



CHALLENGE CUP POLICIES AND RULES OF COMPETITION

Establishment

The Kentucky Youth Soccer Association Challenge Championship Cup (**Challenge Cup**) is a tournament sanctioned 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 11 through Under 12.
- B. The Challenge Cup was initiated and organized to enhance the accomplishments competitive players achieve by participating in a state championship tournament. The development of all players within KYSA is advanced when the player meets personal challenges. The Cup is open to all properly registered Kentucky Youth Soccer Association teams ages Under 11 through Under 12, both boys and girls.
- C. The Challenge Cup is conducted under the direction of the KYSA State Board of Directors and State Office Staff. Operation of the Challenge Cup may be delegated to a State Challenge Cup Tournament Committee (**Challenge Cup Committee**) appointed by the State President with the approval of the State Board of Directors. The Challenge Cup Committee may, from time to time, appoint Site Administrators and others to represent and assist them.
- D. This competition is known as Kentucky Youth Soccer State Challenge Cup.

Team Eligibility

The Challenge Cup shall be open to any Kentucky 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. Any team wishing to apply for a league waiver can submit in writing your reasons to bryanbrooks@kysoccer.net by February 15 of each seasonal year. The Kentucky Youth Soccer Board of Directors will review your information and rule no later than March 15. By submitting a request for waiver in no way guarantees approval or acceptance into the competition. All waiver request will be evaluated on an individual team basis. Each team that wishes to submit a waiver needs provide the following under these guidelines:
 - a. Members Association must be in good standing with Kentucky Youth Soccer
 - b. Letter needs to be come from the organizations Board of Directors
 - c. List of Tournament and Playing Schedule
 - d. Copy of your Official State Roster and any Tournament Rosters



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- e. Roster must have 75% continuity between Tournaments
- E. Any team that finishes in the top 5 of the KPL Premier Division after the fall season has been completed must participate in Premier Division of the Soccer Village Cup.
- F. The team must demonstrate continuity of rosters between the league and Challenge Cup competitions by maintaining a minimum of nine players common to the rosters of both competitions.
- G. The team may not be a State Olympic Development Team.

Rostering 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.
- 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. A team must not allow more than eighteen (18) or less than seven (7) players on its roster during the Challenge Cup.
- E. 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.
- B. A player may play for only one team in Challenge Cup competition in any seasonal year.
- C. A player may not play for a team in Challenge Cup competition unless the player was listed on the team's league roster at the time the roster was frozen for Challenge Cup play.
- D. No "guest players" will be permitted to participate.
- E. No "over age" players will be permitted to participate for any reason.
- F. A player who has been suspended may play after the player's term of suspension has expired.



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- G. No player shall be permitted to participate in both the State Open Cup, Presidents Cup, or Challenge 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 Challenge Cup, the dates for deadline for entry to the Challenge Cup, and the entry fee for the Challenge Cup.

- A. All entries must be entered online by the date set.
- B. Kentucky Youth Soccer reserves the right to extend the application deadline if needed in any or all age groups.
- C. 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 Challenge Cup Entry form completed online indicating the team's intention to compete.
- D. Teams and players may compete in only one (1) Challenge Cup competition in a seasonal year. A team and its players shall be considered to have competed in the Challenge Cup competition for that seasonal year upon registration, whether or not the team or players actually play in a Challenge 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 challenge cup competition.
- B. The Challenge 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 Challenge Cup until such fines have been paid.
- D. Team Withdrawal:
 - a. If a team withdraws from Challenge Cup Competition before the brackets are drawn there will be no withdraw fine.
 - b. If a team withdraws from the Challenge 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 Challenge 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.

Challenge Cup Roster

- A. The deadline for transfers, releases, and adds shall be Seven (7) days prior to the originally scheduled date for the start of Challenge State 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 State Competition.



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- 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 Challenge State Cup Competition in that particular age/gender group. Rosters submitted after the cut off date will be refused.
 - b. Facsimiles of an updated roster 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 Challenge 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 **Challenge Cup Roster** and shall be its roster for the Challenge Cup Competition at all levels.
 - a. A team may not make changes to its Challenge Cup Roster once it has been frozen.
 - b. Under no circumstances are added or transferred players to be added to the Challenge Cup Roster once it has been frozen.
 - c. 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.

A copy of the team's official Challenge Cup Roster will be available for each team to review at check in. The Challenge Cup Roster, the Medical Releases 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.

Challenge 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 Challenge 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 Challenge Cup Committee. Every attempt will be made to reschedule games as soon as possible, on the earliest possible date.
- 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.



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- 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.
- H. The U11-U12 age groups will play in a Championship format. Teams that win their group shall advance to a semi-final or championship match.'

