



2024-2025

US YOUTH SOCCER

KANSAS PRESIDENTS CUP

RULES OF COMPETITION

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Section I. Purpose

- a) These are the rules of the US Youth Soccer - Kansas Presidents Cup for the 13-and-Under, 14-and-Under, 15-and-Under, 16-and-Under, 17-and-Under, 18-and-Under, & 19-and-Under Boys' and Girls' age divisions. The Midwest Presidents Cup and US Youth Soccer National Presidents Cup rules are part of the US Youth Soccer Kansas Presidents Cup. Specific rules not covered in this document will be deferred to the Midwest Presidents Cups and US Youth Soccer National Presidents Cup 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 Presidents Cup field size recommendations listed below are within the US Youth Soccer National Presidents 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 Presidents Cup matches.

Section V. Schedule

- a) Fall Presidents Cup (15U, 16U, 17U & 19U Girls) around October/November (tentatively)
- b) Spring Presidents 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 Presidents 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 must be comprised of properly registered and roster youth players as defined by US Youth Soccer and has an approved roster from the home state association.**
 - 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’ players are exempt from the league requirement
 - The Kansas State Youth Soccer Association shall determine whether participation in any amateur 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 Presidents Cup Committee should the league requirement be mandated by the National Presidents Cup Rules.
 - iv. Any team that competed in US Youth Soccer National league P.R.O. or Elite 64 division, Club v Club and Premier I are NOT ELIGIBLE to compete in Kansas Presidents Cup



Section VII. Roster Requirements

a) Every team participating in the National Presidents Cup 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-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 Presidents Cup or at any time during the seasonal year.
- Team rosters must demonstrate a continuity of rosters between the league and the National Presidents Cup State competition by maintaining a **minimum of nine (9) players from the team’s league roster.**
- At the time a team names its National Presidents Cup team roster it **may not have more than five (5) transferred players** from other clubs at the time of the roster freeze date.
 1. 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-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 Presidents Cup game.
- All coaches MUST meet the coaching license requirement listed in Section X. Coach and Manager Eligibility.

Section VIII. Roster Freeze Dates

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

d) 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 Presidents 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 Presidents 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.

- e) The **second roster freeze date** is after the Presidents 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 Presidents 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.

ii. 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 3 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.](#)

f) GUEST PLAYERS ARE NOT ALLOWED.

- g) Teams that participate in a Presidents Cup Qualifying (Play In) game must submit a frozen roster prior to their qualifying match. **Teams eliminated from the Presidents Cup Qualifying (Play In) game are officially Cup Tied to that event. However, the players on those eliminated Presidents 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.**
- h) 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.
- i) Presidents Cup teams advancing to the Midwest Presidents Cup, or the National Presidents Cup 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.



- j) Coach additions or deletions may be made to a frozen roster at any time during Kansas Presidents Cup if they meet the KSYSA Coaching Eligibility requirements in Section X of the Presidents 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 Presidents Cup competition submits its National Presidents Cup roster at the time of the Presidents Cup second roster freeze date.
 - i. Each player participating in Presidents Cup must be **'PRIMARY'** on their team's Presidents Cup roster. ***Secondary players are no longer eligible to appear on a Presidents Cup roster.***
- b) In addition to the application of the club pass provisions of this policy, a team participating in the National Presidents Cup competitions may release involuntarily a player from its roster if the player has violated bylaws, policies, or requirements of the Federation, US Youth Soccer, or 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 Presidents Cup:
 - i. For team competition in the **13U and 14U age groups**, each player on the teams must be:
 - Of the age of the age group competition in which the team is participating in that seasonal year,
 - Or of the age in either of the next two (2) younger age groups of that age group competition in which the team is participating in that seasonal year.
 - ii. For the teams competing in the **15U, 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 Presidents Cup which can include: Kansas Presidents Cup, Midwest Presidents Cup, and the US Youth National Presidents Cup.
 - i. **A player may not participate in more than one (1) Presidents Cup each year.**
 - *Example: a team or player may not play in the Missouri Presidents Cup and then the Kansas Presidents Cup. They can only play in one or the other.*
 - ii. **Exception:** Unless that player in 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 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.



- 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 Presidents Cup will extend to the next National Presidents Cup (NPC) event(s), which can include the following year's NPC event(s) as well.

Section X. Coach and Manager Eligibility

- a) All Coaches on the team Presidents Cup roster must have **or be in the process of obtaining** a minimum of a ***U.S. Soccer 11v11 In-Person Grassroots License***.
- 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 Safe Sport Certification will be permitted on a team bench for each game. All bench personnel must be listed on a Presidents Cup team roster.

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

- a) It is the responsibility of the Presidents 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 Presidents Cup Committee member and confirmed by the Presidents Cup Chair and/or Presidents 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 National Presidents Cup 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 Presidents 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 National Presidents Cup competitions in the current and subsequent seasonal year.
- e) Players sent off from any Presidents Cup game shall
 - i. NOT be allowed to compete in their team's next played National Presidents Cup game(s).
 - ii. They may NOT be replaced for the remainder of the game.



