Kansas Presidents Cup

Rules of Competition

Kansas Youth Soccer Association

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Section 1. Purpose

These rules govern the US Youth Soccer Kansas Presidents Cup for the 13U, 14U, 15U, 16U, 17U, and 19U Boys' and Girls' age divisions. The Kansas Presidents Cup is part of the US Youth Soccer National Presidents Cup, which includes the Kansas Presidents Cup, the North Central Qualifier, and the National Presidents Cup. Any situation this document does not address is governed by the Presidents Cup Competition Rules.

Section 2. Format

Kansas State Youth Soccer Association determines the tournament format for the Kansas Presidents Cup. Competition must be held in a tournament format — league-style competition does not qualify.

Section 3. Age Divisions

The Kansas Presidents Cup is offered for Boys and Girls in the 13U, 14U, 15U, 16U, 17U, and 19U age groups.

Section 4. Field Requirements

- Fields must be properly marked and ready by game time, with corner flags and nets in good condition.
- Grass length should be between 1½–2 inches; turf fields are also acceptable for Presidents Cup matches.
- The referee's decision on whether a field is playable is final and cannot be protested.

Field sizes must fall within the following ranges, consistent with US Youth Soccer National Presidents Cup guidelines:

Age Group	Width	Length
13U & 14U	60–65 yards	100–105 yards
15U & 16U	60–70 yards	100–115 yards
17U & 19U	60–75 yards	100–120 yards

Section 5. Schedule

The Kansas Presidents Cup is held in two seasonal events:

- **Fall Presidents Cup** — 15U, 16U, 17U, and 19U Girls, tentatively held in October/November.
- **Spring Presidents Cup** — 13U, 14U, 15U, 16U, 17U, and 19U Boys, and 13U–14U Girls, tentatively held in April/May.
- Schedule dates are subject to change for reasons beyond KSYSA's control.

Schedule Change Priorities

When building the event schedule, KSYSA considers the following priorities, in order:

1. National testing dates (ACT/SAT) so players can focus on their education without conflict.

2. Distance and travel time for weeknight games (Monday–Thursday), to ensure teams can travel safely to and from games.

3. Head coaches of multiple teams may request scheduling assistance to avoid conflicts, for up to three (3) teams within the same Cup or across Cups (State Cup, Presidents Cup, and Jr. State Cup) during round-robin play. KSYSA does not accept coaching-conflict requests for Semifinals or Finals of any Cup.

Not Considered for Schedule Changes

The following are not grounds for a schedule change:

- School social events (e.g., Homecoming, Prom)
- Player availability due to personal schedules, other sports, other leagues, work, or coaches covering games outside the Cup competition (except as noted above)

Section 6. Team Eligibility

The Kansas Presidents Cup is open to any team registered in a U.S.-sanctioned league, but must meet the following requirements:

- The club/team must be in good standing with, and must not have violated, the bylaws and policies of US Youth Soccer and the Kansas State Youth Soccer Association.
- The team must have an approved Kansas State Youth Soccer roster.
- Teams must be carded through Kansas Youth Soccer Association prior to registering. N1 League teams are exempt from this requirement and may use their N1 cards for this event.

Section 7. Roster Requirements

Every team participating in the US Youth Soccer National Presidents Cup series, including the Kansas Presidents Cup, North Central Qualifier, and National Presidents Cup, must submit a Kansas Youth Soccer team roster and present a game roster for every match.

7.1 Team Roster

- The team roster must be approved by the Kansas State Youth Soccer Registrar.
- The team roster may have a maximum of twenty-two (22) and a minimum of nine (9) players at any time during Presidents Cup or the seasonal year.
- A team roster may not include more than five (5) transferred players from other clubs as of the roster freeze date.
    - **Example:** A move from Club A to Club B is considered a transfer. A move from Team A to Team B within Club A is not considered a transfer.

7.2 Game Roster

- The game roster must be prepared by Kansas Youth Soccer and given to the referee crew before each match. Every player on the game roster must also be on the team roster.
- Game rosters may have a maximum of twenty-two (22) and a minimum of nine (9) players. All players on the game roster may be designated game-active for the match.
- All players and team officials are held to the standard of conduct set out in the IFAB Laws of the Game. Any player sent off is barred from the team's next scheduled game.

- All coaches must meet the coaching license requirement in Section 10 (Coach and Manager Eligibility).

Section 8. Roster Freeze Dates

The official Kansas Presidents Cup team roster is frozen for all participating teams on two specific dates each year. Both dates are posted on the Presidents Cup website and communicated to all participating teams.

8.1 First Roster Freeze Date

- Determines Top Position Team placement based on the previous year's event (see Section 21, Group Positions).
- At this freeze date, at least 51% of the team's rostered players must have been on the team's roster during the immediately preceding year's Presidents Cup, for the team to be recognized as a returning Presidents Cup Champion, Finalist, or Semi-Finalist and receive a top position before The Draw.
- A team may not fall below the 51% threshold at any point before the second roster freeze date.

8.2 Second Roster Freeze Date

- Falls after the Presidents Cup Draw, on a date set by KSYSA between 5–15 days before the event begins.
- Teams may make up to five (5) changes to their frozen roster. Top Position Teams may also make changes, but must continue to meet all requirements in Section 8.1 or the changes will not be permitted.
- All roster changes before this date must be submitted to and approved by the Presidents Cup Committee, along with the required check-in documentation (see Section 15).
- The roster as of the second roster freeze date is the team's official roster for the remainder of its participation in the Kansas Presidents Cup. No further changes are allowed.

8.3 What Counts as a Roster Change

- **Even swap:** Adding one player and removing one player (when the roster is full) counts as one (1) change.
- **Addition only:** Adding a player to an open roster spot counts as one (1) change, even if that player's status is uncertain (e.g., pending injury clearance).
- **Removal only:** Removing a player who has quit or left the team does not count as a change — unless the removal would drop a Top Position Team below the 51% continuity requirement. In that case, the removal will be declined and the player must remain on the roster until after the deadline.

