

**UTAH YOUTH SOCCER**  
**ASSOCIATION STATE CUP**  
**POLICIES AND PROCEDURES**

**1.1 DESCRIPTION AND PURPOSE**

**111 National Championship Series**

The United States Youth Soccer Association National Championship Series (“NCS”) is a three-stage competition held annually to establish national champions within US Youth Soccer.

**112 State Cup**

UYSA holds a tournament called “State Cup” as a first-stage NCS tournament. The purpose of State Cup is to determine a Utah state champion in each age group of each gender from U-11 to U-19. Beginning in 2024 with Spring State Cup, U-18 and U-19 will be a combined U-18/19 age group.

**113 Regionals**

The state champion in the U-12 through U-18/19 age groups shall earn the right to represent Utah in the Far West Regional Championships, the second stage of the NCS.

**114 Nationals**

Utah teams who win the Far West Regional Championships of the NCS in the U-13 through U-18/19 age groups will represent Utah and Far West Region in the US Youth Soccer National Championships, the third stage of the NCS.

**115 Participation**

By entering the State Cup and the NCS, each team agrees to appear for and to compete in every scheduled match for which it qualifies, including any and 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

**1.2 ADMINISTRATION**

**121 State Cup Committee**

**1211** State Cup shall be administered and managed by a committee called the State Cup Committee (“SCC”).

**1212** The SCC shall consist of an appointed director (“Director”), a State Office Liaison, the Tournament Committee Chairperson, the SYRA, the State Registrar, and the UYSA Second Vice President. The UYSA President, Chief Executive Officer and State Technical Director are ex-officio members of the SCC but will not be part of any adjudication proceedings.

**1213** The Director is appointed annually by the UYSA President and the Vice President over tournaments.

**122 SCC Responsibilities**

**1221** The State Office Liaison, which is currently the UYSA Event Manager, will work directly with the SCC to secure bids for fields, referee pool, ordering of gear and equipment, tee shirts, goody bag items, programs, concessions, etc.

**1222** The Director will communicate with the Board for scheduling when and where they are needed. It is expected that each member of the UYSA Board will attend the tournament at least one day of the event.

**1223** The SCC will develop the rules under which UYSA teams will be allowed to participate in

State Cup.

- 1224 The UYSA Adjudication Committee will have appellate jurisdiction of decisions made by the SCC in administering State Cup.
- 1225 The SCC shall select the dates, times and sites for all games and shall have direct control of all arrangements including referees.
- 1226 The SCC shall have the authority to rule on any matter pertaining to this competition. The SCC shall deal with protests, misconducts, or any other incident arising out of a State Cup game. The SCC may increase automatic minimum game suspensions. The decisions of the SCC are final administrative decisions that may be appealed to the UYSA Adjudication Committee.

### 123 Other

- 1231 Any SCC member shall excuse himself or herself if they have a conflict of interest in the matters at hand.
- 1232 The current FIFA Laws of the Game will govern all games as amended by USYSA Rules governing State Cup Competition as well as UYSA Bylaws, Rules and Regulations, and these competition rules.
- 1233 The primary means of communication between the SCC and the teams accepted to State Cup shall be e-mail. E-mail addresses and phone numbers shall be obtained from SOMS. Team administrators (coaches and managers) are responsible to ensure this information is kept up to date at all times and are responsible for all information sent to them by the SCC.

## 1.3 TEAM ELIGIBILITY

131 A team entering the NCS shall meet the following eligibility requirements:

- 1311 State Cup is open to teams currently registered for play in the UYSA State Competition Program.

