*B1 = #2
B2 = #3
B3 = #6
B4 = #7

<b>Semifinals</b>
A1 vs B2
B1 vs A2



### **Section I. Purpose**

- a) These are the rules of the Kansas Youth Soccer Junior State Cup for the Under 11 and Under 12 Boys and Girls age divisions. There is no advancement to any regional or national competitions within US Youth Soccer from this event.

### **Section II. Format**

- a) Kansas Youth Soccer shall determine the format for the competitions. The format shall be a tournament format. League competition may not be considered a tournament format.

### **Section III. Age Divisions**

- a) 11-and-Under Boys & Girls
- b) 12-and-Under Boys & Girls

### **Section IV. Field & Dimensions**

- a) Fields should be properly marked and ready by game time, with corner flags and nets in good condition.
- b) The referee's decision, as to whether any field is playable or not, cannot be protested.
- c) All Junior State Cup field size recommendations listed below are within the US Youth Soccer guidelines:

Age Group	Under 11 & 12
Width	45-55 yards
Length	70-80 yards

- d) It is recommended that the grass length on the fields be between 1 ½ - 2 inches. Field/Sport turf is also an acceptable surface for Junior State Cup matches.

### **Section V. Schedule**

- a) Junior State Cup (11U & 12U Boys & Girls) around April - June (tentatively)
  - i. Group Play Games
  - ii. Semifinals/Finals
- b) Event schedule dates are subject to change due to things beyond our control.
- c) When creating the schedule of games for teams participating in the event, considerations for schedule changes will be given for the following priorities in order:
  - i. Distance and travel for teams in the state based on the facility location for weeknight games (Monday – Thursday) and making sure teams travel safely upon arrival to games.
  - ii. Head Coaches of multiple teams may request scheduling assistance to avoid conflicts for no more than three (3) teams within the same CUP, or



across CUPS (State Cup, Presidents Cup and Junior State Cup) for the round-robin portion of each tournament. KSYSA will not accept coaching requests for Semi-Finals and Finals of State Cup, Presidents Cup or Junior State Cup.

- d) Items that will NOT be considered for schedule changes include but not limited to the following:
- i. School Social Events (Dances, etc.)
  - ii. Player availability due to personal schedules including other activities, multi-sport schedules, other league games, work schedules, and coaches covering other games outside of the CUP(s) competition except those mentioned above.

## **Section VI. Team Eligibility**

- a) The Kansas Junior State Cup shall be open to any US Youth Soccer affiliated team provided such team is in compliance with all of the following requirements:
- i. The team must be in good standing and in compliance with, and has not violated, any of the bylaws and policies of US Youth Soccer, Kansas State Youth Soccer Association or the teams respective state association.
  - ii. The team has an approved roster from the home state association.
    - ***No residential requirement for players to participate in Kansas Jr. State Cup***
  - iii. The team has registered and competed into a qualifying league division approved by Kansas State Youth Soccer Association which meets the following requirements:
    - Has a minimum of 4 other US Youth Soccer registered teams
    - The competition must consist of a minimum of one game against each of the 3 different teams (and cannot all be from the same club) during the current seasonal year.
    - Should a league be cancelled due to situations beyond their control, then proof of registration may be requested by the Junior State Cup Committee.

## **Section VII. Roster Requirements**

- a) Every team participating in the Junior State Cup, including the qualifying leagues within their State Association shall have a team roster submitted and shall be presented with a game roster for every match or competition.
- i. ***Team Roster*** – The team roster shall be approved by the State Association where the team registers.
    - 11U–12U – team roster may have a maximum of **sixteen (16)** and a minimum of **five (5)** youth players on its “TEAM” roster at any given time during Junior State Cup or at any time during the seasonal year.
    - Team rosters must demonstrate a continuity of rosters between the league and the Junior State Cup competition by maintaining a **minimum of nine (9) players from the team’s league roster**. *The Junior State Cup Committee may make exceptions to this rule.*



- At the time a team names its Junior State Cup team roster it **may not have more than five (5) transferred players** from other clubs at the time of the roster freeze date.
  - ❖ 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.
- ii. **Game Roster** –The game roster shall be prepared by Kansas Youth Soccer 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.
  - 11U–12U – game rosters shall have a **maximum of sixteen (16) players and a minimum of five (5) players.**
  - A coach MUST meet the coaching license requirement listed in Section X. Coach and Manager Eligibility.

### **Section VIII. Roster Freeze Dates**

- a) The official Kansas Junior State Cup team roster will be frozen for all participating teams on two specific dates prior to the tournament. That date will be posted on the [Junior State Cup website](#) and communicated to all participating teams.
- b) The **first roster freeze date** is to determine the top positions based on the immediate preceding year event in each age division, which is detailed in Section XXII. Group Positions. The Junior State Cup Roster **at the time of the first roster freeze date must meet the 51% criteria for the team to be considered as a returning Junior State Cup Champion, Finalist, or Semi-Finalist (if applicable) to be granted a top position in the age group before The Draw.** The team may not at any time go below the 51% margin before the second roster freeze date.
- c) The **second roster freeze date** is after the Junior State Cup Draw has taken place as mentioned in Section XXII. Part D. The date has been set by Kansas State Youth Soccer Association anywhere between 5-15 days prior to the start of the event. This date is for **teams to make up to five (5) changes to their frozen roster as long as the team making the changes still have a 51% roster continuity from league play, and the top group positioned teams meet the requirement in Section VIII. B.** All changes to the roster before the second roster freeze date must be submitted too & approved by the Junior State Cup Committee. All required check in documentation (See Section XVI) is needed at the time of the submission for the roster change/addition to be approved.
  - v. **What counts as a single (one) roster change?**
    - **Even Swap:** A team adds a player and removes a player because all 16 roster spots are full will count as only one (1) change.
    - **Addition Only:** A team has 6 roster spots open and you are unsure about one player due to injury. Leave them on the roster in case they are cleared to play since you have the roster positions open and up to 5 changes still.
    - **Removal Only:** If a player completely quits or leaves your team. You may remove the player or players and it would NOT count as a change because you have not added any other players. However, if the removal of the player