8.4 Guest Players

- Guest players are not allowed.

8.5 Play-In Game Roster Rules

- Teams participating in a Play-In Game must complete the full check-in process before that match. A team eliminated from a Play-In Game is Cup Tied to that event, but its players remain eligible to join other teams for State Cup or Presidents Cup, following the applicable rostering rules.

8.6 Coach Roster Changes

- Coach additions or removals may be made to a frozen roster at any time, provided the coach meets the eligibility requirements in Section 10.

Section 9. Player Eligibility

9.1 Presidents Cup Roster Eligibility

- Each player must be listed as **Primary** on their team's Presidents Cup roster.
- Secondary players are not eligible to appear on a Presidents Cup roster.

9.2 Age Eligibility

- **13U and 14U teams:** For the seasonal year in which the team is competing, each player must be the age of the division the team is in, or the age of either of the next two (2) younger age groups.
- **15U, 16U, 17U, and 19U teams:** For the seasonal year in which the team is competing, each player must be the age of the division the team is in, or the age of any younger age group, through 13U.

9.3 One Team / One Presidents Cup

- A player may only play for one team and is locked to that roster for the season across the US Youth Soccer National Presidents Cup series, which includes the Kansas Presidents Cup, North Central Qualifier, and National Presidents Cup.
- A player may not participate in more than one Presidents Cup in the same year.
- **Example:** A player may not play in both the Missouri Presidents Cup and the Kansas Presidents Cup. A player can play in only one of them.

9.4 Presidents Cup Play-In Exception

- A player on a team eliminated from a Play-In Game remains eligible to join another team for other Cup events, following the applicable rostering rules, even though the eliminated team itself is Cup Tied.

9.5 Out-of-State Players

- Players must be registered with a Kansas team unless written permission is obtained from both KSYSA and the other state association involved. Players moving from another state association will be added to a KSYSA roster once the required paperwork from both associations is complete.

9.6 Suspended Players

- A suspended player may return to play once the suspension is served. Any suspension not fully served during the Kansas Presidents Cup carries over to the next US Youth Soccer National Presidents Cup event within the same seasonal year.

9.7 Involuntary Release

- A team may release a player from its roster without the player's consent if the player has violated the bylaws, policies, or requirements of U.S. Soccer, US Youth Soccer, or Kansas Youth Soccer.

Section 10. Coach and Manager Eligibility

- All coaches on a team's Presidents Cup roster must hold, or be in the process of obtaining, at minimum a U.S. Soccer 11v11 In-Person Grassroots License.
- A team may have up to four (4) bench personnel per game — coaches, managers, directors, and/or trainers.
- Each bench-personnel individual must have a current-season USYS ID pass, an approved background check, and SafeSport Certification, and must be listed on the Presidents Cup game roster before each match.

Section 11. Rule Violations — Coach, Team, Player(s) & Spectators

The Presidents Cup Committee is responsible for investigating a properly protested violation immediately upon receipt. Failure by a team coach or team manager to cooperate with an investigation results in disciplinary action, up to and including suspension.

11.1 Match Manipulation

- Teams that fail to compete in the spirit of the competition, or that manipulate a game result, are subject to forfeiture and disqualification from all levels of competition, including all KSYSA State Tournaments and any Regional or National competition.
- If a Presidents Cup Committee member observes match manipulation and it is confirmed by the Executive Director and/or Tournament Director, the offending team(s) will be notified.
- If corrective action is not taken immediately, the team(s) will be disqualified.

11.2 Ineligible Players

- A team found guilty of using an ineligible player is not eligible to compete further in the US Youth Soccer National Presidents Cup series for the current seasonal year.
- A coach, manager, or team official found guilty of knowingly using an ineligible player is not eligible to compete further in the US Youth Soccer National Presidents Cup series for the current year plus two (2) subsequent seasonal years, and will participate in a KSYSA hearing that may result in further suspension.

11.3 Falsified Birth Information

- A player found guilty of submitting falsified birth information is prohibited from competing further in the US Youth Soccer National Presidents Cup series for the current year plus one (1) subsequent seasonal year.

11.4 Player Send-Offs

- A player sent off from a Presidents Cup game:
    - May not compete in the team's next US Youth Soccer National Presidents Cup series game.
    - May not be replaced for the remainder of the game.
- The Presidents Cup Committee reviews every red card to determine whether additional suspension is warranted beyond the automatic one-game penalty.
- Player passes for anyone sent off must be surrendered to the Presidents Cup Committee, and may be picked up from the KSYSA mobile headquarters or office once the suspension is served.

11.5 Coaches/Managers/Trainers/Administrators

The referee may take action against team officials who fail to act responsibly.

- A coach or team official shown a red card is removed from the field and its immediate surroundings, and is barred from the team's next game. A coach may receive more than a one-game suspension.
- If the offending individual cannot be identified, the head coach present in the technical area receives the sanction. Additional suspension may be levied based on the severity of the referee's supplemental report. The Presidents Cup Committee holds a hearing if the individual wishes to appeal.
- The Presidents Cup Committee reviews every red card issued to a team official to determine whether additional suspension is warranted beyond the automatic one-game penalty.

11.6 Conduct & Spectator Requirements

- Players, team officials, coaches, and fans must conduct themselves within the letter and spirit of the IFAB Laws of the Game, and must follow all Kansas Youth Soccer Safety Policies & Protocols.
- Coaches and team officials are subject to all misconduct rules in this policy, including cautions, send-offs, and standard suspension. Anyone reasonably associated with a team — including relatives and spectators — is subject to Kansas Youth Soccer's jurisdiction and authority.
- The head coach is responsible for the actions of anyone the referee or Presidents Cup Committee determines to be a supporter of that team.
- The Presidents Cup Committee or its on-site representative may remove any person from the tournament for conduct violations.
- Spectators must remain on the opposite side of the field from their team (not the team side or the opposing parents' side), and at least three yards from the sidelines.

