



2024-2025

US YOUTH SOCCER

KANSAS STATE CUP

RULES OF COMPETITION

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Section I. Purpose

- a) These are the rules of the US Youth Soccer - Kansas State Cup for the 13-and-Under, 14-and-Under, 15-and-Under, 16-and-Under, 17-and-Under & 19-and-Under Boys' and Girls' age divisions. The Midwest Regional Championships and US Youth Soccer National Championship Series rules are part of the US Youth Soccer Kansas State Cup Championship. Specific rules not covered in this document will be deferred to the Midwest Regional Championships and US Youth Soccer National Championship Series rules.

Section II. Format

- a) Each state association 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) 13-and-Under, 14-and-Under, 15-and-Under, 16-and-Under, 17-and-Under 19-and-Under Boys
- b) 13-and-Under, 14-and-Under, 15-and-Under, 16-and-Under, 17-and-Under 19-and-Under 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 State Cup field size recommendations listed below are within the US Youth Soccer National Championship Series Cup guidelines:

Age Group	Under 13 & 14	Under 15 & 16	Under 17 & 19
Width	60 – 65 yards	60 – 70 yards	60 – 75 yards
Length	100 – 105 yards	100 – 115 yards	100 – 120 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 State Cup matches.

Section V. Schedule

- a) Fall State Cup (15U, 16U, 17U & 19U Girls) around October/November (tentatively)
- b) Spring State Cup (13U, 14U, 15U, 16U, 17U & 19U Boys and 13U–14U Girls) around May/June (tentatively)
 - i. Potentially Qualifying (Play-In) Games (based off team registrations)
 - ii. Group Play Games
 - iii. Semifinals/Finals
- c) Event schedule dates are subject to change due things beyond our control.



- d) 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. Teams participating in mandatory National League type events including Midwest Conference for Premier I & II teams.
 - ii. National Testing Dates (ACT/SAT Examinations) to have KSYSA players be fully focused on their educational aspirations without distraction.
 - iii. 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.
 - iv. 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, President’s Cup and Jr. 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 Jr. State Cup.

- e) Items that will NOT be considered for schedule changes include but not limited to the following:
 - i. School Social Events (Homecoming/Prom)
 - 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 State Cup shall be open to any US Youth Soccer registered 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 and the Kansas State Youth Soccer Association.
 - ii. The team has an approved Kansas State Youth Soccer **roster in which at least 51% of its players are Kansas residents.**
 - 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 & players.
 - 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.
 - 19-and-Under teams are exempt from the league requirement
 - The Kansas State Youth Soccer Association shall determine whether participation in any amateur adult league shall qualify a youth team for National Championship Series competition under this policy.
 - Should a league be cancelled due to situations beyond their control, then proof of registration may be requested by the State Cup Committee should the league requirement be mandated by the National Championships Series Rules.



Section VII. Roster Requirements

- a) Every team participating in the National Championship Series competitions, including the qualifying leagues within Kansas State Youth Soccer 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 Kansas State Youth Soccer Registrar.
- 13U, 14U, 15U, 16U, 17U & 19U - team roster may have a maximum of **twenty-two (22)** and a minimum of **seven (7)** youth players on its “TEAM” roster at any given time during State Cup or at any time during the seasonal year.
 - Team rosters must demonstrate a continuity of rosters between the league and the National Championship Series State Cup competition by maintaining a **minimum of eleven (11) players from the team’s league roster.**
 - At the time a team names its National Championship Series 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 State 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.
- 13U, 14U, 15U, 16U, 17U & 19U - game rosters shall have a **maximum of eighteen (18) players** and a minimum of seven (7) players.
 - 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.
 - 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.
 - 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 State Cup game.
 - All coaches MUST meet the coaching license requirement listed in Section X. Coach and Manager Eligibility.

Section VIII. Roster Freeze Dates

- a) The official Kansas State Cup team roster will be frozen for all participating teams on two specific dates prior to the tournament. The dates will be posted on the State Cup website and communicated to all participating teams.