would put you below the minimum 9 players roster continuity from league to tournament event as well as the 51% roster continuity for Top Positioned teams, then the request will be declined, and that player has to stay on the team's roster and within the club until after the deadline.

- Link to submit a **Roster Freeze Change Request**: [CLICK HERE.](#)

d) **GUEST PLAYERS ARE NOT ALLOWED.**

e) A player rostered on a Junior State Cup roster, may also be rostered on a State Cup or Presidents Cup roster within the rules for the respective competition.

- i. **Example:** *Player A is an Under 12 player who is going to be playing in Junior State Cup and Presidents Cup. On the Presidents Cup roster Player A will be listed as a **PRIMARY** and on the Junior State Cup roster Player A will be listed as **SECONDARY**.*

f) The roster, as of the second roster freeze date, is the official roster the team must play with throughout the duration of their participation in the state level of their respective cup competition. No changes will be allowed after the second roster freeze date.

g) Coach additions or deletions may be made to a frozen roster at any time during Kansas Junior State Cup as long as they meet KSYSA Coaching Eligibility requirements in Section X of the Junior State Cup Rules.

### **Section IX. Player Eligibility**

b) A club may issue a club pass to any youth player, who is a registered youth player of the club to the team that youth player is to be rostered too, before the Junior State Cup competition submits its roster at the time of the roster freeze date.

- i. Each player participating in Junior State Cup can be '**PRIMARY**' or '**SECONDARY**' on their team's Junior State Cup roster. *Secondary players are allowed no matter if they are playing in State Cup or Presidents Cup. However, any Secondary player outside the teams club will be considered a Transfer Player and as such a team is limited to 5 (five) of those category of players. See example in Section VIII. Part E.*

c) In addition to the application of the club pass provisions of this policy, a team participating in Junior State Cup competition may release involuntarily a player from its roster if the player has violated bylaws, policies, or requirements of the Federation, US Youth Soccer, or Kansas Youth Soccer.

d) 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 Junior State Cup:

- i. For team competition in the **11U and 12U 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.
- e) A player may only play for **ONE TEAM** during any segment of the Junior State Cup.
- f) Players must be registered on teams within Kansas Youth Soccer unless written permission is obtained from both the KSYSA and other affected state associations. Players from other affiliated state youth associations will be placed on KSYSA rosters with the proper paperwork that is required by both state associations.
- g) 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 Junior State Cup will extend to the next Junior State Cup, National Championship Series (NCS) or Presidents Cup event(s).

### **Section X. Coach and Manager Eligibility**

- a) All coaches on the team Jr. State Cup roster must have **or be in the process of obtaining** a US Soccer In-Person Grassroots 9v9 or higher license at minimum.
- b) A maximum of four (4) bench personnel consisting of registered coaches, managers, directors and/or trainers with current seasonal year USYS ID pass with an approved background check and SafeSport Certification will be permitted on a team bench for each game. All bench personnel must be listed on a Junior State Cup team roster.

### **Section XI. Rule Violations – Coach, Team & Player(s) & Spectators**

- a) It is the responsibility of the Junior State 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) Match Manipulation:
- i. Teams failing to compete in the spirit of the competition or are involved in the manipulation of a game result are subject to forfeiture and disqualification from all levels of the competition including all KSYSA State Tournaments.
  - ii. If match manipulation is being observed by a Junior State Cup Committee member and confirmed by the Junior State Cup Chair and/or Junior State Cup Director, they will give notice to the offending team or teams involved.
  - iii. If corrective action is not taken immediately, the team or teams will be subject to disqualification.



- c) Ineligible Player(s):
- i. Any team found guilty of using an **ineligible player(s)** is not eligible to compete further in the Junior State Cup competition 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 Junior State Cup 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 found guilty of submitting **falsified birth information** is prohibited from competing further in Junior State Cup, State Cup or Presidents Cup competitions in the current and subsequent seasonal year.
- e) Players sent off from any Junior State Cup game shall:
- i. NOT be allowed to compete in their team's next played Junior State Cup game(s).
  - ii. They may NOT be replaced for the remainder of the game.
  - iii. The Junior State 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 Junior State Cup Committee.
  - v. Player passes can then be picked up from the KSYSA mobile headquarters or office following the served suspension.
- f) Coaches/Managers/Trainers/Administrators – The referee may take action against team officials who fail to act in a responsible manner.
- i. A coach/team official who is shown a red card/sent-off from any game will be removed from the field and its immediate surroundings and is prohibited from participating in the next immediate game played by the team they were coaching at the time of the ejection. A coach may receive more than a one game suspension.
  - ii. If the offender cannot be identified, the head coach present in the technical area will receive the sanction. Further suspension may be levied depending on the severity of the irresponsible behavior detailed in the referees' supplemental report that was completed. The Junior State Cup Committee will conduct a hearing to review the situation if the guilty individual wishes to appeal the suspension.
- g) Players, team officials, coaches and fans are expected to conduct themselves within the letter and spirit of the of the Game. **They also need to follow all Safety Policies & Protocols outlined by Kansas Youth Soccer.** Coaches and other team officials shall be subject to all rules pertaining to misconduct contained in this policy, including cautions, sending offs 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 Kansas Youth Soccer.
- i. The head coach 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 Junior State Cup Committee, is a supporter of that team.