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 Challenge 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 Challenge 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.
 - a. 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 ($10 \times .75 = 7.5$ 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.*
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 .666666667 to determine weighted points ($6 \times .666666667 = 4.000000002$ points).*



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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. Semifinal games and championship games that are tied after regulation time will go to an overtime period(s) that will be Sudden Victory Golden Goal format. Games that are tied after the Sudden Victory Golden Goal overtime periods shall be decided by the taking of kicks from the penalty mark as described in FIFA Laws of the Game.
- C. Golden Goal overtime shall be as defined in the “Challenge Cup Modifications to the FIFA Laws of the Game” section of these rules.

Group/Bracket Winner and Wildcard 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 five 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 sequence will be followed until a team is eliminated. The remaining teams will then restart the sequence at number “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 age groups having five or fewer teams, should two teams be tied after the first six (6) tie breaking criteria are applied, the Challenge Cup Committee will schedule a game to determine the age group champion.
- 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 Challenge Cup roster. No team may have more than three (3) persons as coaches or assistant coaches on the sidelines at any time.



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- 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. Challenge 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 Challenge Cup Committee has the right to require any and/or all spectators 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 Challenge 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 Challenge Cup Committee and/or its 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 Challenge Cup Committee or its designated representative.
- C. The referee shall report, in writing, to the Challenge 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 5-0. 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 5-0. 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.
- C. 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.
- D. 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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- E. In a division where a wild card team(s) is needed; If a team withdraws from the Challenge 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 5-0.

Team and Player Breach of Rules/ Conduct

It is the responsibility of the Challenge 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 Challenge 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 Challenge 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 Challenge Cup competition or any other KYSA sponsored event in the current and subsequent seasonal year.
- D. Players who are ejected from any Challenge Cup game shall not be allowed to participate in the next Challenge 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 year's 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 state open 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 Challenge 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.

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 Challenge 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 Challenge Cup Committee.
 - 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 Challenge Cup Committee.
 - b. Nonverbal protest will not be heard
 - c. If a protest is upheld, all money shall be returned.



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- C. All decisions of the Challenge Cup Committee regarding Challenge Cup competition shall be final and not subject to appeal.
- D. All decisions of the Challenge Cup Committee regarding discipline and suspension that extend beyond the Challenge Cup competition shall be subject to appeal as provided in the Policies of the Kentucky Youth Soccer Association.

Uniforms

- A. All uniform shirts must be clearly numbered on the back
- B. The home team must wear a white/light color jersey and the visiting team must wear a dark color jersey. In the event of a conflict in uniform color, the offending team, based on the determination of the center official, must change to an alternate uniform.

Challenge Cup Modification to FIFA Laws of the Game and US Youth Soccer Policies

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

Law II-The Ball

Size four (4)

FIFA LAW III- Number of Players

In the Under 11 and Under 12 Age Group, the maximum number of players on the field at any one time is Nine (9) including the goalkeeper and the minimum number on the field for the game to continue is Seven (7).

Substitution of Players

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 opponents 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.

US Youth Soccer Playing Time Rule

We strongly recommend that each player is afforded the opportunity to play at least 50% of the game for developmental purposes.

FIFA LAW V – Referee

USSF three (3) man systems will be used during all Challenge 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.



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- a. Game lengths in group play may be shortened by the Challenge 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. Overtime periods are Golden Goal. The game ends with the scoring of a goal by either team. If the game is still tied after the end of 2 overtime periods, FIFA "Kicks from the Penalty Marks" will apply in order to determine a winner.
- B. Game lengths and over time periods are as follows:

Age Group	Game Length	Half Time	Rest Before OT	OT Golden	OT Half Time
U11	2 X 30 min	5 Minutes	5 Minutes	2 X 5 min	5 Minutes
U12	2 X 30 min	5 Minutes	5 Minutes	2 X 5 min	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 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 (Challenge Cup, 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 Challenge 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 Challenge 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



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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

<u>2 Teams</u>
A1
A2

*One Game Final

<u>3 Teams</u>
A1
A2
A3

*Round Robin – Champion based on Points

<u>4 Teams</u>
A1
A2
A3
A4

*Round Robin – Champion based on Points

<u>5 Teams</u>
A1
A2
A3
A4
A5

*Round Robin – Champion based on Points

<u>6 Teams</u>	
A1	B1



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A2	B2
A3	B3

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

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

7 Teams	
A1	B1
A2	B2
A3	B3
	B4

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

*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

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



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*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

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

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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

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



CHALLENGE CUP POLICIES AND RULES OF COMPETITION

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

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