- b) The **first roster freeze date** is to determine the top positions based on the immediately preceding year event in each age division, which is detailed in Section XXII. Group Positions. The 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 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 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 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 22 roster spots are full will count as only one (1) change.
 - **Addition Only:** A team has 4 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 11 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 must 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) Teams that participate in a State Cup Qualifying (Play In) game must complete the entire check in process prior to their qualifying match. **Teams eliminated from the State Cup Qualifying (Play In) game are officially Cup Tied to that event. However, the players on those eliminated State Cup Qualifying teams are eligible for participation in State Cup or Presidents Cup events with other teams following all other rostering rules for those events.**
- 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) State 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 Kansas State Cup if they meet KSYSA Coaching Eligibility requirements in Section X of the State Cup Rules.

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 State Cup competition submits its National Championship Series roster at the time of the State Cup second roster freeze date.
 - i. Each player participating in State Cup must be **'PRIMARY'** on their team's State Cup roster. **Secondary players are no longer eligible to appear on a State Cup roster.**
- b) In addition to the application of the club pass 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 US Soccer Federation, US Youth Soccer, or Kansas Youth Soccer.
- c) 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 **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, 16U, 17U & 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.
- d) A player may only play for **ONE TEAM** and is locked to that roster during any segment of the National Championships Series which can include: Kansas State Cup, Midwest Regional Championships, and the US Youth National Championships.
 - i. **A player may not participate in more than one (1) State Cup each year.**
 - Example: a team or player may not play in the Missouri State Cup and then the Kansas State Cup. They can only play in one or the other.
 - ii. **Exception:** Unless that player is on a State Cup Qualifying (Play-In) team and they are eliminated in that match, the team is Cup tied to the event, but the player is eligible to participate on other teams in cup events following all other rostering rules.
- e) Players must be registered on teams within the Kansas State Youth Soccer Association unless written permission is obtained from both 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.

- f) 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) within the current seasonal year.

Section X. Coach and Manager Eligibility

- a) All Coaches on the team State Cup roster must have **or be in the process of obtaining** a **U.S. Soccer Grassroots D License** (or the United Soccer Coaches National Diploma) 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 State Cup game roster before each match.

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

- a) It is the responsibility of the 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 as well as at the Regional or National level.
 - ii. If match manipulation is being observed by a State Cup Committee member and confirmed by the Executive Director and/or Tournament 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 National Championships 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 National Championships Series 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 by KSYSA which may result in further suspension.
- d) A player found guilty of submitting **falsified birth information** is prohibited from competing further in National Championships Series competitions in the current and one subsequent seasonal year.
- e) Players sent off from any State 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 State Cup Committee shall review every red card to determine whether to issue any additional suspension to the one (1) game automatic penalty.
 - iv. Player passes for anyone sent off shall be surrendered to 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 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 State Cup Committee, is a supporter of that team.
 - ii. The 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 three yards from the sidelines.
- h) Any suspension that is not fully served by the end of Kansas State Cup will carry-over to the next National Championship Series event in the current seasonal year.
- i) The State Cup Committee shall review every red card given to team officials to determine whether to issue any additional suspension to the one (1) game automatic penalty.
- j) Appeals on additional suspensions handed down by the State Cup Committee must be submitted in writing within 2 hours of their communication with the individual to be heard by the State Cup Hearing Committee. See Section XV. in the State Cup Rules.

Section XII. Financial Obligations

- a) For any teams participating in the US Youth Soccer Midwest Regional Championships or National Championships as the State Champion or Wild Card:



- i. If a team withdraws from the Midwest Regional Championships, the State Cup performance bond is forfeited. If a team withdraws from the Midwest Regional Championships and another Kansas team is not found to fill the slot, the team, and the club (if not an independent team) will take full responsibility for any potential fines issued by US Youth Soccer for not sending a team. **The fine is currently \$3,000 for not attending Midwest Regional Championships and \$3,000 for not attending the National Championships.**
- 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.
- iii. The KSYSA office and club staff will make every reasonable effort to reach out and find a replacement for the team that withdraws.

