



PRESIDENTS CUP POLICIES AND RULES OF COMPETITION

Presidents Cup Policies

ESTABLISHMENT

The Kentucky Youth Soccer Association Presidents Cup Championships (**Presidents Cup**) is a tournament sponsored and conducted annually by the Kentucky Youth Soccer Association (**KYSA**).

- A. There shall be individual, separately conducted State Championships competitions for boys and girls in each of the age groups from Under 13 through Under 18/19. It is a part of and a qualifying event for the US Youth Soccer Region II and National Presidents Cups sanctioned and conducted by United States Youth Soccer Association.
- B. The President's Cup was initiated and organized to enhance the accomplishments competitive players achieve by participating in a state championship tournament that can lead to regional and national play. The development of all players within KYSA is advanced when the player meets personal challenges. The President's Cup is open to all properly registered Kentucky Youth Soccer Association teams ages Under 13 through Under 18/19, both boys and girls.
- C. Kentucky Presidents Cup winners in the U13-U18/19 age groups advance to the US YOUTH SOCCER Region II Presidents Cup Championships. US YOUTH SOCCER Region II Presidents Cup winners in the Under-13 to Under- 18 age groups advance to the US Youth Soccer National Presidents Cup Championships.
- D. The KYSA Presidents Cup is conducted under the direction of the KYSA State Board of Directors and State Program Manager. Operation of the Presidents Cup may be delegated to a Presidents Cup Tournament Committee (**Presidents Cup Committee**) appointed by the State President with the approval of the State Board of Directors.
- E. The Presidents Cup Committee may, from time to time, appoint Site Administrators and others to represent and assist them.
- F. Pursuant to the U.S. Youth Soccer National Presidents Cup Championship Rules, this competition is known as the Kentucky Youth Soccer Presidents Cup Championships or **Presidents Cup**.

TEAM ELIGIBILITY

The KYSA Presidents Cup shall be open to any US Youth Soccer affiliated team provided such team is in compliance with all of the following requirements:

Team Composition and Standing

- A. The team must be comprised of properly registered and rostered youth players (as defined by the rules of the KYSA and US YOUTH SOCCER) and must be registered with a KYSA member association.
- B. The team must be in good standing with its League/Club and the KYSA and must be in compliance with, and has not violated, any of the rules of the KYSA and/or US YOUTH SOCCER.
- C. The team must be entered in the competition of the State Association in which at least fifty percent (50%) of its players are registered.
- D. All teams must have participated in at least a four (4) team division during the current seasonal year in an affiliated league of the KYSA. The league competition shall consist of at least one (1) game against at least three (3) different teams participating in the league.



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- E. The team must demonstrate continuity of rosters between the league and Presidents Cup competitions by maintaining a minimum of nine players common to the rosters of both competitions.
- F. The team may not be a State Olympic Development Team.
- G. The team may not have been one of the top 4 teams in the previous year's State Open Cup and not participating in US Youth Soccer National League Pro, Great Lakes Club vs Club or Premier 1.

Rostrering of Players

- A. The team may not roster any player who was previously rostered during the seasonal year to another team, or the same team, unless a written request, stating the reason why this action has been requested, has been made to and approved by the State Association on a form provided. At the time a team names its Presidents Cup roster it may not have more than five (5) previously rostered players from outside their club.
- B. A player is considered rostered to a team no later than when the player first participates for the team in any competition sanctioned by a State Association or its member leagues, clubs or teams. For purposes of this competition, teams need not consider as rostered players:
 - a. players on school teams in those instances where the State Association administers school programs; or
 - b. players on recreational teams as defined in US YOUTH SOCCER Part 4094.
- C. A team may not release, voluntarily or involuntarily, any player from its roster unless a written request, stating the reason why this action has been requested, has been made to and approved by the State Association on a form provided. A team may release involuntarily a player from its roster only if the player is unable to play for one of the following reasons:
 - a. The player has violated rules of the USSF or US YOUTH SOCCER or the State Association member through whom the player is registered.
 - b. The player has moved beyond a reasonable travel distance. Determination of what constitutes a reasonable travel distance is subject to definition by the State Association.
 - c. The player is injured in such a manner that the player will not be able to participate for the remainder of the season.
- D. In the U13-U18/19 age groups a team may have no more than twenty-two (22) or less than seven (7) players on its "TEAM" roster during the Presidents Cup or at anytime during the seasonal year.
- E. Each team in the U13-U18/19 age groups must submit a "GAME" roster consisting of no more than eighteen (18) or less than seven (7) players to the Presidents Cup Headquarters tent no later than sixty (60) minutes prior to each game they play in Presidents Cup competition. Every player listed on the "GAME" roster must be listed on the "TEAM" roster to be eligible to participate with the team.
- F. Any team playing a player who is over-age, or who is not registered, or who is improperly entered on the team's roster shall forfeit the game(s) in which that player takes part. Teams may be subject to forfeit fees.