- ii. The Junior State Cup Committee or representative at any competition site, shall have the authority to remove any person(s) from the tournament for abuses of good conduct.
  - iii. All spectators must remain on the opposite side of the field from their team, not on the team side, or the side of opponent's parents. Spectators must remain a minimum of five yards from the sidelines.
- h) Any suspension that is not fully served by the end of Junior State Cup will carry over to the next Kansas Youth Soccer event. A suspension may carry-over into the next seasonal year.
- i) The Junior State Cup Committee shall review every red card given to team officials to determine whether or not to issue any additional suspension to the one (1) game automatic penalty.
- j) Appeals on additional suspensions handed down by the Junior State Cup Committee must be submitted in writing within 2 hours of the communication with the individual in order to be heard by the Junior State Cup Hearing Committee. See Section XV in the Junior State Cup Rules.

## **Section XII. Financial Obligations**

- a) For any teams participating in the Junior State Cup:
- i. If a team withdraws from the Junior State Cup, the performance bond is forfeited and an additional fine may be charged to the club.
  - ii. If the fine is not paid, then that team and club could be prevented from participating in all future KSYSA events until the fine is paid.

## **Section XIII. Withdraw & Refund Policy**

- a) All refund requests in respect to a team's withdrawal from Junior State Cup, and application fee, will be subject to the judgment of the Junior State Cup Committee. **Refunds are not guaranteed.** See Junior State Cup Refund Policy on [Junior State Cup website](#).
- b) If a team seeks to withdraw from the Kansas Junior State 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 KSYSA State Office and through the [Kansas Youth Soccer Refund Authorization Form](#).
- c) If a team seeks to withdraw from the Kansas Junior State Cup **prior** to the official **Junior State Cup Draw**, 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 KSYSA State Office.
- d) Games cancelled due to weather-related issues will NOT be considered for a refund.



- e) Games cancelled due to state or local government restrictions beyond the control of KSYSA that prevent the games being played will receive a maximum refund possible. However, some expenses may not be recoverable based on operational & management related expenses incurred by Kansas Youth Soccer.
- f) If a team withdraws **after** the **Junior State Cup draw**, the brackets will NOT be redrawn to be in compliance with Junior State Cup tournament formats. The team will also **forfeit its entire registration fee**.
- g) If a team forfeits **during** the **Junior State Cup competition**, the team or club will forfeit their performance bond (\$300) and may be subject to an additional fine of up to \$1,000 and suspension from the subsequent Junior State Cup tournament(s). Said fine and suspension will be determined by the Junior State Cup Committee.
- h) The entry fee for all age groups at the Kansas Junior State Cup will be posted on the [Junior State Cup website](#). Junior State Cup payment must be completed online at the time of registration. Fees will be processed after the registration deadline.
- i) Performance bond must be submitted by the club in the form of a check, cashier's check or money order if they have more than 3 teams participating in Junior State Cup. The performance bond will be in the amount of \$900 for 3 teams or greater.
- j) Individual teams will submit a \$300 performance bond.

#### **Section XIV. Application Deadline**

- a) Applications and payment **MUST** be received in the Kansas State Youth Soccer Association state office by the date posted on the [Junior State Cup website](#) and communicated to all participating teams.
- b) It is the responsibility of the applicant to verify application was successfully submitted by logging into their teams **Got Sport account** and seeing the Junior State Cup event in the registration section or by contacting KSYSA for verification.
- c) A late fee of \$100 will be applied to teams that apply following the early registration deadline.

#### **Section XV. Protest Procedures & Junior State Cup Hearing Committee**

- a) All protests/appeals:
  - i. Shall be filed in writing via the official KSYSA Protest/Appeal Form.
  - ii. Must contain the particulars on the grounds upon which the form is filed;
  - iii. Must be accompanied by the Protest/Appeal fee of \$100 in the form of a certified check payable to payable to the Kansas State Youth Soccer Association.



- iv. Two (2) copies of the protest shall be logged with the Kansas State Youth Soccer Association Executive Director & Junior State Cup Tournament Director within two (2) hours following the match to whom it relates.
- b) All protests will be heard by a Junior State Cup Hearing Committee, which will be appointed by the Kansas State Youth Soccer Association **President** and **Executive Director** or by his/her representative.
- c) **Decisions of referees are NOT grounds for protests:** The decisions of the referee regarding facts connected with play, including whether or not 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 referee or the fourth official, provided that he/she has not restarted play or terminated the match.
- d) All decisions made by the Junior State Cup Hearing Committee on protests/appeals will be final.