11.7 Suspension Carryover

- Any suspension not fully served by the end of the Kansas Presidents Cup carries over to the next US Youth Soccer National Presidents Cup event within the same seasonal year.

11.8 Appeals

- Appeals of additional suspensions handed down by the Presidents Cup Committee must be submitted in writing within two (2) hours of notification, to be heard by the Presidents Cup Hearing Committee (see Section 14).

Section 12. Withdraw & Refund Policy

All refund requests related to a team's withdrawal from Presidents Cup are subject to the judgment of the Presidents Cup Committee. Refunds are not guaranteed — see the Presidents Cup Refund Policy on the Presidents Cup website.

12.1 Withdrawal Prior to Registration Deadline

- 100% refund if notification is submitted, received, and acknowledged by the KSYSA State Office through the Kansas Youth Soccer Refund Authorization Form.

12.2 Withdrawal Prior to the Presidents Cup Draw

- 50% refund if notification is submitted, received, and acknowledged by the KSYSA State Office through the Kansas Youth Soccer Refund Authorization Form.

12.3 Withdrawal After the Presidents Cup Draw

- A team that withdraws after the Presidents Cup Draw forfeits the entire registration fee. Brackets will not be redrawn to comply with Presidents Cup tournament formats.

12.4 Play-In Game Elimination

- A team eliminated from Presidents Cup in a Play-In Game will receive a prorated portion of its entry fee back, as determined by the Presidents Cup Committee.

12.5 Weather Cancellations

- Games cancelled due to weather are not eligible for a refund.

12.6 Government Restrictions

- Games cancelled due to state or local government restrictions beyond KSYSA's control will receive the maximum refund possible; some operational and management expenses already incurred by Kansas Youth Soccer may not be recoverable.

12.7 Forfeits

- A team that forfeits during Presidents Cup is subject to a $500 fine and suspension from the next Presidents Cup tournament(s), as determined by the Presidents Cup Committee.

Section 13. Application Deadline

- Applications and payment must be received by the Kansas State Youth Soccer Association state office by the date posted on the Presidents Cup website and communicated to all participating teams.
- It is the applicant's responsibility to verify their application was successfully submitted, either by checking the Presidents Cup event in their team's GotSport account registration section, or by contacting KSYSA directly.
- A $100 late fee applies to teams that apply after the early registration deadline.

13.1 Entry Fees

- Entry fees for all age groups are posted on the Presidents Cup website. Payment must be completed online at the time of registration; fees are processed after the registration deadline once a team is accepted into the event.

Section 14. Protest/Appeal Procedures & Presidents Cup Hearing Committee

14.1 Protest and Appeal Definitions

Protests and appeals are formal procedures used to address violations of policies, rules, or procedures related to specific matches or decisions.

Protest

- A Protest is a written objection to a match result, filed by a Team Official, Club Director, or Director of Coaching of the team involved.
- Only the teams involved in the match may file a protest.
- Protests must be based on violations of published USYS rules, national policies, or the IFAB Laws of the Game.
- Referee decisions on matters of fact and judgment are final and cannot be protested.

Appeal

- An Appeal is a request to transfer a decision from one jurisdiction to another for re-examination, filed by the original involved parties impacted by the decision.
- Only the Club Director or Director of Coaching can file an appeal.

14.2 Filing a Protest or Appeal

- All protests/appeals must be filed in writing via the official KSYSA Protest/Appeal Form.
- The protest/appeal must contain the particulars and grounds upon which the form is filed.
- The protest/appeal must be accompanied by a $300 Protest/Appeal fee in the form of a certified check payable to the Kansas State Youth Soccer Association.
- Two (2) copies of the protest/appeal must be submitted to the Kansas State Youth Soccer Association Executive Director and Presidents Cup Tournament Director within two (2) hours following the match or decision to which it relates.

14.3 Presidents Cup Hearing Committee

- All protests and appeals must be heard by the Presidents Cup Hearing Committee.
- The Presidents Cup Hearing Committee must be appointed by the Kansas State Youth Soccer Association President and Executive Director, or by their representative.
- There will be no appeal to another jurisdiction or governing body following a decision of the Presidents Cup Hearing Committee.

14.4 Decisions of Referees

- Decisions of referees are NOT grounds for protests or appeals.
- 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 upon realizing that it is incorrect, or at the referee's discretion, on the advice of an assistant referee or the fourth official, provided play has not been restarted or the match terminated.

14.5 Finality of Hearing Committee Decisions

- All decisions made by the Presidents Cup Hearing Committee on protests/appeals will be final.

Section 15. Tournament Check-in

15.1 Virtual Check-in

- The team check-in process will be entirely virtual. There will be NO PHYSICAL check-in event for the Presidents Cup Tournament.
- All teams are REQUIRED to upload the specified documents to GotSport.
- Required documents can be found on the KSYSA website under Presidents Cup – Registration & Tournament Information.

15.2 Document Verification and Credentials

- Once all documents are uploaded, the Presidents Cup Committee will verify the documentation.
- A coach and/or team manager must pick up the credentials for all approved bench personnel prior to the team's first game at tournament headquarters.

15.3 Missing Documentation

- If required items are not uploaded or documentation is missing before the Check-In Deadline, the team and/or specific players will be marked "ineligible" until the correct documents are uploaded to the Presidents Cup Committee.

15.4 Incorrect Documentation

- Any incorrect documents must be corrected and brought to the KSYSA Office or Presidents Cup headquarters prior to the team and/or player's participation in the event.

15.5 Required Roster and Medical Release Forms

- 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 Presidents Cup games.

Section 16. Grace Period for Teams

There will be a fifteen (15)-minute grace period after the scheduled game time for teams in the following circumstances:

- Teams without USYS Player ID passes.
- Teams without the minimum number of players (nine (9) players) required to start the game.
- Teams without at least one (1) properly registered or rostered licensed coach who meets the applicable KSYSA coaching requirements.