Player Eligibility

- A. A player must be properly registered and rostered in accordance with the rules of the United States Youth Soccer Association and the Kentucky Youth Soccer Association.



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- B. A player may play for only one team in Cup competition (Challenge Cup, Presidents Cup, State Open Cup) in any seasonal year.
- C. No “guest players” will be permitted to participate.
- D. No “over age” players will be permitted to participate for any reason.
- E. A player who has been suspended may play after the player's term of suspension has expired.
- F. A player may not play for a team in the Presidents Cup competition unless the player was listed on the team's league roster at the time the roster was frozen for Presidents Cup play.
- G. No player shall be permitted to participate in both the Presidents Cup and Eurosport Cup or State Open Cup in the same seasonal year. A player may only play in one event.

TEAM ENTRY TO COMPETITION

Application to Compete

The Board of Directors of the KYSA will determine the date and sites of the Presidents Cup, the dates for deadline for entry to the Cup, and the entry fee for the Presidents Cup.

- All entries must be entered online by the date set.
 - Kentucky Youth Soccer reserves the right to extend the application deadline if needed in any or all age groups.
- A. Each team entry must include the following:
 - a. The non-refundable fee in the amount set by the Board of Directors for each competition.
 - b. The Presidents Cup Entry form completed online indicating the team’s intention to compete.
 - B. Teams and players may compete in only one (1) Cup competition in a seasonal year. Upon registration, a team and its players shall be considered to have competed in the Presidents Cup competition for that seasonal year, whether or not the team or players actually play in a Presidents Cup game.

Performance Fines and Fees

- A. The Kentucky Youth Soccer Association reserves the right to fine any member organization or club for the misconduct of players, coaches, team administrators, or parents during Presidents Cup competition.
- B. The Presidents Cup Committee will determine misconduct by all teams and members associated with that team as well as the fines and fees associated with all incidents.
- C. Failure to pay any fines will result in disqualification of all teams from that member association or club from the Kentucky Presidents Cup until such fines have been paid.
- D. Team Withdrawal:
 - a. If a team withdraws from Presidents Cup Competition before the brackets are drawn there will be no withdraw fine.
 - b. If a team withdraws from the Presidents Cup after teams have been bracketed, there will be a \$1000 fine sent to the club of the team that withdraws. Furthermore, all remaining teams from that club will be ineligible to compete until all fines have been paid.
 - c. If a team withdraws from the Presidents Cup 14 days or less prior to the start of competition, there will be a \$2000 fine sent to the club of the team that withdraws. Furthermore, all remaining teams from that club will be ineligible to compete until all fines have been paid.
- E. Match Manipulation: Team failing to compete in the spirit of the competition or are involved in



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the manipulation of a game result are subject to forfeiture and disqualification.

- a. If failing to compete is observed and confirmed, the competition authority representative will give notice the offending Team or Teams
- b. If corrective action is not taken, the Team or Teams will be subject to disqualification.