## **Section XVI. Team Check-In Procedure for Managers**

- a) The process for team check-in will be entirely virtual. There will be NO PHYSICAL check-in event for the Junior State Cup Tournament. As such all teams are now **REQUIRED** to upload all the required documentation to check in for Junior State Cup using the **FREE electronic upload link**. The link is secure and can only be accessed by KSYSA staff.
- b) Here are the changes that are being implemented in order to make check in completely virtual.
  - i. Referee crews will bring out the match balls prior to kickoffs.
  - ii. Team official credentials MUST be picked up prior to their first match in the Junior State Cup competition. Each credential will need to be worn by all bench personnel at all times and visible to event staff.
  - iii. Teams are required to bring their USYS ID Cards to each game for the referees to verify eligibility of players and coaches listed on the game card.
- c) All uploaded documents are expected to be presented in the order listed below and in alphabetical order by last name:
  - i. **Official Fall/Spring League State Roster**
    - This is the team's first official roster given to you by your club registrar
  - ii. **US Youth Soccer Medical Release Forms** for all players.
    - The team managers should retain these forms with them during the competition in case of emergency.
    - The medical release forms DO NOT need to be notarized.
    - **Forms may be uploaded into the players Got Sport account.**
  - iii. **Proof of Age Documentation for All Roster Players**
    - Please note that if the players **Got Sport account** is verified by KSYSA and has a highlighted **GREEN** lock

DOB: 09/24/2011
 Association Verified



symbol next their DOB (as seen to the right), then managers DO NOT need to submit proof of age documentation.

- **Acceptable documents are:** A birth certificate, a passport, a current driver's license, an unexpired federal, state or local government identification card (if documentation of date of birth is required), a birth registration issued by an appropriate government agency or board of health records, a Uniformed Services Identification & Privilege Card, a birth registration issued by an appropriate government agency or board of health records.
- **Not Accepted Documentation:** Hospital, baptismal and religious certificates will not be accepted in accordance with US Youth Soccer Rules, and Proof of age written in foreign languages must have English translations attached.

iv. **Coaching Staff Licenses Documentation**

- All teams must have a coach on the Jr. State Cup roster that has or in the process of obtaining a US Soccer In-Person Grassroots 9v9 or higher license at minimum.
- Please have all coaches that MAY coach the team to submit their coaching license for verification.
- If a coach does not have or refuses to upload documentation by the time of the final day of check in, then they may be ineligible to participate in the Kansas Jr. State Cup.

v. Visit the [Alliance 4 All Website](#) & complete [Alliance 4 All Form](#).

d) Once you gather all team documents to register your team, scan them into PDF files for each doc type or into one PDF file.

- i. Please use this labeling: [Age Group] [Club] [Team Name] [Form Name]
- ii. **Example:** "U12 Boys KSYSA CLUB Red Roster" and "U12 Boys KSYSA CLUB Red Medical Releases" etc....

e) **Junior State Cup Electronic Check In Documentation Link:** [CLICK HERE!](#)

f) Once all documents are uploaded the Junior State Cup Committee will verify everything so all team managers need to do is pick up credentials prior to your first game at tournament headquarters.

g) If any of these items are not uploaded or missing documentation before the Check-In Deadline your team and/or specific players will be marked as '**ineligible**' until the correct documents can be uploaded to the Junior State Cup Committee.

h) Any incorrect documents must be corrected and brought to the KSYSA Office or Junior State Cup headquarters prior to that team and/or player's participation in the event.

i) If requested prior to games, failure to provide US Youth Soccer Player ID passes, the official roster and medical release forms will result in a forfeit of the game. Player(s)



without approved USYS Player ID passes and medical releases MAY NOT play in Junior State Cup games.

### **Section XVII. 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 (5 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 Kansas Junior State Cup Committee documentation on the game report and the game will be recorded as a forfeit. The head referee will be the official time-keeper for the grace period. A member of the referee crew should notify the State Youth Referee Administrator if this situation comes up.

### **Section XVIII. 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 and socks.
- g) In the event the Home teams alternate jersey conflicts with the Away team's uniform then the Away team shall be given the opportunity to change uniforms. The Junior State Cup Committee will make the final determination if the uniforms are acceptable and shall be final.



**Section XIX. Duration of the Match, Halftime, and Overtime Time**

- a) Overtime periods will NOT pertain to Group Play. Tie games at the end of regulation playing time in Group Play will stand as a tie.
- b) The overtime periods shall be played to completion. No golden goal.

**Kansas Junior State Cup**

Age Group	Under 11 & 12
Ball Size	Size #4
Half Length	2 x 30 minutes
Halftime Interval	10 minutes
Stoppage Time	Added by the Referee as Needed
<b>Overtime Procedures Only in Semifinals &amp; Finals</b>	
Overtime Periods	2 x 10 minutes
Overtime “Halftime” Interval	2 minutes

- c) The outcome of games tied after both overtimes are completed shall be determined by using the ***Kicks from the Penalty Mark*** in accordance with the FIFA Laws of the Game procedure.

**Section XX. Substitutions**

- a) Substitutions may occur on any stoppage of play with the approval of the referee.
- b) Substitutions shall be **UNLIMITED** and made with the consent of the referee during any stoppage of play, except during Penalty Kicks.
- c) **Head Injury Temporary Substitution Rule:**
  - i. If a player is suspected of suffering a head injury they may be substituted for evaluation 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.

Age Group	Under 11 & 12
Subs in 1st Half	Unlimited
Subs in 2 <sup>nd</sup> Half	Unlimited
Re-Entry in Same Half	Yes
Subs during Overtime Period	Unlimited



## **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 Junior State Cup Committee, Complex and Referee Administrator.
- b) When the Junior State 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 Junior State Cup Committee. Communication will be between the Junior State Cup Committee and the team coordinator, who is charge with relaying the information to his/her coach and team via email, Kansas Youth Soccer social media channels.
- d) Do not return to the fields until the Junior State Cup Committee has indicated play will resume by way of multiple horn blast or the complex warning system along with email, and Kansas Youth Soccer social media channels.
- 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 considered 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 Junior State Cup Committee representatives on site.