Section XIII. Withdraw & Refund Policy

- a) All refund requests in respect to a team's withdrawal from State Cup, and application fee, will be subject to the judgment of the State Cup Committee. **Refunds are not guaranteed.** See State Cup Refund Policy on State Cup website.
- b) If a team seeks to withdraw from the Kansas 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 State Cup **prior** to the official **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 and through the [Kansas Youth Soccer Refund Authorization Form](#).
- 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 **State Cup draw**, the brackets will NOT be redrawn to be in compliance with State Cup tournament formats. The team will **forfeit the entire registration fee**.
- g) If a team participates in a State Cup 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 as determined by the State Cup Committee.
- h) If a team forfeits **during** the **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 State Cup tournament(s). Said fine and suspension will be determined by the State Cup Committee.
- i) The entry fee for all age groups at the Kansas State Cup will be posted on the State Cup website. State Cup payment must be completed online at the time of registration. Fees

will be processed after the registration deadline has passed when your team is accepted into the event.

- j) 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 State Cup. The performance bond will be in the amount of \$900 for 3 teams or greater.
- k) 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 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 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/Appeal Procedures & 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 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 & State Cup Tournament Director within two (2) hours following the match or decision to whom it relates.
- b) All protests/appeals will be heard by a 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, if he/she has not restarted play or terminated the match.
- d) All decisions made by the State Cup Hearing Committee on protests/appeals will be final.

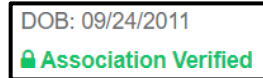
Section XVI. Check-In Procedure for Managers

- a) The process for team check-in will be entirely virtual. There will be NO PHYSICAL check-in event for the State Cup Tournament. As such all teams are now **REQUIRED** to upload



all the required documentation for 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 to make check in completely virtual.
- i. Referee crews will bring out the match balls to be used prior to kickoff.
 - ii. Team official credentials **MUST** be picked up prior to their first match in the State Cup competition. Each credential will need to be always worn by all bench personnel and visible to referees & 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.
 - **Form 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 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 Coaches listed on the Kansas State Cup Roster **MUST** have a minimum of a US Soccer Grassroots D License.
 - 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 State Cup.
 - v. Visit the **Alliance 4 All Website** & complete **Alliance 4 All Waiver 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:** "U16 Boys KSYSA CLUB Red Roster" and "U16 Boys KSYSA CLUB Red Medical Releases" etc....



- e) **State Cup Electronic Check In Documentation Link:** [CLICK HERE!](#)
- f) Once all documents are uploaded the 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 State Cup Committee.
- h) Any incorrect documents must be corrected and brought to the KSYSA Office or State Cup headquarters prior to that team and/or player's participation in the event.
- i) If requested prior to games, failure to provide the official roster and medical release forms will result in a forfeit of the game. Player(s) without approved USYS Player ID Cards and medical releases MAY NOT play in 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 (7 players) required to start the game.
 - iii. Teams without one (1) properly registered or rostered licensed coach (US Soccer Grassroots D License) if the grace period has expired and the violations remain, the referee must report to the Kansas State Cup Committee 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.

Section XVIII. Uniforms

- a) All teams must wear uniforms that conform to National Championships Policy Rule 241 Section 3.
 - i. A name, logo, or other identifying mark of any youth soccer organization other than US Youth Soccer or its member must be removed, replaced, or covered before a player, Team or Team official may enter or remain at a field complex where the National Championships Series competition is being held.
- b) 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.
- c) Goalkeepers must wear colors that distinguish them from other players and game referees.
- d) Each team must have at least two (2) uniform sets (one light color & one dark color).
- e) The **HOME** team (listed first in the schedule) is required to wear their **light** color jersey & socks.
- f) The **AWAY** team (listed first in the schedule) is required to wear their **dark** colored jersey & socks.



