



Utah Presidents Cup 13U-19U Rules

These rules apply to the Utah Presidents Cup competition for 13U-18/19U age groups

A) ELIGIBLE AGE GROUP:

- 1) The Utah Presidents Cup will accept teams in the following age groups: 13U, 14U, 15U, 16U, 17U, 18U/19U both boys and girls. The age group is determined by the age of the player on December 31st
- 2) All winning teams will advance to the Farwest Presidents Cup
- 3) Regional Wild Cards for each division will be determined in at the US Youth Soccer National Workshops. Those teams will be notified by the State Office.
- 4) Only teams winning Farwest Presidents Cup in the following age groups will advance to the National Presidents Cup 13U, 14U, 15U, 16U, 17U, 18/19U both boys and girls.

B) TEAM ELIGIBILITY

- 1) All players must be properly registered and rostered in accordance with the rules of US Youth Soccer (Policy on Players and Playing Rules, 104 and 201), US Youth Soccer National Presidents Cup Policy (Rule 302, 303 and 304), and of the State Association.
- 2) The winners of Utah Presidents Cup must agree to compete at the US Youth Soccer Farwest Regional Presidents Cup.
- 3) Teams must be in good standing with UYSA and US Youth Soccer
- 4) Teams may NOT participate in the Utah Presidents Cup if they have participated or plan to participate in the Utah State Cup for that given competition year.
- 5) Utah Platform League (UPL) teams may not participate in Presidents Cup

C) PLAYER ELIGIBILITY

- 1) A player must be properly registered and rostered in accordance with the rules of US Youth Soccer (Policy on Playing Rules, 201 and 209), National Presidents Cup Policy (Rule 302) and the State Association after the State's qualifying event has concluded.
- 2) Individual Players may NOT participate in the Utah Presidents Cup if they have participated or plan on participating in the Utah State Cup in the same seasonal year. PLEASE NOTE: For the boys, The State Cup Tournament comes first in October. For the girls, Presidents Cup come first in February.
- 3) A player who was rostered in the elite, premiere or the most competitive level or levels in) National League PRO, Elite 64 or were a member of a national developmental academy (MLS Next) are not eligible to participate in the Utah Presidents Cup.
- 4) No player can play on two teams during the tournament.
- 5) Players primary rostered to a Utah Platform League (UPL) team may not participate in Presidents Cup

D) FAILURE TO COMPETE

- 1) Teams withdrawing from Presidents Cup competition after the registration closing date but before the bracket release will only be refunded half of their entry fee.
- 2) Teams withdrawing from Presidents Cup competition after the release of the brackets for that age group shall forfeit their entry fee and be subject to an additional \$500 fine.
- 3) Teams failing to appear for a scheduled game shall be subject to an additional \$500 fine.

E) CHAMPIONS AND WILDCARDS

- 1) By entering to participate in The Presidents Cup tournament, each team agrees to appear for and to compete in every scheduled match for which it qualifies, including all regional and national championship matches. Each team also agrees to assume full responsibility for the financial and travel requirements associated with competition at the regional and national levels.
- 2) All teams that win Presidents Cup or accept the wildcard will advance to Regional Presidents Cup. Any team or teams that pull out of Regional Presidents Cup will reimburse UYSA for all costs occurred by failing to fulfill their commitment.
- 3) Teams that win Presidents Cup or receive the Wild Card for that age will advance to Regional and/or Nationals or face being placed in “Member in Bad Standing” until a fine of is paid to UYSA. The amount of the fine will depend on the date by which teams inform UYSA through written email/letter that they will not be accepting the spot to advance on to a regional or national tournament. The fine will be levied as follows:
 - i) 31 or more Days Prior to the first day of competition - \$1,000.00
 - ii) 30-15 Days Prior to the first day of competition - \$2,000.00
 - iii) 14 Days or less Prior to the first day of competition - \$3,000.00
 - iv) Teams will also be forwarded the hotel opt out fee that will be determined by the Region
- 4) The fine and “Member in Bad Standing” will be placed first against the team, then the coach and finally the club.