Presidents Cup Roster

- A. The deadline for roster transfers, releases, and adds shall be Seven (7) days prior to the originally scheduled date for the start of Presidents Cup Competition in that particular age/gender group. All rosters are frozen at that time. Only those players legally rostered at such time are eligible to participate in further State, Regional, or National Competitions.
- B. If any change is made to a team's roster after the official roster is submitted, the team must submit a new Official Team Roster to the state office prior to the roster freeze date.
 - a. The changed roster **MUST** be received by the state office at least Seven (7) days prior to the start of State Cup Competition in that particular age/gender group. Rosters submitted after the cut off date will be refused.
 - b. Scanned rosters submitted electronically are acceptable if legible.
 - c. All updated rosters **MUST** meet the same requirements as for the initial roster.
- C. A team's roster as filed with the state office shall be "frozen" **Seven (7)** days before the start of Presidents Cup competition in the team's age/gender group. The team's roster will be stamped by the State Office as the team's official **Presidents Cup "TEAM" Roster** and shall be its roster for the Presidents Cup Competition at all levels.
 - a. A team may not make changes to its Presidents Cup Roster once it has been frozen. Under no circumstances are added or transferred players to be added to the Presidents Cup Roster once it has been frozen.
 - b. Only those coaches listed on the roster will be permitted on the sidelines during a match.

Check In for Credentials

Proper credentials shall be uploaded through the online check-in system sent to all team representative by the deadline of one week prior to the start of the competition.

The Official State Open Cup Roster and the US YOUTH SOCCER player passes must be available at the game site for all team games.

A PLAYER AND/OR TEAM WILL BE INELIGIBLE OR DISQUALIFIED SHOULD THERE BE IMPROPER, INCOMPLETE OR INCORRECT CREDENTIALS.

Presidents Cup Rules of Competition

GAME SCHEDULES

- A. Every attempt will be made for all games to be played at the scheduled times, unless delayed or interrupted by bad weather or other events beyond the control of the Presidents Cup Committee.
- B. **SUSPENDED GAMES** will be played or restarted as soon as the condition for the delay is no longer a reason for further delay. All games will be restarted at the point of suspension. If the first half of the match has been completed, the game may be declared official if conditions prohibit the restart.
- C. **CANCELLED GAMES** may be rescheduled by the Presidents Cup Committee. Every attempt will be made to reschedule games as soon as possible, on the earliest possible date, to allow the winning



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team(s) to progress to the next level of play.

- D. No team may be scheduled to play a game that starts less than four (4) hours after the start of the team's previous game.
- E. No team may be scheduled to play more than two (2) games on any day.
- F. In groups having more than five (5) entries, the groups will be divided into brackets for pool play with the winners of each bracket advancing to single elimination competition to determine the winner of the group.
- G. In groups having five (5) or less entries, the group will play each team in the group to determine the winner of the group.

Seeding/Bracketing

- A. Kentucky Youth Soccer reserves the right to seed teams in each age group. At least the top four (4) teams may be seeded in each age group. The tournament committee reserves the right to use the prior Eurosport Cup/ Open Cup/Presidents Cup results, league results, tournament results, or any other information to determine seeding. All other non-seeded teams will be randomly assigned to a group using a blind draw.
- B. In order to qualify for a seeded position in Presidents Cup Play, a team must essentially be the same team that played in Cup Competition the previous year. The criteria for determining if a team is to be considered a "returning" team is as follows:
 - a. At the time of the registration deadline, at least 50% of the team's players must return from the previous year's Cup Roster.
 - b. The team is rostered and the players are registered with the same member association as they were the previous seasonal year.
- C. See addendum for breakdown of brackets

SCORING METHOD

The standing of teams in age groups within brackets is based upon the number of points earned in qualifying games.

- A. Teams earn points as follows:
 - a. Three (3) points for a win (including forfeits)
 - b. One (1) point for a tie
 - c. Zero (0) points for a loss
- B. If teams have played a different number of games, an adjustment will be made to correct for the number of games played.