- g) If in the opinion of the referee, there is a jersey *color conflict*, the team causing the conflict must change jersey & socks. The referee’s decision is **FINAL**. Any failure to comply may result in the team forfeiting the match.

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 State Cup

Age Group	Under 13 & 14	Under 15 & 16	Under 17 & 19
Half Length	2 x 35 minutes	2 x 40 minutes	2 x 45 minutes
Halftime Interval	10 minutes	10 minutes	15 minutes
Stoppage Time	Added by the Referee as Needed		
Overtime Procedures Only in Semifinals & Finals			
Overtime Periods	2 x 10 minutes	2 x 15 minutes	2 x 15 minutes
Overtime Intervals	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) All games shall be played with the substitution rules outlined in the National Championships Policy, including suspected head injury substitution policy (rule 242 section 3) with the following exceptions:
- b) Substitutions may occur on any stoppage of play with the approval of the referee.
- c) **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.



- d) 13U – 14U Age Groups
 - i. Unlimited substitutions will be permitted.
- e) 15U, 16U, 17U & 19U 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.

Age Group	Under 13 & 14	Under 15 & 16	Under 17 & 19
Subs in 1st Half	Unlimited	Maximum of 7	Maximum of 7
Subs in 2nd Half	Unlimited	Maximum of 7	Maximum of 7
Re-Entry in Same Half	Yes	No	No
Subs during Overtime Period	Unlimited	Maximum of 7	Maximum of 7

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 State Cup Committee, Complex and Referee Administrator.
- b) When the 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 State Cup Committee. Communication will be between the State Cup Committee and the team coordinator, who is charge with relaying the information to his/her coach and team via email, and Kansas Youth Soccer social media channels.
- d) Do not return to the fields until the 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 restarted 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 State Cup Committee representatives on site.

Section XXII. Group Positions

- a) The immediately preceding year State Cup Champion, Finalist and Semi-Finalists (if applicable) will be considered a **“Top Position Team”** 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 State Cup as well as the immediately preceding year 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 First Roster Freeze Date which is posted on the Kansas State Cup website, at least 51% or greater of the teams rostered players must have been on the immediate preceding year State Cup roster.
 - ii. The team is affiliated with the same member club as they were the immediately preceding year State Cup event.
 - iii. The semi-finalists will be ranked (3rd & 4th positions) 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 position using a double-blind draw format that is to be broadcasted online and posted via social media channels 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 State Cup website after the application deadline closes.
- e) Kansas Youth Soccer reserves the right to position teams in each age group as or when necessary.

Section XXIII. Qualifying Game Rules

- a) For age groups where there are an **odd number of entries (7 or more)**, qualifying (Play In) games will be hosted by KSYSA to determine the team who will advance to group play. Teams that lose the Qualifying Game will be refunded a prorated portion of their entry fee.
- b) **Teams eliminated from the State Cup Qualifying (Play In) game are officially Cup Tied to that event. However, the players on those eliminated State Cup Qualifying teams are eligible for participation in State Cup or Presidents Cup events with other teams following all other rostering rules for those events.**
- c) Qualifying games for groups of **odd number of entries (7 or more)** will be scheduled at a set date and time by KSYSA for participating teams. If teams agree at an earlier or different date & time all costs will be covered by the teams. Qualifying games must be played in accordance with the following:
 - i. 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.



- d) Teams that are currently participating in the US Youth Soccer National League P.R.O. or Midwest Conference in Premier I or Premier II as a Kansas representative **SHALL NOT** be entered into a Qualifying Game (Play in Game) should one be necessary.
- e) 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.
 - i. Example: If a 12U team is playing up in a 13U age group, the 12U team shall be entered into the Qualifying game first before any 13U teams.

Section XXIV. Final Authority

- a) The Kansas 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 State Cup 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
 - 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. Tiebreakers

- 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 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 3rd 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 coach’s 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 coach’s coin that lands on the “tails” side will be placed in the 2nd position available. This coin procedure is done until an outcome is achieved.