If, after the fifteen (15)-minute grace period has expired, the required conditions have not been met:

- The referee must document the violation on the game report.
- The game will be recorded as a forfeit, and the applicable Forfeit rules will apply.
- The head referee will be the official timekeeper for the grace period.
- A member of the referee crew should notify the KSYSA Referee Administrator if this situation occurs.

Section 17. Uniforms

17.1 Apparel and Markings

- At every level, apparel bearing the US Youth Soccer logo or other approved marks is permitted.
- Additional markings must be approved by the governing body for the event.

17.2 Player Uniform Numbers

- Each player must have a number on the player's jersey.
- The number must be affixed to the back of the jersey and must be clearly visible.
- Each player must have a unique number. No duplicate numbers are allowed.
- No taped or altered numbers will be allowed.
- Goalkeepers do NOT need to have numbers.

17.3 Goalkeeper Uniforms

- Goalkeepers must wear colors that distinguish them from other players and game referees.

17.4 Uniform Sets

- Each team must have at least two (2) uniform sets: one light-color set and one dark-color set.

17.5 Home Team Uniform

- The HOME team, listed first in the schedule, must wear its light-color jersey and socks.

17.6 Away Team Uniform

- The AWAY team, listed second in the schedule, must wear its dark-color jersey and socks.

17.7 Uniform Color Conflict

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

Section 18. Duration of the Match, Halftime, and Overtime

Match rules follow the IFAB Laws of the Game unless specifically modified by US Youth Soccer and/or the Kansas Presidents Cup Rules. Where they differ, the Kansas Presidents Cup Rules take precedence over US Youth Soccer Rules.

18.1 Match Length

Age Group	Half Length	Halftime Interval	Stoppage Time
13U & 14U	2 x 35 minutes	10 minutes	Added by the referee as needed
15U & 16U	2 x 40 minutes	10 minutes	Added by the referee as needed
17U & 19U	2 x 45 minutes	10 minutes	Added by the referee as needed

18.2 Group Play

- Tie games at the end of regulation in Group Play stand as a tie.

18.3 Knockout Rounds

- Knockout round matches, semifinals, and the final proceed directly to kicks from the penalty mark if tied at the end of regulation — no extra time is played.

Section 19. Substitutions

Substitutions follow the Presidents Cup Competition Rules, Rule 14, Section 14.1, including the suspected head injury substitution policy.

19.1 Substitution Limits

- Unlimited substitutions are permitted for all age groups, with re-entry.

19.2 Substitution Procedure

- Substitutions may occur at any stoppage with the referee's approval.
- Re-entry is permitted at any time during play if the referee permits.

19.3 Concussion/Head Injury Substitution Policy

- If a player is suspected of suffering a concussion or head injury, the player may be temporarily replaced so they can be evaluated by a qualified health professional.
- If the player is cleared, they may return to the match, and the temporary substitute must come off.
- If the player is not cleared, they may not return to the match.

Section 20. Weather Conditions

Suspension of games due to weather and/or field conditions considered dangerous to the players, spectators, referees, coaches, and tournament officials is at the discretion of the Presidents Cup Committee.

For purposes of weather-related decisions under this section, the **Presidents Cup Committee** consists of the Presidents Cup Tournament Director, KSYSA Executive Director, Complex Staff, and KSYSA Referee Administrator.

20.1 Shelter and Safety

- When the Presidents Cup Committee indicates that play has been stopped through the complex warning system or horn, participants must seek shelter immediately inside their vehicles.
- The Presidents Cup Committee will communicate the weather suspension through the official **Kansas Presidents Cup WhatsApp Group**.
- Participants must go to their vehicles. Standing under a tent, concession stand, or similar awning is NOT safe or permitted by the facility.

20.2 Communication and Leaving the Facility

- Teams must not leave the premises unless and until directed to do so by the Presidents Cup Committee.
- Communication will be between the Presidents Cup Committee and the coach and team manager.
- All communication will be through the official **Kansas Presidents Cup WhatsApp Group**.

20.3 Return to Play

- Teams may not return to the fields until the Presidents Cup Committee has communicated that it is safe to return to the fields through the official **Kansas Presidents Cup WhatsApp Group**.

20.4 Game Status Following Weather Delay

- If the first half of the game has been completed in full before a weather delay and the game cannot be restarted within a reasonable amount of time, **the game will be considered official**.
- If a game is stopped during the first half because of a weather delay, the game will resume from the point at which play was stopped.

Section 21. Group Positions

The immediately preceding year's 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's Presidents Cup.

21.1 Top Position Team Criteria

- At the First Roster Freeze Date posted on the Kansas Presidents Cup website, at least 51% of the team's rostered players must have been on the immediately preceding year's Presidents Cup roster.
- The team must be affiliated with the same member club as it was for the immediately preceding year's Presidents Cup event.
- The semi-finalists will be ranked 3rd and 4th based on group-play performance and semifinal performance and will follow tiebreaker procedures if necessary.
- All other teams that do not meet the "Top Position Team" criteria will be randomly assigned to a group position using a double-blind draw.
- The draw will be a separate document detailing the process and how it will be conducted. Teams should check the Kansas Presidents Cup website after the application deadline closes.
- KSYSA reserves the right to position teams in each age group as necessary.

Section 22. Play-In Games

22.1 Play-In Game Requirement

- For age groups with an odd number of entries (7 or more), Play-In Games will be hosted by KSYSA to determine the team that will advance to group play.
- Teams that lose a Play-In Game will receive a prorated refund of their entry fee.

22.2 Presidents Cup Eligibility Following a Play-In Game

- Teams eliminated from a Play-In Game are officially Cup Tied to that event.
- Players from teams eliminated in a Play-In Game remain eligible to participate in State Cup or Presidents Cup events with other teams, subject to all applicable rostering rules for those events.