4 teams groups vs 5 teams groups

1. *If one team played four games and another team played three games, all numbers for the team that played four games would be multiplied by 75% and then compared to the actual numbers for the team that played three games.*
2. *Team with three games has 7 points; team with four games has 10 points.*
3. *Four game team's 10 points are multiplied by 75% to determine weighted points (10 x .75 = 7.5 points).*
4. *Team with four games would advance with weighted points of 7.5 being higher than unweighted points of 7 for team with three games.*

3 teams groups vs 4 teams groups

1. *If one team played three games and another team played two games, all numbers for the team that played three games would be multiplied by .666666667 and then compared to the actual numbers for the team that played two games.*



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2. *Team with three games has 6 points; team with two games has 4 points.*
3. *Three game team's 6 points are multiplied by .6666666667 to determine weighted points ($6 \times .6666666667 = 4.0000000002$ points).*
4. *Team with three games would advance with weighted points of 4.0000000002 being higher than unweighted points of 4 for team with three games.*

TIED GAMES

- A. In group play matches tied after regulation time shall remain tied.
- B. If a game is tied at the end of regulation play and overtime periods are to be played to determine a winner, (2) complete overtime periods will be played after the end of regulation play. If the game is still tied after the end of the 2 overtime periods, FIFA "Kicks from the Penalty Mark" rules will apply in order to determine the winner.
- C. Overtime Periods shall be as defined in the "Presidents Cup Modifications to the FIFA Laws of the Game" section of these rules.

GROUP/BRACKET WINNER AND WILD CARD TIE BREAKERS

- A. The winner of group and bracket competition and the awarding of wild cards shall be determined as follows:
 - a. Teams with most points.
 - b. Winner of head to head competition (this criteria not used if more than two teams tied).
 - c. Goal spread (goals scored minus goals against) with a maximum of four goals per game.
 - d. Fewest goals allowed.
 - e. Most "Shutout" victories.
 - f. Winner of most "Group Games."
 - g. Kicks from the penalty mark as set forth in the FIFA "Laws of the Game" under "Instructions Regarding The Taking of Kicks from the Penalty-Mark".
- B. Should more than two teams be tied at the end of the preliminary round, the above list of tiebreakers will be used in sequential order until one team is determined to be the winner. The tie-breaking procedure does not revert back to previous tie-breaking criteria after one team has been eliminated. The remaining teams will then restart the sequence at number three (3) above until the tie is broken.
- C. If 3 teams are still tied after all tie breakers have been applied, the three team names will be placed in a hat. The first team drawn out will receive a bye for the first round of penalty kicks. Teams 2 and 3 will play penalty kicks. The winner of Penalty kicks between teams 2 and 3 will play team 1 to see who will advance.
- D. In groups having five or fewer teams, should two teams be tied after all criteria are applied, a championship game will determine the winner.
- E. In age groups where Wild Cards are needed, Group A plays the Wildcard and Group B plays Group C. However, if the Wildcard comes from Group A, then Group B plays the wildcard and Group A plays Group C.
- F. If the Wildcard comes from Group A, and the Wildcard team has played both the Group A winner and Group B winner, then Group A will play the wildcard and Group B will play Group C.

COACH, PLAYER AND SPECTATOR POSITIONS ON THE FIELD

- A. All coaches and assistant coaches must have an approved US YOUTH SOCCER member pass to be present on the sidelines and MUST be listed on the team's official Presidents Cup roster. No team may have more than three (3) persons as coaches or assistant coaches on the sidelines at any



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time.

- B. All coaches and assistant coaches must remain within ten (10) yards of the center line of the field; on his/her own half of the field and on the same side as the “bench”. Players not on the field shall remain in the same area.
- C. No persons associated with the team other than coaches, assistant coaches or players are to remain in the bench area.
- D. All other persons associated with the team and all spectators must be on the opposite side of the field as the “bench”.
- E. Presidents Cup Committee members and their designees including event athletic trainers may be on the “bench” side of the field to supervise the competition or to administer first aid.