Section XXVII. Kicks from the Penalty Mark Procedure (Game Play)

- 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) 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 is warned for the first offence and cautioned for any subsequent offense(s).**
- 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. The kick is recorded as missed and the kicker is cautioned.
- j) SUBJECT TO THE CONDITIONS EXPLAINED BELOW, BOTH TEAMS TAKE FIVE KICKS
 - i. The kicks are taken alternately by the teams.
 - ii. Each kick is taken by a different player, and all eligible players must take a kick before any player can take a second kick.
 - iii. 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.
 - iv. 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.
 - 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.

Section XXVIII. Head Injuries Policy and Temporary Substitution

- a) *National Championship Series Policy Rule 242, Section 3: 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.

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 (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.
- c) Qualifying games will be scheduled by the participating teams within a timeframe designated by the Kansas Youth Soccer. Qualifying games must be played in accordance with the following:
 - i. 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.

Breakdown of Brackets and Group Play

- 1. **One (1) entry in an age division will have no game. Team declared Champion.**
 - KSYSA will do everything possible to find an opponent to encourage competition and game play even after the deadlines.
- 2. **Two (2) entries in will be a one game final. Winner declared Champion.**

One Game Final
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.

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

Final
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 be group play as follows:

- Bracket A = 5 teams.
- #1 & #2 Top Position Teams awarded before draw.
- Every team will play each other once.
- A1 & A2 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 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, A3vsB3.
- 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 Qualifying Game to match Group of 6 setup:

- Qualifying Game (QG): Teams #6 & #7 for final position in Bracket B.
- Bracket A = 3 teams. Bracket B = 4 teams (#6 & #7).
- #1-4 Top Position Teams cannot be entered into the qualifying game.
- Each team plays within their group and then across the group. For instance, A1vsB1, A2vsB2, A3vsB3.
- See Group of 6 entries setup above.

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

Bracket B
B1 = QG: #6 vs #7
B2 = #3
B3 = #2

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

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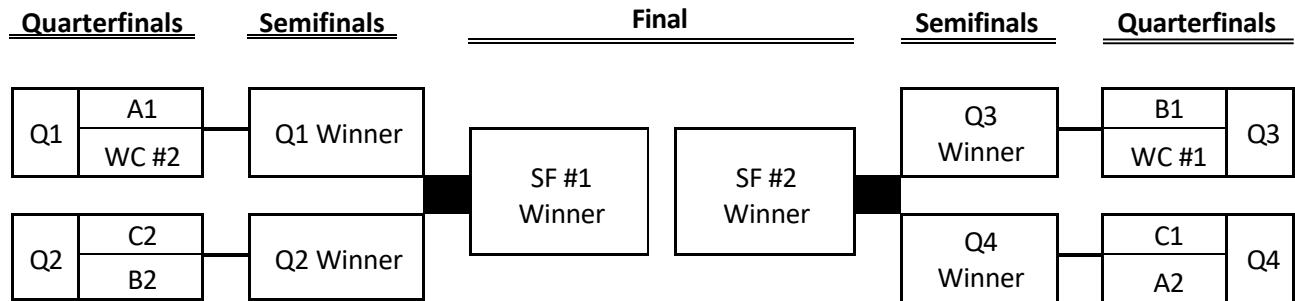
9. Nine (9) entries will be group play with brackets as follows:

- Bracket A = 3 teams. Bracket B = 3 teams. Bracket C = 3 teams.
- #1-4 Top Position Teams awarded before the draw.
- All brackets play within group for two games.
- Top two teams from A, B, & C plus two wildcard teams based on tie breaker procedures will advance to quarterfinals. Last team remaining is eliminated.
- **Wildcard teams cannot play same opponent from group in QF leg.**
- Quarterfinals: A1 vs WC2, C2 vs B2, B1 vs WC1, C1 vs A2.