- iii. The Presidents 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 Presidents 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.
- a. 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.
 - b. 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 Presidents 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 Presidents Cup Committee, is a supporter of that team.
 - ii. The Presidents 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 Presidents Cup will carry-over to the next National Presidents Cup or Kansas Youth Soccer event.
- i) The Presidents 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 Presidents Cup Committee must be submitted in writing within 2 hours of their communication with the individual to be heard by the Presidents Cup Hearing Committee. See Section XV. in the Presidents Cup Rules.



Section XII. Financial Obligations

- a) For any teams participating in the US Youth Soccer Midwest Presidents Cup or National Presidents Cup as the Presidents Cup Champion or Wild Card:
 - i. If a team withdraws from the Midwest Presidents Cup, the Presidents Cup performance bond is forfeited. If a team withdraws from the Midwest Presidents Cup 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 Presidents Cup and \$3,000 for not attending the National Presidents Cup.**
 - 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 Presidents Cup, and application fee, will be subject to the judgment of the Presidents Cup Committee. **Refunds are not guaranteed.** See Presidents Cup Refund Policy on Presidents Cup website.
- b) If a team seeks to withdraw from the Kansas Presidents 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 Presidents Cup **prior** to the official **Presidents 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 **Presidents Cup draw**, the brackets will NOT be redrawn to be in compliance with Presidents Cup tournament formats. The team will **forfeit the entire registration fee**.
- g) If a team participates in a Presidents Cup Qualifying Game and is eliminated from the National Presidents Cup competition, then a portion of their entry fee will be prorated back to the team as determined by the Presidents Cup Committee.
- h) If a team forfeits **during** the **Presidents 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 Presidents Cup tournament(s). Said fine and suspension will be determined by the Presidents Cup Committee.



- i) The entry fee for all age groups at the Kansas Presidents Cup will be posted on the Presidents Cup website. Presidents Cup payment must be completed online at the time of registration. Fees will be processed after the registration deadline.
- 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 Presidents 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 Presidents 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 GotSoccer account and seeing the Presidents 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 & Presidents 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 & Presidents Cup Tournament Director within two (2) hours following the match or decision to whom it relates.
- b) All protests will be heard by a Presidents 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 Presidents 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 Presidents Cup Tournament. As such all teams are now **REQUIRED** to upload all the required documentation for Presidents 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 kickoff.
 - ii. Team official credentials MUST be picked up prior to their first match in the Presidents 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.
 - **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 Presidents Cup Roster MUST have a minimum of a US Soccer Grassroots 11v11 In-Person Grassroots 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 will be ineligible to participate in the Kansas Presidents Cup. NO EXCEPTIONS!
 - 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.

DOB: 09/24/2011 🔒 Association Verified



- 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) **Presidents Cup Electronic Check In Documentation Link:** [CLICK HERE!](#)
- f) Once all documents are uploaded the Presidents 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 Presidents Cup Committee.
- h) Any incorrect documents must be corrected and brought to the KSYSA Office or Presidents 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 Presidents 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 If the grace period has expired and the violations remain, the referee must report to the Kansas Presidents Cup Chairperson documentation on the game report and the game will be recorded as a forfeit. The head referee will be the official timekeeper for the grace period. A member of the referee crew should notify the State Youth Referee Administrator if this situation comes up.

Section XVIII. Uniforms

- a) All teams must wear uniforms that conform to National Presidents Cup Policy Rule.
- 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 Presidents Cup 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 distinguished 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 JERSEYS** and **SOCKS**.
- f) The **AWAY** team (listed second in the schedule) is required to wear their **DARK COLOR JERSEYS** and **SOCKS**.
- g) If in the opinion of the referee, there is a jersey color conflict, the team causing the conflict must change their jersey and 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 Presidents 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	10 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 Presidents Cup Policy:
- b) Substitutions may occur on any stoppage of play with the approval of the referee 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.
- d) 13U, 14U, 15U, 16U, 17U & 19U Age Groups
 - i. Unlimited substitutions will be permitted.



Age Group	Under 13 – U17 & U19
Subs in 1st Half	Unlimited
Subs in 2 nd 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 Presidents Cup Committee, Complex and Referee Administrator.
- b) When the Presidents 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 Presidents Cup Committee. Communication will be between the Presidents 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 Presidents 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 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 Presidents Cup Committee representatives on site.

Section XXII. Group Positions

- a) The immediately preceding year Presidents 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 Presidents Cup as well as the immediately preceding year Presidents 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 Presidents Cup website, at least 51% or greater of the teams rostered players must have been on the immediate preceding year Presidents Cup roster.



- ii. The team is affiliated with the same member club as they were the immediately preceding year Presidents 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 Presidents 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.