22.3 Play-In Game Scheduling

- Play-In Games will be scheduled by KSYSA at a designated date and time for the participating teams.
- If participating teams mutually agree to play at an earlier or different date and time, all costs associated with the alternate arrangement will be the responsibility of the participating teams.
- If teams from different areas of the state are drawn to play each other, the teams may work together to identify a mutually beneficial location based on their respective travel plans, subject to KSYSA approval.

22.4 Teams Playing Up

- Teams playing in an age group above their natural age group must be the first teams entered into a Play-In Game, if one is required.
- For example, if a 12U team is playing up in the 13U age group, the 12U team must be entered into the Play-In Game before any 13U teams.

Section 23. Final Authority

The Presidents Cup Tournament Director, KSYSA Executive Director, and KSYSA Referee Administrator (collectively, the **Presidents Cup Committee**) have final authority over matters arising from the

administration and operation of the Kansas Presidents Cup, except where these rules specifically assign authority to another individual, committee, or entity.

The Presidents Cup Committee may make decisions necessary to administer the tournament, protect participants, maintain competitive fairness, and address circumstances not specifically covered by these rules.

Decisions may include, but are not limited to:

- Cancellation or suspension of games
- Rescheduling of games
- Field assignments or changes
- Site changes
- Positions and bracketing
- Tournament operations
- Other matters necessary to conduct the Presidents Cup

Section 24. Scoring Method

Standings within each group will be determined by the number of points earned in group play matches.

24.1 Points

- Three (3) points for a win.
- One (1) point for a tie.
- Zero (0) points for a loss.

24.2 Forfeits

- If a team forfeits any game during group play, the team will not advance out of its group.
- A forfeited game will be recorded as a 4–0 victory for the opposing team.

Section 25. Group Play Tiebreakers

25.1 General

- If two (2) or more teams are tied on points at the conclusion of group play, the applicable tiebreaker sequence must be used to determine which team advances, in accordance with the competition format.
- Whenever a tiebreaker refers to head-to-head competition or head-to-head matches, only the matches played among the tied teams are considered. The head-to-head criterion applies only when all tied teams have played each other during group play. If this condition is not met, the applicable tiebreaker sequence proceeds to the next criterion.
- See Section 24, Scoring Method, for the group play point system.

25.2 Two-Team Tiebreaker Sequence

If two (2) teams are tied on points, the tie is broken by applying the following criteria in order:

Order	Tiebreaker
1	Winner of head-to-head competition (only if both teams played each other during group play)
2	Most group play matches won
3	Goal differential in all group play matches (maximum of +10 goals per match)
4	Fewest goals allowed in all group play matches
5	Coin flip

25.3 Three-Team Tiebreaker Sequence

If three (3) teams are tied on points, the tie is broken by applying the following criteria in order:

Order	Tiebreaker
1	Points earned in head-to-head competition among the three tied teams (only if all three tied teams played each other during group play)
2	Most group play matches won
3	Goal differential in head-to-head matches among the tied teams
4	Goal differential in all group play matches
5	Fewest goals allowed in head-to-head matches among the tied teams
6	Fewest goals allowed in all group play matches
7	Coin flip

- If application of any criterion completely breaks the tie, the applicable tiebreaker sequence ends.
- If application of any criterion separates one (1) team while two (2) teams remain tied, the remaining two (2) teams revert to the Two-Team Tiebreaker Sequence.

25.4 Four-Team Tiebreaker Sequence

- If four (4) teams are tied on points, the tie is broken by applying the Three-Team Tiebreaker Sequence.
- If application of any criterion completely breaks the tie, the applicable tiebreaker sequence ends.
- If application of any criterion reduces the tie to three (3) teams, the remaining teams continue using the Three-Team Tiebreaker Sequence.
- If application of any criterion reduces the tie to two (2) teams, the remaining teams revert to the Two-Team Tiebreaker Sequence.
- When the Three-Team Tiebreaker Sequence is applied to four tied teams, references to "three tied teams" mean all four tied teams.

25.5 Goal Differential

Goal differential is defined as the total number of goals scored minus goals allowed, with a maximum differential of ten (10) goals credited in any single match.

Actual Score	Recorded Goal Differential
12–1	+10 / –10
10–4	+6 / –6
7–0	+7 / –7
3–2	+1 / –1

25.6 Coin Flip Procedure

- If a coin flip is required, the Presidents Cup Committee must schedule the time and location following the completion of the final group play match involving the tied teams.
- One **Head Coach or Club Administrator** representing each affected team must be present.

25.6.1 Two-Team Coin Flip

- Each representative must simultaneously flip an identical coin provided by KSYSA.
- If one coin lands **heads** and the other lands **tails**, the team whose coin lands heads receives the higher position.
- If both coins land **heads** or both coins land **tails**, the representatives flip again until the tie is broken.

25.6.2 Three-Team Coin Flip

- All three (3) representatives must simultaneously flip identical coins provided by KSYSA.
- If one representative's coin lands **heads** while the other two representatives' coins land **tails**, that team receives the higher remaining position.
- If one representative's coin lands **tails** while the other two representatives' coins land **heads**, that team receives the lowest remaining position.
- The remaining two (2) teams immediately proceed to the Two-Team Coin Flip procedure.
- If all three coins land **heads** or all three coins land **tails**, all three representatives flip again until the tie is broken.

Note: The results of all coin flips conducted under this section are final.

Section 26. Kicks from the Penalty Mark

When a match that requires a winner remains tied at the end of regulation, the winner is determined by Kicks from the Penalty Mark, in accordance with Section 18, Duration of the Match, Halftime, and Overtime. No overtime periods are played.

26.1 Procedure

- The Presidents Cup Committee and KSYSA Referee Administrator determine the goal at which Kicks from the Penalty Mark will be taken.
- Kicks from the Penalty Mark are conducted in accordance with the current IFAB Laws of the Game.