## **Section XXII. Group Positions**

- a) The immediate preceding year's Junior State Cup Champion, Finalist and Semi-Finalists (if applicable) will be considered a "**Top Position Teams**" and will be slotted in positions 1– 4 in each age group. The number of Top Position Teams will be based on the entries in the current Junior State Cup as well as the immediate preceding year Junior State Cup.
- b) The criteria for determining if a team is to be considered a "**Top Position Team**" is as follows:
  - i. At the time of the First Roster Freeze Deadline which is posted on the [Kansas Junior State Cup website](#), at least 51% or greater of the teams rostered players must have been on the immediate preceding year Junior State Cup roster.
  - ii. The team is affiliated with the same member club as they were the immediate preceding year Junior State Cup event.



- iii. The semi-finalists will be ranked (3<sup>rd</sup> & 4<sup>th</sup> position) based off group play performances and semifinal performance and will follow tiebreaker procedures if necessary.
- c) All other teams that did not meet the “**Top Position Team**” criteria will be randomly assigned to a group using a double blind draw format that is to be broadcasted via social media channel and will be known as the as “**The Draw.**”
- d) The Draw will be a separate document detailing the process and how it will be done. Please check the [Kansas Junior State Cup website](#) after the application deadline closes.
- e) Kanas Youth Soccer reserves the right to position teams in each age group as or when necessary, this can include advancement rounds.

### **Section XXIII. Qualifying Game Rules**

- a) The Kansas Junior State Cup Committee will do everything to make sure all teams participating in the tournament participate in group play and adjust brackets to do so without the use of qualifying games.
- b) Should the Junior State Cup Committee find the need to have Qualifying Games it would copy Kansas State Cup Rules and the following policy will be used:
  - i. For age groups where there are an **odd number of entries (7 or more)**, Qualifying Games will be utilized to reduce the number of teams, within an age group to an even number of teams, for group play (round-robin) purposes. Teams that lose a Qualifying Game will be reimbursed a prorated portion of their entry fee.
  - ii. Qualifying games will be scheduled by the participating teams within a time-frame designated by Kansas Youth Soccer. Qualifying games must be played in accordance with the following:
    - a) If teams from different areas of the state are drawn to play each other in a Qualifying game, teams may work to find a location that is mutually beneficial for both team’s travel plans with the approval of KSYSA.
      - Example: If there is a team from Wichita and a team from Overland Park drawn into a play-in game against one another, teams may play in Emporia or Ottawa.
  - iii. Teams that are playing in an age group above their natural age group **SHALL** be the first teams entered into a Qualifying Game, should one be necessary.
    - Example: If a 11U team is playing up in a 12U age group, the 11U team shall be entered into the Qualifying game first before any 12U teams.



## **Section XXIV. Final Authority**

- a) The Kansas Junior State Cup Committee consists of the following individuals: KSYSA Executive Director, KSYSA President, Tournament Director, Associate Tournament Director(s), and State Youth Referee Administrator.
- b) The Kansas Junior State Cup Chairperson and 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
  - ii. Weather Delays
  - iii. Rescheduling of games
  - iv. Positions & Bracketing
  - v. Changing of fields
  - vi. Suspensions
  - vii. Changing of sites
  - viii. Fines

## **Section XXV. Scoring Method**

- a) The standing of teams within brackets is based upon the number of points earned in qualifying games. Teams earn points as follows:
  - i. Three (3) points for a win
  - ii. One (1) point for a tie
  - iii. If any team forfeits any game in group play, the team will not be allowed to advance out of their group.
  - iv. A forfeit will be recorded as a score of 4-0 to the winning team.

## **Section XXVI. Tie-Breakers**

- a) 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:
  - 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 ten (10) goals per game.
    - **Example:** If the score were 12-1, the calculation would be +10 goals for the winning team, -10 goals for the losing team. If the score were 10-4, the calculation would be +6 goals for the winning team and -6 goals for the losing team.
  - iv. **Fewest Goals Allowed.**
  - v. **Coin Flip** (If two or more teams are required to go to a coin flip they will be scheduled at a specific time and place by KSYSA with Head Coaches or Club Administrators after the completion of last game of all the teams involved.) Procedures for a two (2) way tie should follow Step 2 listed below in Part B.
- 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 KSYSA will notify you of being in a 3-way coin flip to determine who advances out of the group as



a last resort. These are the procedures for how the 3 way coin toss will work and will need to be completed in full to determine final placement of positions.

i. **STEP 1:**

All three (3) coaches will be given a coin of equal size and weight (preferably the State Cup coin for the year). The three (3) coaches will then flip the coin once. Whichever coin lands as the odd face (heads or tails) out then that coach/team will be placed in the 3<sup>rd</sup> position of the three available. The two coaches that flipped the same face (heads or tails) of the coin will proceed to Step 2.

ii. **STEP 2:**

The primary side of a coin will be the event logo or shield that will be considered “heads” for this round of the coin flip tie breaker procedures.

The remaining two (2) coaches will be given a coin of equal size and weight (preferably the State Cup coin for the year). The two (2) coaches will then flip the coin once. The coaches coin that lands on the “heads” side of the coin first (pending they don’t both land on the same side) will be positioned in the top position. The coaches coin that lands on the “tails” side will be placed in the 2<sup>nd</sup> position available. This coin procedure is done until an outcome is achieved.