SPORTSMANSHIP

- A. In the event of misconduct on the sidelines, the referee or others designated by the Presidents Cup Committee has the right to require any and/or all persons to leave the area.
 - a. If any offending party refuses to leave, the referee shall terminate the game.
 - b. The referee shall make a report to the Presidents Cup Committee who may declare a FORFEIT. A double forfeit is possible with neither team advancing.
 - c. NO PROTESTS WILL BE HEARD FOR MISCONDUCT ON THE SIDELINES.
- B. The Presidents Cup Committee and/or it’s designated representative at the field, and the referee shall ensure that any player, coach or assistant coach, ejected under FIFA LAW XII, KYSA Additions, not participate in the next scheduled or rescheduled game. Further non-participation in the competition may be imposed by the Presidents Cup Committee or its designated representative.
- C. The referee shall report, in writing, to the Presidents Cup Committee or its designated representative at the field the final score, any and all reports of verbal or physical abuse to a referee or other official by a spectator, coach or player, any disqualification, ejections, cautions, warnings of a player, coach or spectator, game suspensions, delays, terminations, cancellations, and serious injuries.

FORFEITS FOR FAILURE TO COMPETE

- A. A team that has forfeited a game will not be declared a wild card, group, or age group winner.
- B. A forfeit win shall count as a game. The Score awarded to the winning team shall be 4-0. Furthermore, all other games played by the forfeiting team shall be counted as losses (regardless of the actual outcome) and the opposing team(s) shall be awarded a win with a score of 4-0.
- C. A team that has forfeited shall be subject to a fine of \$500 per game. Additional fines and/or sanctions may be imposed by the KYSA.
- D. All clubs/ affiliates are responsible for their teams and may be fined and/or sanctioned by the KYSA for problems incurred by them on and off the field.
- E. A game becomes a FORFEIT should a team or teams not field at least seven players at the SCHEDULED kick off time and during the duration of the game. If the event a team is short the required number of players, the teams will be granted a Fifteen (15) minute grace period to start the game. Should the start of the game be delayed because of no fault of either team (such as the preceding game finishing late) ten (10) minutes will be allowed from the end of that game to the start of the game.



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- F. In a division where a wild card team(s) is needed; If a team withdraws from the Presidents Cup within 14 days of the start of competition, all teams in their pool will receive 3 points for a forfeit win and a score of 1-0.

TEAM AND PLAYER BREACHES OF RULES/ CONDUCT

It is the responsibility of the Presidents Cup Committee to investigate a properly protested violation immediately following its receipt. Failure to cooperate with such investigation shall result in disciplinary action up to and including suspension.

- A. Any team found guilty of knowingly using an ineligible player shall not be eligible to compete further in the Presidents Cup competition or any other KYSA sponsored event in the current seasonal year.
- B. Any coach, manager or official found guilty of knowingly using an ineligible player(s) shall not be eligible to compete further in the Presidents Cup competition or any other KYSA sponsored event in the current and subsequent seasonal year.
- C. A player found guilty of knowingly submitting falsified birth information shall be prohibited from competing further in Presidents Cup competition or any other KYSA sponsored event in the current and subsequent seasonal year.
- D. Players who are ejected from any Presidents Cup game shall not be allowed to participate in the next immediately following Presidents Cup game played by the player's team. A player may receive more than a one-game suspension. Red Card Suspensions may be carried over to the following years competition.
- E. Any player(s) ejected for violent conduct or fighting shall receive a minimum two (2) game suspension.
- F. Coaches and other team officials shall be subject to all rules pertaining to misconduct contained herein, including cautions, ejections and standard suspension. Any ejected coach who coaches more than 1 team in Presidents Cup competition, must serve the suspension with the team in which the ejection occurred.
- G. Any other Supporter(s) and/or individual(s), who may be reasonably construed as being associated with a team such as relatives and spectators, shall also be subject to the jurisdiction and authority of the Kentucky Youth Soccer Association and the Presidents Cup Committee.
- H. Any coach or team official shall be held responsible for the actions of any individual(s) at any match, that in the opinion of the referee, is a Supporter of that team.
- I. Teams that participate in the final match for their age group and fail to show up for the Awards Ceremony following the conclusion of the event will receive a fine.