26.2 Referee Authority

- The referee administers Kicks from the Penalty Mark in accordance with the current IFAB Laws of the Game.

26.3 Resources

- The current IFAB Laws of the Game, including the procedures governing Kicks from the Penalty Mark, are available on the official IFAB website: IFAB – Law 10: Determining the Outcome of a Match (https://www.theifab.com/laws/latest/determining-the-outcome-of-a-match/).
- Coaches, team managers, club administrators, referees, and players are encouraged to familiarize themselves with the current IFAB Laws of the Game.

Section 27. Head Injuries Policy and Temporary Substitution

See Section 19.3, Concussion/Head Injury Substitution Policy.

Section 28. Tournament Bracketing

The bracket format for each age division depends on the number of entries. For age groups with an odd number of entries (7 or more), a Play-In Game is used to reach an even number of teams before group play — see Section 22, Play-In Games, for scheduling and eligibility rules.

28.1 One (1) Entry

- No match is played; the team is declared Champion.
- KSYSA makes every effort to find an opponent, even after deadlines.

28.2 Two (2) Entries

- The winner is declared Champion.

Final
A1 vs A2

28.3 Three (3) Entries

- The #1 and #2 Top Position Teams are awarded; no draw is conducted.

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

Final
A1 vs A2

28.4 Four (4) Entries

- Bracket A = 4 teams; all teams play in group play.
- The #1 and #2 Top Position Teams are awarded before the draw.
- The top two finishers advance to the Final.

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

Final
A1 vs A2

28.5 Five (5) Entries

- Bracket A = 5 teams; every team plays each other once.
- The #1 and #2 Top Position Teams are awarded before the draw.
- The top two finishers advance to the Final.

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

Final
A1 vs A2

28.6 Six (6) Entries

- Bracket A = 3 teams, Bracket B = 3 teams.
- Position #1 and #4 are placed in Bracket A; Position #2 and #3 are placed in Bracket B.
- The #1–#4 Top Position Teams are awarded before the draw.
- Each team plays within its bracket, then across brackets: A1 vs B1, A2 vs B2, A3 vs B3.
- Teams from the same club cannot be drawn into the same bracket or into a cross-bracket matchup against each other — same-club teams are drawn first to prevent this.

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

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

Final
A1 vs B1

28.7 Seven (7) Entries

- Bracket A = 3 teams. Bracket B = 4 teams, including the Play-In Game winner.
- The #1–#4 Top Position Teams cannot be entered into the Play-In Game.
- A Play-In Game between the #6 and #7 seeds determines the top position in Bracket B.
- Otherwise follows the Six (6) Entries format above: each team plays within its bracket, then across brackets, and A1 vs B1 in the Final.
- Teams from the same club cannot be drawn into the same bracket or into a cross-bracket matchup against each other — same-club teams are drawn first to prevent this.

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

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

Final
A1 vs B1

28.8 Eight (8) Entries

- Bracket A = 4 teams. Bracket B = 4 teams.
- The #1–#4 Top Position Teams are awarded before the draw.
- Each bracket plays within its own group.
- The top two finishers in each bracket advance to the Semifinals: A1 vs B2 and B1 vs A2.
- Teams from the same club cannot be drawn into the same bracket or into a cross-bracket matchup against each other — same-club teams are drawn first to prevent this.

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

28.9 Nine (9) Entries

- Bracket A = 4 teams, including the Play-In Game winner. Bracket B = 4 teams.
- The #1–#4 Top Position Teams cannot be entered into the Play-In Game.
- A Play-In Game between the #8 and #9 seeds determines the final position in Bracket A.
- Otherwise follows the Eight (8) Entries format above, including the Semifinal pairings.
- Teams from the same club cannot be drawn into the same bracket or into a cross-bracket matchup against each other — same-club teams are drawn first to prevent this.

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

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

Semifinals
A1 vs B2
B1 vs A2

28.10 Ten (10) Entries

- Bracket A = 4 teams, Bracket B = 3 teams, Bracket C = 3 teams.
- Each team in Bracket B and Bracket C plays within its own group, then across the two groups: B1 vs C1, B2 vs C2, B3 vs C3.
- The #1–#4 Top Position Teams are awarded before the draw.
- The winners of Brackets A, B, and C, plus a wildcard (next-highest points), advance to the Semifinals: A1 vs WC and B1 vs C1.
- Teams from the same club cannot be drawn into the same bracket or into a cross-bracket matchup against each other — same-club teams are drawn first to prevent this.

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

28.11 Eleven (11) Entries

- Bracket A = 4 teams, including the Play-In Game winner. Bracket B = 3 teams. Bracket C = 3 teams.
- Each team in Bracket B and Bracket C plays within its own group, then across the two groups: B1 vs C1, B2 vs C2, B3 vs C3.
- The #1–#4 Top Position Teams cannot be entered into the Play-In Game.
- A Play-In Game between the #10 and #11 seeds determines the final position in Bracket A.
- Otherwise follows the Ten (10) Entries format above.
- Teams from the same club cannot be drawn into the same bracket or into a cross-bracket matchup against each other — same-club teams are drawn first to prevent this.

Bracket A
A1 = #1
A2 = #6
A3 = #7
A4 = PI: #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

28.12 Twelve (12) Entries

- Bracket A = 4 teams, Bracket B = 4 teams, Bracket C = 4 teams.
- The #1–#4 Top Position Teams are awarded before the draw.
- A1, B1, C1, plus a wildcard (next-highest points), advance to the Semifinals: A1 vs WC and B1 vs C1.
- Teams from the same club cannot be drawn into the same bracket or into a cross-bracket matchup against each other — same-club teams are drawn first to prevent this.