G) SEEDING

13U through 19U Age Group Bracket Draws

1. Teams participating in the 13U-19U age group brackets will be seeded as follows:
 - a. 1st seed: Last year’s Presidents Cup champion (A1)
 - i. Presidents Cup champion, regardless of current year club affiliation, must maintain a roster continuity of 50% + 1 from the roster of the previous year Presidents Cup
 1. Roster continuity will be based on the tournament roster in Affinity by the Sunday before the draw.
 - ii. 13U age groups do not have an eligible returning champion. This top spot will be based on most recent UYSA completed season
 - b. All remaining teams will be seeded based on the most recent UYSA completed season

- i. Premier teams seeding will be updated based on their current league standings, while Division 1 teams and lower seeding will be updated by how they finished in the Fall season.
- e. Additional factors regarding seeding:
 - i. The number of teams placed before the draw will be determined by the number of groups, i.e. 1 group means 1 pre-placed team, 2 groups means 2 pre-placed teams and so on.
 - ii. Each additional pre-placed team will be awarded to the highest remaining non-placed team according to UYSA Tournament Rankings.
- f. After the pre-placed seeds have been determined, the rest of the registered teams will all be seeded and drawn into groups in the following manner
 - i. Teams will be placed into pots based on their seeding. The number of pots will be determined by number of teams.
 - ii. 13-16 team brackets will have 3 pots. 4 teams will be pre-placed based on the criteria outlined above. The 3 pots will have the following seeds: Pot 1: seeds 5-8. Pot 2: seeds 9-12. Pot 3: seeds 13-16. Teams in pot 1 will be randomly drawn first, and placed beginning with the A2 slot and progressing through the D2 slot. Pot 2 will follow the same process as pot 1 beginning with the A3 slot and progressing through the D3 slot. Pot 3 will follow the same process as pots 1 and 2 beginning with the A4 slot and progressing until no teams remain to be placed.
 - iii. 11-12 team brackets will have 3 pots. 3 teams will be pre-placed based on the criteria outlined above. The 3 pots will have the following seeds: Pot 1: seeds 4-6. Pot 2: seeds 7-9. Pot 3: seeds 10-12. Teams in pot 1 will be randomly drawn first, and placed beginning with the A2 slot and progressing through the C2 slot. Pot 2 will follow the same process as pot 1 beginning with the A3 slot and progressing through the C3 slot. Pot 3 will follow the same process as pots 1 and 2 beginning with the A4 slot and progressing until no teams remain to be placed.
 - iv. 10 team brackets will have 4 pots. 2 teams will be pre-placed based on criteria outlined above. The 4 pots will have the following seeds: Pot 1: seeds 3-4. Pot 2: seeds 5-6. Pot 3: seeds 7-8. Pot 4: seeds 9-10. Teams in pot 1 will be randomly drawn first, and placed beginning with the A2 slot and progressing through the B2 slot. Pot 2 will follow the same process as pot 1 beginning with the A3 slot and progressing through the B3 slot. Pot 3 will follow the same process as pots 1 and 2 beginning with the A4 slot and progressing through the B4 slot. Pot 4 will follow the same process as the previous pots beginning with the A5 slot and progressing through the B5 slot.
 - v. 9 team brackets will have 3 pots. 2 teams will be pre-placed based on the criteria outlined above. The 9th seed will also be pre-placed in the A5 position. The 3 pots will have the following seeds; Pot 1: seeds 3-4. Pot 2: seeds 5-6. Pot 3: seeds 7-8. Teams in pot 1 will be randomly drawn first, and placed beginning with the A2 slot and progressing through the B2 slot. Pot 2 will follow the same process as pot 1 beginning with the A3 slot and progressing through the B3 slot. Pot 3 will follow the same process as pots 1 and 2 beginning with the A4 slot and progressing through the B4 slot.
 - vi. 7-8 team brackets will have 3 pots. 2 teams will be pre-placed based on the

- criteria outlined above. The 3 pots will have the following seeds: Pot 1: seeds 3-4. Pot 2: seeds 5-6. Pot 3: seeds 7-8 Teams in pot 1 will be randomly drawn first, and placed beginning with the A2 slot and progressing through the B2 slot. Pot 2 will follow the same process as pot 1 beginning with the A3 slot and progressing through the B3 slot. Pot 3 will follow the same process as pots 1 and 2 beginning with the A4 slot and progressing until no teams remain to be placed.
- vii. 6 team brackets will have 2 pots. 2 teams will be pre-placed based on the criteria outlined above. The 2 pots will have the following seeds: Pot 1: 3-4. Pot 2: 5-6. Teams in pot 1 will be randomly drawn first, and placed beginning with the A2 slot and progressing through the B2 slot. Pot 2 will follow the same process as pot 1 beginning with the A3 slot and progressing through the B3 slot.
 - viii. 4-5 team brackets will not require a draw. There will be 1 bracket, and teams will be placed based on the most recently completed UYSA season.
 - g. Results of the draw are final, pending verification that all above rules are followed.
 - h. All age groups will be initially capped at 12 teams on a first come, first serve basis. Age groups may be expanded to as many as 16 teams depending on space. Team is not accepted into the tournament until the application has been submitted AND paid.