### **Section XXVII. Kicks from the Penalty Mark Procedure**

- a) The referee tosses a coin to decide the goal at which the kicks will be taken, which may only be changed for safety reasons, based on the State Youth Referee Administrator or State Cup Committee, which can be but not limited to weather, field conditions, or crowd control or other issues that may arise.
- b) The referee tosses a coin again, and the team that wins the toss decides whether to take the first or second kick.
- c) Referees will follow the FIFA Laws of the Game Kicks from the Mark Procedures going forward after the above are done.

### **Section XXVIII. Heading & Head Injuries Policy**

- a) *Heading is prohibited in the Under 11 age group competition.*
- b) All teams & players playing in the Under 11 age division **MAY NOT** head the ball.
- c) A header by these players (whether deliberately or accidentally) shall result in an indirect free kick awarded to the opponent at the spot of the offense. If the header occurs within the goal area, the indirect free kick shall be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.



- d) If a player suffers a significant blow to the head, and is suspected of having suffered an apparent head injury during the course of a game, **the team MUST substitute the player or remove them from play to be seen by the event’s Health Care Professional.** The player may re-enter at any stoppage of play when cleared.

**Section XXIX. Tournament Bracketing**

- a) The following formats will be used depending on the number of entries in each age division:
- b) For age groups where there is an odd number of entries **the Junior State Cup Committee will make every effort to have full participation by all teams without using Qualifying Games.** Should Qualifying games be needed, it will copy the Kansas State Cup Rules and the following policy will be applied:
  - i Qualifying Games will be utilized to reduce the number of teams, within an age group to an even number of teams, for group play (round-robin) purposes. Teams that lose a Qualifying Game will be reimbursed a prorated portion of their entry fee.
  - ii Qualifying games will be scheduled by the participating teams within a timeframe designated by the Kansas Youth Soccer.
  - iii If teams from different areas of the state are drawn to play each other in a Qualifying game, teams may work to find a location that is mutually beneficial for both team’s travel plans with the approval of KSYSA.
    - Example: if there is a team from Wichita and a team from Overland Park drawn into a play-in game against one another, teams may play in Emporia or Ottawa.

**Breakdown of Brackets and Group Play**

**ALL ODD NUMBER GROUP ENTRIES SUBJECT TO CHANGE GROUP PLAY FORMAT.**

- 1. One (1) entry in an age division will have no game. Team declared Champion.
- 2. Two (2) entries in will be a one game final. Winner declared Champion.

<b>One Game Final</b>
A1 vs A2

- 3. Three (3) entries will be group play.
  - #1 and #2 Top Position Teams awarded but no draw will be conducted.
  - A1 & A2 advance to final.

<b>Group Play</b>
*A1 = #1
*A2 = #2
A3 = #3

<b>Final</b>
A1 vs A2



**4. Four (4) entries will be group play. Top two finishers advance to Final.**

- Bracket A = 4 teams.
- #1 and #2 Top Position Teams awarded but no draw will be conducted.
- A1 & A2 advance to final.

Group Play
*A1 = #1
*A2 = #2
A3 = #3
A4 = #4

Final
A1 vs A2

**5. Five (5) entries will have Group Play similar to the following:**

- #1 & #2 Top Position Teams.
- Top two teams in group will advance to Final.

Group Play
*A1 = #1
*A2 = #2
A3 = #3
A4 = #4
A5 = #5

Final
A1 vs A2

**NOTE: For six (6) to nine (9) entries, the positions would be as follows:**

- Position #1 and #4 would be in Bracket A.
- Position #2 and #3 would be in Bracket B

Bracket A
*A1 = #1
*A2 = #4

Bracket B
*B1 = #2
*B2 = #3

**6. Six (6) entries will play two (2) group games and then a cross over game**

- Bracket A = 3 teams. Bracket B = 3 teams.
- #1-4 Top Position Teams awarded before draw.
- Each team plays within their group and then across the group. For instance, A1vsB1, A2vsB2, A3vB3.
- Any teams from the same club cannot be drawn into the same bracket or be drawn into a position to play across bracket. To prevent this from happening, these teams should be drawn into positions first before other teams.
- A1 & B1 advance to the final.



Bracket A
A1 = #1
A2 = #4
A3 = #5

Bracket B
B1 = #6
B2 = #3
B3 = #2

FINAL
A1 vs B1

**7. Seven (7) entries will have Group Play similar to the following:**

- Bracket A = 4 teams. Bracket B = 3 teams.
- #1-4 Top Position Teams awarded before draw

Bracket A – Play 2 Games
A1 = #1
A2 = #4
A3 = #6
A4 = #7

Bracket B – Play 2 Games
B1 = #2
B2 = #3
B3 = #5

**8. Eight (8) entries will be group play games as follows:**

- Bracket A = 4 teams. Bracket B = 4 teams.
- #1-4 Top Position Teams awarded before draw.
- Bracket A & B play within their own group.
- Top two finishers in Bracket A & B advance to semifinals.
- Semifinals: A1 vs B2 and B1 vs A2.

Bracket A
*A1 = #1
A2 = #4
A3 = #5
A4 = #8

Bracket B
*B1 = #2
B2 = #3
B3 = #6
B4 = #7

Semifinals
A1 vs B2
B1 vs A2

**9. Nine (9) entries will have Group Play similar to the following:**

- Bracket A = 3 teams. Bracket B = 3 teams. Bracket C = 3 teams.
- #1-4 Top Position Teams awarded before draw.
- Winners from A, B, C and a wildcard advance on next highest points.