Section XXIII. Qualifying Game Rules

- b) 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.
- c) **Teams eliminated from the Presidents Cup Qualifying (Play In) game are officially Cup Tied to that event. However, the players on those eliminated Presidents 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.**
- d) 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.
 - 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.
- e) Teams that are paying 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 Presidents 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 Presidents 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/sites
 - vi. Suspensions
 - vii. Coaching Approvals
 - 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 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) If **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 Presidents 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

- a) The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.
- b) The referee flips a coin to determine the goal at which the kicks will be taken unless weather, field conditions or crowd control issues arise that prevent one side of the field. Then it is at the discretion of the referee, with the recommendation of the State Youth Referee Administrator to decide based on what’s best for the game at the time.
- c) With the exception of a substitute for a goalkeeper who is unable to continue, ***only players who are on the field of play or are temporarily off the field of play*** (injury, adjusting equipment etc.) at the end of the match are eligible to take kicks.
- d) Each team is responsible for selecting from the eligible players the order in which they will take the kicks. The referee is NOT informed of the order.
- e) If at the end of the match and before or during the Kicks from the Penalty Mark with one team having a greater number of players than its opponents, it ***must reduce its numbers to the same number as its opponents*** (“***reduce to equate***” and the referee must be informed of the name and number of each player excluded. Any excluded player is not eligible to take part in the kicks (except as outlined below). The team captain shall have this responsibility.
- f) A goalkeeper who is unable to continue before or during the kicks may be replaced by a player excluded to equalize the number of players or 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 offence(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. if the kick is missed or saved, the kick is retaken and both players cautioned.
 - ii. if the kick is scored, the goal is disallowed, the kick is recorded as missed and the kicker cautioned.
- j) SUBJECT TO THE CONDITIONS EXPLAINED BELOW, BOTH TEAMS TAKE FIVE KICKS
 - i. The kicks are taken alternately by the teams.
 - ii. If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
 - iii. If, after both teams have taken five kicks, the scores are level kicks continue until one team has scored a goal more than the other from the same number of kicks.
 - iv. Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
 - v. The above principle continues for any subsequent sequence of kicks but a team may change the order of kickers.
 - vi. Kicks from the penalty mark must not be delayed for a player who leaves the field of play. The player's kick will be forfeited (not scored) if the player does not return in time to take a kick.
- k) SUBSTITUTIONS AND SEND OFFS DURING KICKS FROM THE PENALTY MARK
 - i. A player, substitute or substituted player may be cautioned or sent off.
 - ii. A goalkeeper who is sent off must be replaced by an eligible player.
 - iii. A player other than the goalkeeper who is unable to continue may not be replaced.
 - iv. The referee must not abandon the match if a team is reduced to fewer than seven (7) players.

Section XXVIII. Head Injuries Policy and Temporary Substitution

- a) 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.

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:
- d) 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.
 - i. 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

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.**

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.

<table border="1" style="width: 100%;"> <tr> <td style="text-align: center;">Group Play</td> </tr> <tr> <td style="text-align: center;">*A1 = #1</td> </tr> <tr> <td style="text-align: center;">*A2 = #2</td> </tr> <tr> <td style="text-align: center;">A3 = #3</td> </tr> </table>	Group Play	*A1 = #1	*A2 = #2	A3 = #3	<table border="1" style="width: 100%;"> <tr> <td style="text-align: center;">Final</td> </tr> <tr> <td style="text-align: center;">A1 vs A2</td> </tr> </table>	Final	A1 vs A2
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.

<table border="1" style="width: 100%;"> <tr> <td style="text-align: center;">Group Play</td> </tr> <tr> <td style="text-align: center;">*A1 = #1</td> </tr> <tr> <td style="text-align: center;">*A2 = #2</td> </tr> <tr> <td style="text-align: center;">A3 = #3</td> </tr> <tr> <td style="text-align: center;">A4 = #4</td> </tr> </table>	Group Play	*A1 = #1	*A2 = #2	A3 = #3	A4 = #4	<table border="1" style="width: 100%;"> <tr> <td style="text-align: center;">Final</td> </tr> <tr> <td style="text-align: center;">A1 vs A2</td> </tr> </table>	Final	A1 vs A2
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 = 2 teams.
- #1-4 Top Position Teams cannot be entered into the qualifying game.
- 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.
- A1 & B1 advance to final.
- 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 Qualifying Game to match Group of 8 setup:

- Qualifying Game (QG): Teams #8 & #9 for final position in Bracket A.
- Bracket A = 4 teams. Bracket B = 4 teams.
- #1-4 Top Position Teams cannot be entered into the qualifying game.
- See Group of 8 entries setup above.

Bracket A
*A1 = #1
A2 = #4
A3 = #5
A4 = #8 vs #9

Bracket B
*B1 = #2
B2 = #3
B3 = #6
B4 = #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 = #9
C2 = #4
C3 = #3

Semifinals
A1 vs WC
B1 vs C1

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	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 = QG: #18 vs #19	B4 = #17	C4 = #16		

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

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