PROTESTS

- A. The referee shall be the sole judge on the field of play, and the referee's decision shall be final.
 - a. No protest based on the referee's judgment will be allowed.
 - b. Any complaint about any referee shall be directed, in writing, to the State Referee Administrator or his/her designee.
- B. The Presidents Cup Committee or its designated representative at the field, **MUST BE NOTIFIED, IN WRITING, OF THE INTENT TO PROTEST WITHIN ONE HOUR (60 minutes) OF THE END OF THE GAME IN QUESTION.** All written intentions to protest **MUST** be accompanied by the required **\$500** cash fee, to be deposited with the Presidents Cup Committee.



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- a. Protests concerning Rules or Eligibility must be filed and received in writing, within four (4) hours of the end of the game in question, with the Presidents Cup Committee.
- b. NO VERBAL PROTESTS WILL BE HEARD.
- c. If a protest is upheld all money shall be returned.
- C. All decisions of the Presidents Cup Committee regarding Presidents Cup competition shall be final and not subject to appeal.
- D. All decisions of the Presidents Cup Committee regarding discipline and suspension that extend beyond the Presidents Cup competition shall be subject to appeal as provided in the Policies of the Kentucky Youth Soccer Association.

STATE FINALIST & STATE CHAMPIONS

- A. All teams advancing to a Presidents Cup Championship match must provide an original copy of the "Presidents Cup Blue Roster" to the Presidents Cup Committee by the date established by the committee. The Blue Roster must be:
 - a. Completely typed
 - b. Signed by each player listed on the Blue Roster
 - c. Signed by the coach or manager of the team
 - d. Approved by an appropriate state official
- B. All Presidents Cup State Champion Teams qualify and are expected to participate in the Region II Presidents Cup Championships. If a team cannot participate in the Region II Presidents Cup, the tournament committee reserves the right to find a replacement team for regional competition.
- C. The KYSA Executive Director, the KYSA State President or his/her official designee must certify the eligibility of competing teams to advance to the Region II Presidents Cup Championships and to provide such teams with a copy of the rules of the competition.
- D. A teams roster for Presidents Cup Regional and National Championship competition shall be frozen once submitted to the respective Region II and National competition committees.

PRESIDENTS CUP MODIFICATION TO FIFA LAWS OF THE GAME

Except as otherwise provided herein, the FIFA LAWS OF THE GAME shall apply.

FIFA LAW III - NUMBER OF PLAYERS

The maximum number of players on the field at any one time is Eleven (11) including the goalkeeper and the minimum number on the field for the game to continue is Seven (7).

SUBSTITUTIONS

Substitutions shall be unlimited and may be made with the consent of the referee at the following times:

- A. Prior to a throw-in in your favor.
- B. Prior to a throw-in in the opponent's favor provided they are substituting.
- C. Prior to a goal kick by either team.
- D. After a goal by either team.
- E. After an injury by either team, when play has been stopped.
- F. At half time.
- G. After a caution or ejection, by either team.



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FIFA LAW IV – PLAYER’S EQUIPMENT- UNIFORM CONFLICT

In the event of a conflict in uniform color, the home team is responsible for changing to an alternate uniform.

FIFA LAW V - REFEREE

USSF three (3) man systems will be used during all Presidents Cup games. In the event that three neutral referees are not available, a single referee and a single linesman and a club linesman or a single referee and two club linesmen shall be used.

FIFA LAW VII - DURATION OF GAME

- A. Games may be suspended and restarted at the point of suspension.
 - a. Game lengths in group play may be shortened by the Presidents Cup Committee to insure the completion of the competition when there has been significant delay in games due to bad weather or other events beyond the control of the committee.
 - b. If a game is tied at the end of regulation play and overtime periods are to be played to determine a winner, (2) full 10 minute overtime periods will be played after the end of regulation play. If the game is still tied after the end of the 2 overtime periods, FIFA “Kicks from the Penalty Mark” rules will apply in order to determine the winner.
- B. Game lengths and over time periods are as follows:

Age	Game Length	Halftime	Rest Before OT	OT Periods	OT Halftime
U-18	Two 45 minute halves	10 mins	10 mins	Two 10 min. halves	5 minutes
U-17	Two 45 minute halves	10 mins	10 mins	Two 10 min. halves	5 minutes
U-16	Two 40 minute halves	10 mins	10 mins	Two 10 min. halves	5 minutes
U-15	Two 40 minute halves	10 mins	10 mins	Two 10 min. halves	5 minutes
U-14	Two 35 minute halves	10 mins	10 mins	Two 10 min. halves	5 minutes
U-13	Two 35 minute halves	10 mins	10 mins	Two 10 min. halves	5 minutes

Discipline/Completing Game Suspensions

The length of suspension for any Red Card infraction is subject to the policies of the competition in which the infraction occurred. Leagues and tournaments may have different lengths of suspensions for similar infractions. However, any send off event (Red Card) will incur a minimum one (1) game suspension. Until the suspension is served, the player/coach is suspended from any other team(s) to which the player/coach may be registered. If a player/coach changes teams before the suspension has been served they must serve their suspension with their new team. Games may not be scheduled to “work off” any suspension. Players may not serve suspensions as “guest players” (except as noted in #4 below) nor may



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they “guest play” with any other team(s) until such time as the original suspension is served. Send off events may be subject to more severe disciplinary action by Kentucky Youth Soccer.

- A. **League Games:** Suspensions issued during league play must be served under the jurisdiction of League Policies. If a suspension is issued during final game of League Play in which the suspension occurred, then the suspension must be served in next immediate game and there may be an additional game(s) suspension in League Play the next season depending upon League Rules.
- B. **Tournament Games:** Any Player/Coach suspended during tournament competition must serve their suspension during the remainder of the competition. If no competition remains, suspension must be served during the next scheduled league and/or tournament game(s) including KYSA State Sponsored competitions (Eurosport, Presidents Cup, or State Open Cup, etc.), whichever comes first.
- C. **Friendly Games:** Suspensions issued during "friendly games" must be served during the next scheduled league, Cup or tournament game(s). "Friendly games" may not be scheduled to serve game suspensions nor if previously scheduled, used to serve a suspension given during league, cup, or tournament games.
- D. **National Championships (State Cup/Midwest Region), Presidents Cup, and Eurosport Cup:** Please refer to the US Youth Soccer National Championship Policies (Rule 225, Section 3), Kentucky Youth Soccer State Cup and Presidents Cup Policies (Team/Player Breach of rules/conduct Pg 5-6), and Eurosport Cup Policies (Team/Player Breach of rules/conduct Pg 5-6) regarding suspensions in those competitions.
- E. **American/Commonwealth Cup:** Suspensions issued during the Kohl's American Cup or Commonwealth Cup must be served during the remainder of competition. If no competition remains, suspension must be served during next scheduled league and/or tournament game(s) whichever comes first
- F. **Guest Player:** Red card suspensions received as a “guest player” must be served with the guest team if there are games remaining in the competition in which the red card was issued. If a red card is received in the last game of a competition as a guest player, the player must serve the suspension in their next immediate game no matter the competition. If a red card is received in the final game of a player’s season, suspensions received as a guest player may carry forward to the player’s primary team during the next seasonal year the player is registered.
- G. **Serving Suspensions:** Any coaches or players who receive a Red Card and fail to serve their suspension are subject to a longer suspension and may be placed in bad standing as a member of the Kentucky Youth Soccer Association.

Breakdown of Brackets Addendum

2 Teams
A1
A2

*One Game Final

KENTUCKY YOUTH SOCCER ASSOCIATION



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3 Teams
A1
A2
A3

*Round Robin – Champion based on Points

4 Teams
A1
A2
A3
A4

*Round Robin – Champion based on Points

5 Teams
A1
A2
A3
A4
A5

*Round Robin – Champion based on Points

6 Teams	
A1	B1
A2	B2
A3	B3

*Group Winners advances to Championship Game

*Each team plays only 2 group games – no crossover games

7 Teams	
A1	B1
A2	B2
A3	B3
	B4

*Group Winners advances to Championship Game

*Group A only plays 2 group games

8 Teams	
A1	B1
A2	B2
A3	B3
A4	B4

*Group Winner and 2nd Place Team from each group advance to Semi Finals

KENTUCKY YOUTH SOCCER ASSOCIATION



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9 Teams		
A1	B1	C1
A2	B2	C2
A3	B3	C3