Bracket A
*A1 = #1
A2 = #6
A3 = #9

Bracket B
*B1 = #2
B2 = #5
B3 = #8

Bracket C
*C1 = #3
C2 = #4
C3 = #7

Semifinals
A1 vs WC
B1 vs C1



**10. Ten (10) entries will be group play with brackets as follows:**

- Bracket A = 4 teams. Bracket B = 3 teams Bracket C = 3 teams.
- #1-4 Top Position Teams awarded before draw.
- Any teams from the same club cannot be drawn into the same bracket or be drawn into a position to play across bracket. To prevent this from happening, these teams should be drawn into positions first before other teams.
- Bracket A plays within its group.
- Bracket B & Bracket C plays within their group and then across each other's group. For instance, B1vsC1, B2vsC2, B3vC3.
- Winners from A, B, & C plus a wildcard advances on next highest points.
- Semifinals: A1 vs C1 and B1 vs WC

Bracket A
*A1 = #1
A2 = #6
A3 = #7
A4 = #10

Bracket B
*B1 = #2
B2 = #5
B3 = #8

Bracket C
*C1 = #9
C2 = #4
C3 = #3

Semifinals
A1 vs C1
B1 vs WC

**11. Eleven (11) entries will have Group Play similar to the following:**

- Bracket A = 4 teams. Bracket B = 4 teams. Bracket C = 3 teams.
- Winners from A, B, C and a wildcard advance on next highest points.
- Semifinals: A1 vs WC and B1 vs C1
- #1-4 Top Position Teams awarded before draw.

Bracket A
*A1 = #1
A2 = #6
A3 = #11

Bracket B
*B1 = #2
B2 = #5
B3 = #8
B4 = #10

Bracket C
*C1 = #3
C2 = #4
C3 = #7
C4 = #9

**12. Twelve (12) entries will be group play with brackets as follows:**

- Bracket A = 4 teams. Bracket B = 4 teams. Bracket C = 4 teams.
- #1-4 Top Position Teams awarded before draw.
- A1, B1, C1, and a wildcard advances on next highest points.
- Semifinals: A1 vs WC and B1 vs C1

Bracket A
*A1 = #1
A2 = #6
A3 = #7
A4 = #12

Bracket B
*B1 = #2
B2 = #5
B3 = #8
B4 = #11

Bracket C
*C1 = #3
C2 = #4
C3 = #9
C4 = #10

Semifinals
A1 vs WC
B1 vs C1



**13. Thirteen (13) entries will have Group Play similar to the following:**

- Bracket A = 3 teams. Bracket B = 3 teams.
- Bracket C = 3 teams. Bracket D = 4 teams.
- #1-4 Top Position Teams awarded before draw.
- Winners from A, B, C, & D advance to Semifinals
- Semifinals: A1 vs D1 and B1 vs C1

Bracket A	Bracket B	Bracket C	Bracket D
*A1 = #1	*B1 = #2	*C1 = #3	*D1 = #4
A2 = #8	B2 = #7	C2 = #6	D2 = #5
A3 = #13	B3 = #11	C3 = #10	D3 = #9
			D4 = #12

**NOTE: For fourteen (14) to seventeen (17) entries, the positions will be as follows:**

- Position #1 will be in Bracket A and Position #2 will be in Bracket B
- Position #3 will be in Bracket C and Position #4 will be in Bracket D

Bracket A	Bracket B	Bracket C	Bracket D
A1 = #1	B1 = #2	C1 = #3	D1 = #4
A2	B2	C2	D2
A3	B3	C3	D3
A4	B4	C4	D4

**14. Fourteen (14) entries will be group play with brackets as follows:**

- Bracket A = 4 teams. Bracket B = 4 teams.
- Bracket C = 3 teams. Bracket D = 3 teams.
- #1-4 Top Position Teams awarded before draw.
- A1, B1, C1, & D1 advance on to semifinals.
- Semifinals: A1 vs D1 and B1 vs C1

Bracket A	Bracket B	Bracket C	Bracket D	Semifinals
*A1 = #1	*B1 = #2	*C1 = #3	*D1 = #4	A1 vs D1
A2 = #8	B2 = #7	C2 = #6	D2 = #5	B1 vs C1
A3 = #9	B3 = #10	C3 = #11	D3 = #12	
A4 = #14	B4 = #13			



**15. Fifteen (15) entries will have Group Play similar to the following:**

- Bracket A = 3 teams. Bracket B = 4 teams.
- Bracket C = 4 teams. Bracket D = 4 teams.
- #1-4 Top Position Teams awarded before draw.
- Winners from A, B, C & D advance on to semifinals.
- Semifinals: A1 vs D1 and B1 vs C1

Bracket A	Bracket B	Bracket C	Bracket D	Semifinals
*A1 = #1	*B1 = #2	*C1 = #3	*D1 = #4	A1 vs D1
A2 = #8	B2 = #7	C2 = #6	D2 = #5	B1 vs C1
A3 = #15	B3 = #9	C3 = #10	D3 = #11	
	B4 = #14	C4 = #13	D4 = #12	