H) ROSTERS, PASSES & UNIFORMS

- 1) ROSTER FREEZE DATES: Rosters need to be final by the day before the event at 11:59 PM and no amendments to the roster will be allowed after the deadline. A player's eligibility will be determined prior to each game. Any team playing an illegal or non-rostered player will forfeit that game and be subjected to a fine.
- 2) ROSTER REQUIREMENTS:
 - ii. 13U – 19U: Max of 22 rostered players (max 18 active for game day)
 1. Team officials limited to 4 on sidelines at any time
 2. Only licensed coaches may be on the team sideline
 - iii. Utah Presidents Cup uses digital player passes
- 3) GUEST PLAYERS
 - i. Guest players are not allowed for age groups 13U and older
- 4) CLUB PASS PLAYERS
 - i. Club Pass Players may be utilized for 13U and older age groups
 - ii. Teams advancing to the regional tournament may only club pass players at the regional level that were rostered to their club prior to the roster freeze of the Utah Presidents Cup
 - iii. A club may issue a club pass to any youth player who is a registered youth player of the club before the team to which such youth player is to be rostered for the State Association level of the National Presidents Cup competitions submits its roster for its first competition at the State Association level.
 - iv. The Borrowing Team may not “release” players in order to open a spot for a C-pass player without proper approval from the club.
 - v. Players may not play in State Cup and Presidents Cup in same seasonal year, see Policy C.2.

5) UNIFORMS

- i. Each player shall have a number on the player's jersey.
- ii. Each player on a team must wear a number different from the number of every other player including goalkeepers (if numbered).
- iii. Duplicate numbers are NOT permitted. Tape is allowed to create a new number.
- iv. Players MUST bring an alternate colored jersey which is also numbered with the same number as on the primary jersey.
- v. No jewelry may be worn during a match (allowances for medical alert bracelets and necklaces as approved by the referee).
- vi. Numbered jerseys for goalkeepers are optional. It is suggested that teams traveling with multiple goalkeepers have numbered jerseys for them.
- vii. Home team listed first in the schedule will wear dark colored jerseys and socks. Visiting team listed second will wear light colored jersey and socks. The referee may use his/her discretionary judgement to resolve sock color conflicts. Teams must bring both sets uniforms to each match.
 1. The team at fault will be asked to change to the correct jerseys/socks.

H) SUBSTITUTIONS

- 1) Substitutions shall be unlimited and made with the consent of the referee during any stoppage of play
- 2) Players may not exchange jersey with a player coming off the field

I) INCLEMENT WEATHER

- 1) In the event of inclement weather or unforeseen events as determined by the Tournament Director, the teams shall assume that the game will be played unless official notification is given. The Tournament Director may alter games duration to accommodate weather related scheduling delays.

J) GAME BALLS

- 1) UYSA will provide game balls for all games.
 - i) Game balls will be branded with purple stars, UYSA logo and USYS Presidents Cup logo. If anyone is found to have stolen a ball, the team will be fined \$100 per ball

K) STAY-TO-PLAY POLICY

This is **not** a Stay-to-Play Tournament

L) Pooling and Tournament Play

U13-U19- Age Group Brackets

1. Teams in the U13-U19 age group brackets shall be placed into pools in their respective age groups for the tournament as follows depending on the number of entrants:
 - a. Sixteen (16) Teams: Four pools of four teams. Each team will play the other teams in its pool once. The first and second place team of each age pool shall advance to quarterfinals.