*Group Winner and Top Wildcard from remaining groups advance to the Semi Finals

*Each group plays only 2 games

10 Teams		
A1	B1	C1
A2	B2	C2
A3	B3	C3
		C4

*Group Winners and Top Wildcard advance to the Semi Finals

*Group A and Group B plays one crossover game

11 Teams		
A1	B1	C1
A2	B2	C2
A3	B3	C3
	B4	C4

*Group Winners and Top Wildcard advance to the Semi Finals

*Group A will only play two group games

12 Teams		
A1	B1	C1
A2	B2	C2
A3	B3	C3
A4	B4	C4

*Group Winners and Top Wildcard advance to the Semi Finals

13 Teams			
A1	B1	C1	D1
A2	B2	C2	D2
A3	B3	C3	D3
			D4

*Group Winners advance to the Semi Finals

* Group A, B and C will only play 2 games



PRESIDENTS CUP POLICIES AND RULES OF COMPETITION

14 Teams			
A1	B1	C1	D1
A2	B2	C2	D2
A3	B3	C3	D3
		C4	D4

*Group Winners advance to the Semi Finals

*Group A and B play only 2 group games

15 Teams			
A1	B1	C1	D1
A2	B2	C2	D2
A3	B3	C3	D3
	B4	C4	D4

*Group Winners advance to the Semi Finals

*Group A plays only 2 group games

16 Teams			
A1	B1	C1	D1
A2	B2	C2	D2
A3	B3	C3	D3
A4	B4	C4	D4

*Group Winners advance to the Semi Finals

17 Teams			
A1	B1	C1	D1
A2	B2	C2	D2
A3	B3	C3	D3
A4	B4	C4	D4
			D5

*Group Winners advance to the Semi Finals

18 Teams				
A1	B1	C1	D1	E1
A2	B2	C2	D2	E2
A3	B3	C3	D3	E3
		C4	D4	E4

*Group Winners and 3 wildcards advance to the Quarterfinals

*Group A and B play a crossover game



PRESIDENTS CUP POLICIES AND RULES OF COMPETITION

19 Teams				
A1	B1	C1	D1	E1
A2	B2	C2	D2	E2
A3	B3	C3	D3	E3
	B4	C4	D4	E4

*Group Winners and 3 wildcards advance to the Quarterfinals

*Group A plays only 2 group games

20 Teams				
A1	B1	C1	D1	E1
A2	B2	C2	D2	E2
A3	B3	C3	D3	E3
A4	B4	C4	D4	E4

*Group Winners and 3 wildcards advance to the Quarterfinals

21 Teams						
A1	B1	C1	D1	E1	F1	G1
A2	B2	C2	D2	E2	F2	G2
A3	B3	C3	D3	E3	F3	G3

*Group Winners and 1 wildcard advance to the Quarterfinals

*All groups play only 2 group games

22 Teams					
A1	B1	C1	D1	E1	F1
A2	B2	C2	D2	E2	F2
A3	B3	C3	D3	E3	F3
		C4	D4	E4	F4

*Group Winners and 2 wildcards advance to the Quarterfinals

*Group A and B play only 2 group games

23 Teams					
A1	B1	C1	D1	E1	F1
A2	B2	C2	D2	E2	F2
A3	B3	C3	D3	E3	F3
	B4	C4	D4	E4	F4

*Group Winners and 2 wildcards advance to the Quarterfinals

*Group A plays only 2 group games

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PRESIDENTS CUP POLICIES AND RULES OF COMPETITION

24 Teams					
A1	B1	C1	D1	E1	F1
A2	B2	C2	D2	E2	F2
A3	B3	C3	D3	E3	F3
A4	B4	C4	D4	E4	F4

*Group Winners and 2 wildcards advance to the Quarterfinals