The team must compete in at least a four (4) team approved league games during the current Seasonal Year. The league competition must consist of a minimum of one game against each of three (3) different teams participating in the league. If a youth team is able to qualify and is accepted by the Amateur League, that team will qualify for the 4-team league, and the team will be able to participate in State Cup. The appropriate forms must be completed with all signatures before play begins. U-19 teams registered with UYSA are exempt from the requirement to have competed in the UYSA State Competition Program.
- 1312 The team must be comprised of properly registered and rostered players (as defined by the rules of USYSA and UYSA). No team may register a player not residing in Utah to its roster without prior written permission from the UYSA President and the home State or National Association of the player.
- 1313 **UPL Member Club designated teams cannot participate in State Cup.**
- 1314 Club Pass
  - a. A club may issue a club pass to any player who is a registered Youth Player of the club before the team to which such Youth Player is to be rostered for the UYSA level of the NCS competitions submits its NCS roster for its first competition at the state level.
- 1315 The team must be in good standing with UYSA, its league of registration and the competition league, if applicable, and must be in compliance with, and has not violated, any of the rules of USYSA and UYSA.
- 1316 The team must demonstrate continuity of rosters between the league and State Cup competition by maintaining a minimum of nine players common to the rosters of

both. Player retention shall be based on the league roster as of dates set annually by the Board.

**1317** A 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 for this action has been made to and approved by Utah on the approved forms (Release and Transfer). At the time a team names its State Cup roster, it may not have more than five (5) previously rostered (transfer players) players in each respective age group.

1 “Rostering” means assignment of a registered player to a team. (Reference USYSA Policy on U.S. Youth Soccer National Championships: Part 1-General Rule 101. Definitions (15))

**1318** Every team participating in the NCS, including the qualifying leagues within UYSA, shall have a team roster and will present a game roster for every match or competition.

1. Team Roster

The Director shall approve the team roster. U-11 & U12 teams will play 9 verses 9 on a modified field with a maximum of 15 youth players on the team roster at any given time during State Cup. Teams in the U-13 and older age groups may have up to 22 youth players on the team roster at any given time during the State Cup. Every team roster shall have a minimum of 7 players on the roster at all times.

2. Game Roster

The game roster shall be prepared by the team and submitted to the competition authority at a time set by the SCC and shall not be later than 60 minutes prior to each scheduled game in NCS play. The game roster shall have a maximum of 18 players and a minimum of 7 players. Every player listed on the game roster must be included on the team roster to be eligible to participate with the team. The game roster shall include the authorized team administrators and the players to include their full name, ID number, and jersey number.

**1319** The team may not release, voluntarily or involuntarily, any player from its team roster unless a written request stating the reason for this action has been made to and approved by UYSA on the approved release form. A team may release involuntarily a player from its roster only if the player is unable to play for one of the following reasons:

1 The player has violated rules of the USSF or USYSA or the affiliation through which the player is registered.

2 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.

3 The player is injured in such a manner that the player will not be able to participate for the remainder of the season.

**13110** The team must name its roster (roster freeze) for State Cup no later than 11:59 pm by the listed roster freeze date.

**13111** Teams must enter State Cup on the UYSA-approved form via the Internet and payment must accompany the application or it will not be accepted. All entries must be in the UYSA Office and recorded by 11:59 PM on the date set by the Director and all fees paid in full or the team will not be entered in State Cup. For teams that fail to make the application entry deadline, they will have 24 hours to apply after the deadline and pay a fine of \$500 along with their entry fee. Team entry fee is due when application is submitted. After the registration deadline one team manager/administrator from each team must watch a mandatory video the SCC will send to all teams with information about State Cup. If a team fails to watch by the assigned date, which will be determined by the Tournament Director., the team will be assessed a \$50 fine.. To maintain State Cup eligibility, the team must pay the fine and still watch the video.

**13112** Teams may enter only one State Cup Tournament in the Seasonal Year.

**13113** Teams may not play in State Cup and Presidents Cup in the same seasonal year.

## **1.4 PLAYER ELIGIBILITY**

**141** A player must be properly registered and rostered in accordance with the rules of USYSA and UYSA.

**142** A Youth Player may be on the NCS roster of only one team at each level of the NCS competitions during any Seasonal Year; provided, however, that a Youth Player who was rostered to a team of a club at a NCS competition level that does not advance to the next level and who has been issued a club pass of that club in accordance with this policy may be rostered to another team of that club at the next level of the NCS competitions. Subject to the foregoing, and subject to the provisions of Rule 221, Section 1 (5), at each level of the NCS competitions, a team may add to its NCS roster for that level as many registered Youth Players holding club passes of that club of which a team is a member as the team or its club determines so long as the roster does not exceed 22 players. A team may not change the club of which it is a member at any time after the commencement of the NCS competitions and in any event only in compliance with the rules of the State Association of which the club is a member.