- b. Fifteen (15) Teams: Four pools with one pool of three teams and three pools of four teams. Each team will play the other teams in their pool once. Advancement is the same as the sixteen-team bracket.
- c. Fourteen (14) Teams: Four pools with two pools of three teams and two pools of four teams. Each team will play the other teams in their pool once. Advancement is the same as the sixteen-team bracket.
- d. Thirteen (13) Teams: Four pools with three pools of three teams and one pool of four teams. Each team will play the other teams in their pool once. Advancement is the same as the sixteen-team bracket.
- e. Twelve (12) Teams: Three pools of four teams. Each team in their pool will play each other once with the first and second place teams of each pool advancing along with the next top two teams as WC1 and WC2 to quarterfinals. The top team from pool A will play WC2 and the top team from pool B team will play WC1. The second team of pool A will play the first team of pool C; the second team of pool C will play the second team of pool B.
- f. Eleven (11) Teams: Three pools with one pool of three teams and two pools of four teams. Each team in their pool will play each other once with the first and second place teams of each pool advancing along with the next top two teams as WC1 and WC2 to quarterfinals. Advancement is the same as the 12 team bracket.
- g. Ten (10) Teams: Two pools of five teams. Each team will play the other teams in their pool once with the first and second place teams of each pool advancing to semifinals.
- h. Nine (9) Teams: Two pools with one pool of five teams and one pool of four teams. Each team will play the other teams in their pool once with the first and second place teams of each pool advancing to semifinals.
- i. Eight (8) Teams: Two pools of four teams. Each team will play the other teams in their pool once. The first and second place teams of each pool shall advance to semifinals.
- j. Seven (7) Teams: Two pools with one pool of three teams and one pool of four teams. Each team will play the other teams in their pool once. Advancement is the same as eight-team bracket.
- k. Six (6) Teams: Two pools of three teams. Each team will play the other teams in their pool once. Advancement is the same as eight (8) team bracket.
- l. Five (5) Teams: One pool of five teams. Each team will play every other team in the pool once. The first and second place teams of the pool shall advance to a final.
- m. Four (4) Teams: One pool of four teams. Each team will play every other team in the pool once. The first and second place teams of the pool shall advance to a final.
- n. Three (3) Teams: One pool of three teams. Each team will play every other teams in the pool once. The first and the second-place teams shall advance to a final.
- o. Two (2) Teams: One pool of two teams will play a best two-out-of-three

game series. Each game will play until there is a winner with no game ending in a tie. The team that wins two games will be the UYSA Presidents Cup Champion

- p. One (1) Team: This team will be the UYSA Presidents Cup Champion and must pay entry fee to pass on to Far West Regional's.

L) DURATION OF GAMES & BALL SIZE

Age Group	Game Length	Overtime	Ball Size
17U – 19U	Two 40 min halves	Two 5 min halves	#5
15U – 16U	Two 35 min halves	Two 5 min halves	#5
13U – 14U	Two 30 min halves	Two 5 min halves	#5

M) SCORING

Team Points for Game Results:

3 Points for a Win (*Includes forfeit)

1 Point for a Tie

0 Points for a Loss

*A team shall be awarded a forfeit win when its opponent does not play or is declared ineligible. The game will be recorded as a 1-0 score; however, for tiebreaking rules consideration, the goals scored and goals allowed for the forfeited game will be the average of the goals scored and goals allowed by the team in its other tournament games.

All forfeits will result in the loss of opportunity to advance to quarter, semi or final tournament games. Team Administrator and Coach must meet with Tournament Director before participation can continue in pool play

N) TIEBREAKERS

- a. If two teams are tied at the conclusion of the preliminary round, the following criteria will be used in order until one team advances:
1. Head-to-head results;
 2. Winner of the most games;
 3. Cumulative goal differential between goals scored and goals allowed in all games played within the team's flight. Maximum difference allowed is four (4) goals per game.
 4. Least goals allowed in all games played within the team's flight;
 5. Goals for: The team scoring the most number of goals.
 6. Most shut out wins. Not including forfeits.
 7. Kicks from the penalty mark at a time determined by the Presidents Cup Director.

If more than two teams are tied at the end of the preliminary round, the tie-breaking criteria in

the foregoing section will be used in the order shown, beginning at #2, to either advance or eliminate one team. The remaining teams will then be compared, beginning with #2, to either advance or eliminate one team. This process will continue until there are no teams remaining.

- i. The tiebreaker rules under this section will be used first to determine final standings within each group for advancement based on group standings. The tiebreaker rules will thereafter be used separately to break any ties for wildcard purposes by applying the rules to the teams that are tied to determine wildcard advancement and placement.