**16. Sixteen (16) entries in will be group play with brackets as follows:**

- Bracket A = 4 teams. Bracket B = 4 teams.
- Bracket C = 4 teams. Bracket D = 4 teams.
- #1-4 Top Position Teams awarded before draw.
- A1, B1, C1, & D1 advance on to semifinals.
- Semifinals: A1 vs D1 and B1 vs C1

Bracket A	Bracket B	Bracket C	Bracket D	Semifinals
*A1 = #1	*B1 = #2	*C1 = #3	*D1 = #4	A1 vs D1
A2 = #8	B2 = #7	C2 = #6	D2 = #5	B1 vs C1
A3 = #9	B3 = #10	C3 = #11	D3 = #12	
A4 = #16	B4 = #15	C4 = #14	D4 = #13	

**17. Seventeen (17) entries will have Group Play similar to the following:**

- Bracket A = 4 teams. Bracket B = 4 teams.
- Bracket C = 4 teams. Bracket D = 5 teams
- #1-4 Top Position Teams awarded before draw.

Bracket A	Bracket B	Bracket C	Bracket D	Semifinals
*A1 = #1	*B1 = #2	*C1 = #3	*D1 = #4	A1 vs D1
A2 = #8	B2 = #7	C2 = #6	D2 = #5	B1 vs C1
A3 = #12	B3 = 11	C3 = #10	D3 = #9	D3 = #9
A4 = #17	B4 = 16	C4 = #15	D4 = #13	
			D5 = #14	



**NOTE: For eighteen (18) to twenty (20) entries, the positions will be as follows:**

- Position #1 will be in Bracket A and Position #2 will be in Bracket B
- Position #3 will be in Bracket C and Position #4 will be in Bracket D

Bracket A
A1 = #1
A2
A3
A4

Bracket B
B1 = #2
B2
B3
B4

Bracket C
C1 = #3
C2
C3
C4

Bracket D
D1 = #4
D2
D3

Bracket E
E1 = #5
E2
E3

**18. Eighteen (18) entries in will be group play with brackets as follows:**

- Bracket A = 4 teams. Bracket B = 4 teams. Bracket C = 4 teams.
- Bracket D = 3 teams. Bracket E = 3 teams.
- #1-4 Top Position Teams awarded before draw.
- A1, B1, C1, D1, E1, and 3 wildcards (next highest points) advance to Quarterfinals.
- Quarterfinals: A1 vs WC #3; B1 vs WC #2; C1 vs WC #1; and D1 vs E1
- Semifinals: [A1 or WC#3] vs [D1 or E1] and [B1 or WC#2] vs [C1 or WC#1]

Bracket A
*A1 = #1
A2 = #10
A3 = #11
A4 = #18

Bracket B
*B1 = #2
B2 = #9
B3 = #12
B4 = #17

Bracket C
*C1 = #3
C2 = #8
C3 = #13
C4 = #16

Bracket D
*D1 = #4
D2 = #7
D3 = #14

Bracket E
*E1 = #5
E2 = #6
E3 = #15

Quarterfinals
A1 vs WC#3
B1 vs WC#2
C1 vs WC#1
D1 vs E1

Semifinals
[A1 vs WC#3] vs [B1 vs WC#2]
[C1 vs WC#1] vs [D1 vs E1]



**19. Nineteen (19) entries will Group Play similar to the following:**

- Bracket A = 3 teams. Bracket B = 4 teams. Bracket C = 4 teams.
- Bracket D = 4 teams. Bracket E = 4 teams.
- #1-4 Top Position Teams awarded before the draw.
- Winners from A, B, C, D, & E and 3 wildcards (next highest points) advance to Quarterfinals.
- Quarterfinals: A1 vs WC #3; B1 vs WC #2; C1 vs WC #1; and D1 vs E1
- Semifinals: [A1 or WC#3] vs [D1 or E1] and [B1 or WC#2] vs [C1 or WC#1]

Bracket A	Bracket B	Bracket C	Bracket D	Bracket E
*A1 = #1	*B1 = #2	*C1 = #3	*D1 = #4	*E1 = #5
A2 = #10	B2 = #9	C2 = #8	D2 = #7	E2 = #6
A3 = #19	B3 = #14	C3 = #13	D3 = #12	E3 = #11
	B4 = #18	C4 = #17	D4 = #16	E4 = #15

**20. Twenty (20) 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. Bracket E = 4 teams.
- #1-4 Top Position Teams awarded before draw.
- Winners from A, B, C, D, & E and 3 wildcards (next highest points) advance to Quarterfinals.
- Quarterfinals: A1 vs WC #3; B1 vs WC #2; C1 vs WC #1; and D1 vs E1
- Semifinals: [A1 or WC#3] vs [D1 or E1] and [B1 or WC#2] vs [C1 or WC#1]

Bracket A	Bracket B	Bracket C	Bracket D	Bracket E
*A1 = #1	*B1 = #2	*C1 = #3	*D1 = #4	*E1 = #5
A2 = #10	B2 = #9	C2 = #8	D2 = #7	E2 = #6
A3 = #11	B3 = #12	C3 = #13	D3 = #14	E3 = #15
A4 = #20	B4 = #19	C4 = #18	D4 = #17	E4 = #16

Quarterfinals
A1 vs WC#3
B1 vs WC#2
C1 vs WC#1
D1 vs E1

Semifinals
[A1 vs WC#3] vs [B1 vs WC#2]
[C1 vs WC#1] vs [D1 vs E1]

**For more than Twenty (20) teams, the KSYSA Junior State Cup Committee will release the formatting shortly after the application deadline.**