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

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

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



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.
- 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 advance on next highest points.
- Semifinals: A1 vs WC and B1 vs C1

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 WC
B1 vs C1

11. Eleven (11) entries will have Qualifying Game to match Group of 10 setup:

- Qualifying Game (QG): Teams #10 & #11 for final position in Bracket A.
- Bracket A = 4 teams. Bracket B = 3 teams. Bracket C = 3 teams.
- #1-4 Top Position Teams cannot be entered into the qualifying game.
- See Group of 10 entries setup above.

Bracket A
*A1 = #1
A2 = #6
A3 = #7
A4 = QG: #10 vs #11

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

Bracket C
*C1 = #3
C2 = #4
C3 = #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 Qualifying Game to match Group of 12 setup:

- Qualifying Game (QG): Teams #12 & #13 for final position in Bracket A.
- Bracket A = 4 teams. Bracket B = 4 teams. Bracket C = 4 teams.
- #1-4 Top Position Teams cannot be entered into the qualifying game.
- See Group of 12 entries setup above.

Bracket A
*A1 = #1
A2 = #6
A3 = #7
A4 = QG: #12 vs #13

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

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

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
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
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
*A1 = #1
A2 = #8
A3 = #9
A4 = #14

Bracket B
*B1 = #2
B2 = #7
B3 = #10
B4 = #13

Bracket C
*C1 = #3
C2 = #6
C3 = #11

Bracket D
*D1 = #4
D2 = #5
D3 = #12

Semifinals
A1 vs D1
B1 vs C1

15. Fifteen (15) entries will have a Qualifying Game to match Group of 14 setup:

- Qualifying Game (QG): Teams #14 & #15 for final position in Bracket A.
- Bracket A = 4 teams. Bracket B = 4 teams.
- Bracket C = 3 teams. Bracket D = 3 teams.
- #1-4 Top Position Teams cannot be entered into the qualifying game.
- See Group of 14 entries setup above.

Bracket A
*A1 = #1
A2 = #8
A3 = #9
A4 = QG: #14 vs #15

Bracket B
*B1 = #2
B2 = #7
B3 = #10
B4 = #13

Bracket C
*C1 = #3
C2 = #6
C3 = #11

Bracket D
*D1 = #4
D2 = #5
D3 = #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
*A1 = #1
A2 = #8
A3 = #9
A4 = #16

Bracket B
*B1 = #2
B2 = #7
B3 = #10
B4 = #15

Bracket C
*C1 = #3
C2 = #6
C3 = #11
C4 = #14

Bracket D
*D1 = #4
D2 = #5
D3 = #12
D4 = #13

Semifinals
A1 vs D1
B1 vs C1

17. Seventeen (17) entries will have Qualifying Game to match Group of 16 setup:

- Qualifying Game (QG): Teams #16 & #17 for final position in Bracket A.
- Bracket A = 4 teams. Bracket B = 4 teams.
- Bracket C = 4 teams. Bracket D = 4 teams
- #1-4 Top Position Teams cannot be entered into the qualifying game.
- See Group of 16 entries setup above.

Bracket A
*A1 = #1
A2 = #8
A3 = #9
A4 = QG: #16 vs #17

Bracket B
*B1 = #2
B2 = #7
B3 = #10
B4 = #15

Bracket C
*C1 = #3
C2 = #6
C3 = #11
C4 = #14

Bracket D
*D1 = #4
D2 = #5
D3 = #12
D4 = #13

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 have Qualifying Game to match Group of 18 setup:

- Qualifying Game (QG): Teams #18 & #19 for final position in Bracket A.
- 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 cannot be entered into the qualifying game.
- See Group of 18 entries setup above.

Bracket A
*A1 = #1
A2 = #10
A3 = #11
A4 = QG: #18 vs #19

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

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.
- 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 = #20

Bracket B
*B1 = #2
B2 = #9
B3 = #12
B4 = #19

Bracket C
*C1 = #3
C2 = #8
C3 = #13
C4 = #18

Bracket D
*D1 = #4
D2 = #7
D3 = #14
D4 = #17

Bracket E
*E1 = #5
E2 = #6
E3 = #15
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 Kansas State Cup Committee will release the formatting shortly after the application deadline.