**143** A player who is a designated player on a UPL Member Club designated team, cannot participate in State Cup on any team. This includes, but is not limited to, club pass and multi-roster.

**144** A player who has been suspended may play after the player's term of suspension has expired.

**145** A player participating in Utah Presidents Cup is eligible to be issued a club pass for the NCS regional or national competitions following guidelines stated in section 142.

## **1.5 FORMAT**

### **151 Age Groups**

State Cup shall be offered annually to teams in the following age groups for boys and girls:  
Under-11, 12, 13, 14, 15, 16, 17, 18 and 19.

### **152 Seeding**

#### **1521 U11 Age Group Bracket Draw**

1. The age group will be capped at 16 teams, and teams will be accepted on a first come first serve basis.
2. No teams will be seeded
3. All registered teams will all be put into one pot and groups will be filled out in a snake order (A1 → D1, D2 → A2, A3 → D3, D4 → A4)
4. Results of the draw are final, pending verification that all above rules are followed.

#### **1522 U12 Age Group Bracket Draw**

1. All teams registered will be seeded to determine play-in game matchups (if needed). Seeding will be based on most recent UYSA alignment
2. The top 4 teams will be the top 2 teams from each Premier division based on most recent UYSA Alignment
3. A coin flip will determine which premier division is given the top overall seed
4. After the coin flip the position of teams for top 4 will alternate
  - i. EX Silver, Black, Silver, Black
  - ii. EX Black, Silver, Black, Silver
5. The rest of the registered teams will all be put into one pot and groups will be filled out in a snake order (A1 → D1, D2 → A2, A3 → D3, D4 → A4)
6. Results of the draw are final, pending verification that all above rules are followed.

## 1523 U13 through U19 Age Group Bracket Draws

### 15231.1 Fall State Cup

1. All Teams participating in the Boys 13U-19U age group brackets will be seeded as follows:
  - a. 1<sup>st</sup> seed: Last year's State Cup champion (A1)
    - i. State Cup champion, regardless of current year club affiliation, must maintain a roster continuity of 50% + 1 from the roster of the previous year State Cup
  - b. All remaining teams will be seeded based on most recent UYSA alignment. Any UPL Qualifying Teams not participating in the UYSA gaming league will be seeded at the discretion of the SCC.
    - i. Teams must maintain a roster continuity of at 50% + 1 from previous year's league roster
  - c. Additional factors regarding seeding:
    - i. Up to 4 teams will be placed before the draw. The number of teams placed before the draw will be determined by the number of groups in the age group, i.e. 1 group means 1 pre-placed team, 2 groups means 2 pre-placed teams and so on.
  - d. After the pre-placed teams have been determined, the rest of the registered teams will be 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. 12 team brackets will have 2 pots. 4 teams will be pre-placed based on the criteria outlined above. The 2 pots will have the following seeds; Pot 1: seeds 5-8. Pot 2: seeds 9-12. 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
    - iv. 10-11 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 10-11. 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.

- v. 9 team brackets will have 2 pots. 3 teams will be pre-placed based on the criteria outlined above. The 2 pots will have the following seeds; Pot 1: seeds 4-6. Pot 2: seeds 7-9. 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.
  - 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 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.
  - 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 most recent UYSA alignment.
- e. Results of the draw are final, pending verification that all above rules are followed.