O) RESPONSIBILITY OF COACHES & TEAMS

- 1) The team listed first in each pairing is the home team.
- 2) Parents and Spectators must occupy the sideline opposite the team bench area. Spectators will be directly across from their team. There shall be a buffer zone extending ten (10) yards on each side of midfield that may not be occupied by parents or spectators. All spectators must remain at least three feet back from the touch line.
- 3) Coaches, players and spectators are not allowed behind the end line for any reason. Each coach is responsible for the conduct of his/her team players, staff and spectators. Failure to control conduct will result in the forfeiture of the game.
- 4) Coaching is permitted from the touchline by ONE coach at time. All valid coaches must be on the team's roster
- 5) Coaching is understood as giving directions to one's team on points of strategy and position. No mechanical or electronic devices permitted. The tone of voice must be informative; no coach is to make derogatory remarks or gestures to the referee, players or spectators.
- 6) Match officials shall be empowered to enforce these provisions and may suspend or terminate games in the event that any team, coach, parent or spectator declines to abide by requests from match officials to comply with these standards. Referees will have the authority to have unruly spectators removed from the field. Any referee assault or abuse will be referred to the state organization for disciplinary and/or legal action.

P) PLAYER/COACH/PARENT MISCONDUCT

- 1) The Presidents Cup Director shall act on all disciplinary matters and shall have discretionary powers in determining disciplinary action applied to team personnel and players. Game suspensions listed below are to be regarded as minimums for the charged offenses. Depending on the findings of the Presidents Cup Director, penalties may be increased according to the gravity of the infringements.
- 2) Players/Coaches/Spectators that have displayed activities detrimental to the "spirit of the game" as defined within the UYSA Code of Conduct and/or who have displayed violation of local ordinances (including, but not limited to, theft, or willful destruction of property) can be subject to denial from participation for the duration of the event.
- 3) Any coach rostered to more than one team in the competition who is ejected shall sit

out a minimum of the next scheduled match of the team with which the ejection was awarded.

- 4) An Ejected Coach/Administrator cannot have contact with his/her team during the ejected game or games until the team and referees have left the field. No communication with players or team management is permitted during the suspended game. Violations of this will result in additional discipline action being taken by the Utah Presidents Cup Director, including but not limited to additional games suspended or recommendations to the home state association.
- 5) Players who are serving a disciplinary suspension may occupy the bench in the technical area while dressed in street clothes. If additional disciplinary situations occur in which a suspended player is involved, the Utah Presidents Cup Director will require additional suspensions to be served either during the State Event or the Regional Event, if the team advances, or during the following Season of play
- 6) Spectators asked to leave by a referee or other event official must immediately depart the field area and are required to remain out of sight and sound of the game until the team has departed the field of play and is no longer the responsibility of the referee.
- 7) When sent off the field of play and shown the red card for infringement of the Laws of the Game, players and substitutes shall be disciplined by additional game suspensions as follows:
 - i. Serious Foul Play - Suspend for a minimum of one (1) game
 - ii. Foul and Abusive Language - Suspend for a minimum of one (1) game
 - iii. Second Caution able Offense - Suspend for a minimum of one (1) game
 - iv. Violent Conduct - Suspend for a minimum of two (2) games
 - v. Any player, substitute, or team official who refuses the referee's request for his/her name or gives a false name while the referee is gathering data to report on an infringement of the Laws of the Game involving him/her, shall have one game added to the suspension that would normally be levied by the Presidents Cup Director.
 - vi. Ejected players are to remain on the team sideline during the match. The player must be quiet and if they continue to be a distraction or disturbance in the opinion of the referee then this player will be removed from the venue and may be subject to further discipline.
 - vii. Ejected Coaches: Any coach ejected is an automatic (1) games. During the game suspension(s), there can be NO contact of any kind or by any means between the team and the coach must be 100 yards away from the field of play from 30 minutes before the game until the conclusion of the game. The Presidents Cup Director has the authority to ban an ejected coach from more than the (1) game suspension.
 - viii. All decisions by the referee are final and not subject to protest

Q) AWARDS

- 1) Award presentations will be made at the conclusion of the Championship games at

Tournament Headquarters unless otherwise directed. Teams are required to attend and must stay until both teams have received their medals.

R) PROTESTS

- 1) All games will be considered final and no protests will be allowed