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

28.13 Thirteen (13) Entries

- Bracket A = 4 teams, including the Play-In Game winner. Bracket B = 4 teams. Bracket C = 4 teams.
- The #1–#4 Top Position Teams cannot be entered into the Play-In Game.
- A Play-In Game between the #12 and #13 seeds determines the final position in Bracket A.
- Otherwise follows the Twelve (12) Entries format above.
- Teams from the same club cannot be drawn into the same bracket or into a cross-bracket matchup against each other — same-club teams are drawn first to prevent this.

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

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

28.14 Fourteen (14) Entries

- Bracket A = 4 teams, Bracket B = 4 teams, Bracket C = 3 teams, Bracket D = 3 teams.
- Each team in Bracket C and Bracket D plays within its own group, then across the two groups: C1 vs D1, C2 vs D2, C3 vs D3.
- The #1–#4 Top Position Teams are awarded before the draw.
- A1, B1, C1, and D1 advance to the Semifinals: A1 vs D1 and B1 vs C1.
- Teams from the same club cannot be drawn into the same bracket or into a cross-bracket matchup against each other — same-club teams are drawn first to prevent this.

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 = #12
D2 = #5
D3 = #4

Semifinals
A1 vs D1
B1 vs C1

28.15 Fifteen (15) Entries

- Bracket A = 4 teams, including the Play-In Game winner. Bracket B = 4 teams. Bracket C = 3 teams. Bracket D = 3 teams.
- Each team in Bracket C and Bracket D plays within its own group, then across the two groups: C1 vs D1, C2 vs D2, C3 vs D3.
- The #1–#4 Top Position Teams cannot be entered into the Play-In Game.
- A Play-In Game between the #14 and #15 seeds determines the final position in Bracket A.
- Otherwise follows the Fourteen (14) Entries format above.
- Teams from the same club cannot be drawn into the same bracket or into a cross-bracket matchup against each other — same-club teams are drawn first to prevent this.

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

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

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

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

Semifinals
A1 vs D1
B1 vs C1

28.16 Sixteen (16) Entries

- Bracket A = 4 teams, Bracket B = 4 teams, Bracket C = 4 teams, Bracket D = 4 teams.
- The #1–#4 Top Position Teams are awarded before the draw.
- A1, B1, C1, and D1 advance to the Semifinals: A1 vs D1 and B1 vs C1.
- Teams from the same club cannot be drawn into the same bracket or into a cross-bracket matchup against each other — same-club teams are drawn first to prevent this.

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

28.17 Seventeen (17) Entries

- Bracket A = 4 teams, including the Play-In Game winner. Bracket B = 4 teams. Bracket C = 4 teams. Bracket D = 4 teams.
- The #1–#4 Top Position Teams cannot be entered into the Play-In Game.
- A Play-In Game between the #16 and #17 seeds determines the final position in Bracket A.
- Otherwise follows the Sixteen (16) Entries format above.
- Teams from the same club cannot be drawn into the same bracket or into a cross-bracket matchup against each other — same-club teams are drawn first to prevent this.

Bracket A
A1 = #1
A2 = #8
A3 = #9
A4 = PI: #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

Semifinals
A1 vs D1
B1 vs C1

28.18 Eighteen (18) Entries

- Bracket A = 4 teams, Bracket B = 4 teams, Bracket C = 4 teams, Bracket D = 3 teams, Bracket E = 3 teams.
- Each team in Bracket D and Bracket E plays within its own group, then across the two groups: D1 vs E1, D2 vs E2, D3 vs E3.
- Position #1 is placed in Bracket A, #2 in Bracket B, #3 in Bracket C, #4 in Bracket D.
- The #1–#4 Top Position Teams are awarded before the draw.
- A1, B1, C1, D1, E1, plus 3 wildcards (next-highest points), advance to the Quarterfinals.
- Teams from the same club cannot be drawn into the same bracket or into a cross-bracket matchup against each other — same-club teams are drawn first to prevent this.

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 = #15
E2 = #6
E3 = #5

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

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

28.19 Nineteen (19) Entries

- Bracket A = 4 teams, including the Play-In Game winner. Bracket B = 4 teams. Bracket C = 4 teams. Bracket D = 3 teams. Bracket E = 3 teams.
- Each team in Bracket D and Bracket E plays within its own group, then across the two groups: D1 vs E1, D2 vs E2, D3 vs E3.
- The #1–#4 Top Position Teams cannot be entered into the Play-In Game.
- A Play-In Game between the #18 and #19 seeds determines the final position in Bracket A.
- Otherwise follows the Eighteen (18) Entries format above, including the Quarterfinal and Semifinal pairings.
- Teams from the same club cannot be drawn into the same bracket or into a cross-bracket matchup against each other — same-club teams are drawn first to prevent this.

Bracket A
A1 = #1
A2 = #10
A3 = #11
A4 = PI: #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 = #15
E2 = #6
E3 = #5

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

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

28.20 Twenty (20) Entries

- Bracket A = 4 teams, Bracket B = 4 teams, Bracket C = 4 teams, Bracket D = 4 teams, Bracket E = 4 teams.
- Position #1 is placed in Bracket A, #2 in Bracket B, #3 in Bracket C, #4 in Bracket D.
- The #1–#4 Top Position Teams are awarded before the draw.
- A1, B1, C1, D1, E1, plus 3 wildcards (next-highest points), advance to the Quarterfinals.
- Teams from the same club cannot be drawn into the same bracket or into a cross-bracket matchup against each other — same-club teams are drawn first to prevent this.

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 [D1 vs E1]
[B1 vs WC#2] vs [C1 vs WC#1]

28.21 More Than Twenty (20) Entries

- The Presidents Cup Committee will release the bracket format shortly after the application deadline.

Appendix A. Summary of Changes

This appendix summarizes the changes from the previous Kansas Presidents Cup Rules of Competition (2024–2025). Section numbers are those used in these rules. This summary is for reference only; Sections 1–28 control.

Section	Type	What Changed	Who It Affects
4	Changed	Field sizes are now stated as requirements ("must fall within") instead of recommendations. Grass length remains a recommendation.	Tournament staff, host complexes
5	Changed	Spring Presidents Cup moved from May/June to April/May. Removed the first scheduling priority (mandatory national league events, including Midwest Conference for Premier I & II teams).	Clubs, coaches
6	Changed	Open to any team registered in a U.S.-sanctioned league (was: US Youth Soccer registered teams only). Removed the qualifying league requirement. Removed the list of ineligible leagues (was: P.R.O., Elite 64, Club v Club, and Premier I). Teams must now be carded through KSYSA; N1 League teams are exempt and may use their N1 cards.	Clubs, team managers
7	Changed	Minimum roster size raised from 7 to 9 players (team and game roster). Maximum game roster raised from 18 to 22. Removed the requirement to keep 9 players from the league roster. Removed the "non-active player" provisions; all players on a game roster may be game-active.	Coaches, team managers
8	Changed	Removed league-continuity requirements from roster changes. Play-In teams must complete the full check-in process before their match. Removed the provision allowing club-pass changes for teams advancing to regional or national events.	Coaches, team managers
9	Changed	Removed the club-pass provision. Unserved suspensions now carry over only within the same seasonal year (was: could extend into the following year).	Players, coaches
10	Changed	Bench personnel must be listed on the game roster before each match (was: team roster).	Coaches, team managers
11	Changed	Match manipulation is confirmed by the Executive Director and/or Tournament Director (was: Presidents Cup Chair and/or Director). Suspension carryover matches Section 9.6.	Coaches, team officials
12	Changed	Forfeit penalty is now a $500 fine and possible suspension (was: loss of the $300 performance bond plus a fine of up to $1,000). Performance bonds ($300 per team; $900 per club) are eliminated.	Clubs, team managers
14	New	Protests and appeals are now defined as separate procedures. Only teams in the match may protest (Team Official, Club Director, or Director of Coaching); only a Club Director or Director of Coaching may appeal. Protests must cite violations of published rules. Fee increased from $100 to $300. Hearing Committee decisions are final, with no outside appeal.	Clubs, club directors, coaches
15	Changed	The detailed check-in document list moved to the Presidents Cup page on the KSYSA website. Removed game-day provisions (referees bringing match balls, credentials worn at all times, bringing ID cards to each game).	Team managers
16	Changed	Minimum number of players required to start a game raised from 7 to 9. A forfeit after the grace period follows the Forfeit rules. The referee documents the violation on the game report.	Coaches, team managers, referees

Section	Type	What Changed	Who It Affects
17.1	Changed	Apparel rule rewritten: the US Youth Soccer logo and other approved marks are permitted, and additional markings must be approved by the governing body. This replaces the former wording on removing or covering other organizations' marks.	Players, coaches
18	Changed	Overtime eliminated: tied knockout matches, semifinals, and finals go directly to kicks from the penalty mark (was: 2 × 10 or 2 × 15 minutes of overtime in semifinals and finals). Halftime remains 10 minutes for all age groups.	Everyone
19	Changed	Unlimited substitutions with re-entry are kept. The head injury substitution policy was updated. Overtime substitution rules were removed.	Coaches, team managers, referees
20	Changed	Defined who decides weather matters (Tournament Director, Executive Director, Complex Staff, and KSYSA Referee Administrator). All weather communication now goes through the Kansas Presidents Cup WhatsApp Group; email and social media were removed.	Coaches, team managers, clubs
21	Changed	Removed the statement that the Draw is broadcast online and posted on social media. The Draw remains a double-blind draw described in a separate document.	Clubs
22	Changed	Renamed Play-In Games. KSYSA schedules Play-In Games (the previous rules gave two different scheduling methods).	Clubs, coaches
23	Changed	Presidents Cup Committee is now the Tournament Director, Executive Director, and KSYSA Referee Administrator (the President and Associate Tournament Directors are no longer listed). Authority covers situations the rules do not address, but does not override authority assigned elsewhere (for example, weather).	Everyone
25	New	Tiebreakers rewritten with separate Two-, Three-, and Four-Team sequences. Head-to-head applies only if all tied teams played each other. Goal differential keeps the 10-goal cap, now with examples. The coin flip is simplified (teams flip simultaneously and repeat until the tie is broken), replacing the multi-step three-way procedure.	Coaches, club administrators, tournament staff
26	Changed	The detailed penalty kick procedure was replaced with a reference to the current IFAB Laws of the Game (Law 10), with a link. The Presidents Cup Committee and KSYSA Referee Administrator decide the goal used.	Coaches, players, referees
28	Changed	Added bracket tables for each format (2 to 20 entries). The same-club separation rule now applies to every multi-bracket format (6 to 20 entries). Changed placements in Bracket D (14 and 15 entries) and Bracket E (18 and 19 entries), and set the 18 to 20 entry semifinal pairings. The 9-entry format keeps its Play-In Game into two 4-team brackets.	Clubs, tournament staff
Former XII	Removed	Removed the Financial Obligations section (performance bond forfeiture and $3,000 fines for withdrawing from the regional or national Presidents Cup). It applies only to teams after they advance beyond Kansas, which is outside these rules.	Teams advancing beyond Kansas

Clarified wording only (no change in requirements): Section 1 (18U removed from the purpose statement; North Central Qualifier replaces Midwest Presidents Cup), Section 8.3 (roster-change example corrected to five changes), Section 9.4 (Play-In exception now refers to Presidents Cup), Section 13 (GotSport replaces GotSoccer; entry fees moved to 13.1), Section 24 (standings are based on group play matches, and a loss earns zero points), Section 27 (head injury rule now refers to Section 19.3), and Section 28 (corrected the 7-entry and 8-entry descriptions).

Sections are renumbered 1–28 (Arabic numbers replace Roman numerals), and all cross-references are updated. Standard terms are used throughout: Play-In Game, US Youth Soccer National Presidents Cup, North Central Qualifier, 19U, KSYSA Referee Administrator, and "must" for mandatory requirements.