### **1523.2 Spring State Cup**

2. Teams participating in the 13U-18/19U age group brackets will be seeded as follows:
  - a. 1st seed: Last year's State Cup champion (A1)
    - i. State Cup champion, regardless of current year club affiliation, must maintain a roster continuity of 50% + 1 from the roster of the previous year State Cup
  - b. All remaining teams will be seeded based on most recent UYSA alignment. Any UPL Qualifying Teams not participating in the UYSA gaming league will be seeded at the discretion of the SCC.
  - c. Additional factors regarding seeding:
    - i. Up to 4 teams will be placed before the draw. The number of teams placed before the draw will be determined by the number of groups in the age group, i.e. 1 group means 1 pre-placed team, 2 groups means 2 pre-placed teams and so on.
  - d. 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. 12 team brackets will have 2 pots. 4 teams will be pre-placed based on the criteria outlined above. The 2 pots will have the following seeds; Pot 1: seeds 5-8. Pot 2: seeds 9-12. 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
  
- iv. 10-11 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 10-11. 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.
  
- v. 9 team brackets will have 2 pots. 3 teams will be pre-placed based on the criteria outlined above. The 2 pots will have the following seeds; Pot 1: seeds 4-6. Pot 2: seeds 7-9. 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.
  
- 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 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.
  
- 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 most recent UYSA alignment.
  
- ix.

- e. Results of the draw are final, pending verification that all above rules are followed.

## **153 Play-in Games**

1. If more than sixteen (16) teams register in the U12-19 age groups, the lowest seeded teams shall play single-elimination games as scheduled by the SCC to determine the seeding in the age group bracket. Seeding will be established for the teams within each league/division (i.e. premier 1, premier 2, division 1, division 2, etc.) with the teams in premier 1 receiving the highest seeding, premier 2 the next highest and so on. Seeding for the teams within each league/division will be as follows:
  - a. If there are 17 teams, teams seeded 16<sup>th</sup> and 17<sup>th</sup> will play.
  - b. If there are 18 teams, teams seeded 15<sup>th</sup> and 18<sup>th</sup> shall play, and 16<sup>th</sup> and 17<sup>th</sup> shall play
  - c. This shall continue depending on how many teams are registered
  - d. Seeding will be based on the same policy as in 1523
2. No developmental players, secondary roster players, or State Cup tied players may participate in play-in games.
3. The SCC will determine the date, field location, and referee assignment. Teams will be notified at least 48 hours prior to the match.
4. These games will take precedence over all other UYSA-sanctioned games.
5. Teams that fail to qualify for final seeding will have their application fee returned to them minus the cost of the play-in match.

## **154 Pooling and Tournament Play**

### **1541 U11-U19- Age Group Brackets**

1. Teams in the U11-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. See appendix 1 for quarterfinal advancement.
  - 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. See appendix 1
  - 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. See appendix 1
  - 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. See appendix 1
  - e. Twelve (12) Teams: Four pools of three teams. Each team will play the other teams in their pool once. Advancement is the same as the sixteen-team bracket. See appendix 1
    - i. U11 & U12 will be 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. See appendix 2.
  - 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. 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. See appendix 2

- g. Ten (10) Teams: Three pools with two pools of three teams and one pool of four teams. Pool A and B will play cross bracket games and pool C will be each other once. Advancement is the same as the eleven-team bracket. See appendix 2
  - h. Nine (9) Teams: Three pools of three teams. Each team will play the other teams in their pool once. Advancement is the same as the eleven-team bracket. See appendix 2
  - 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. See appendix 3
  - 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. See appendix 3
  - 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. See appendix 3
  - 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 game to determine the UYSA State Champion.
  - 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 game to determine the UYSA State Champion.
  - 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 game to determine the UYSA State Champion.
  - 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 State Champion.
  - p. One (1) Team: This team will be the UYSA State Champion and must pay entry fee to pass on to Far West Regional's.
2. If, due to the withdrawal of teams after the draw, a preliminary pool contains three or fewer teams, the SCC may place remaining teams in different pools or redraw the age group. In addition, the SCC may redraw any age group if withdrawals reduce the total number of teams in that age group competition to a level which would eliminate the need for one round of competition
  3. All teams competing in the U11 and U12 age groups will be guaranteed 3 games. If getting three games is not possible, then a partial refund may be offered.

## **155 Group Standings**

### **1551 Point System**

In group stage games, teams will be awarded points as follows:  
3 points for a win  
1 point for a tie  
0 points for a loss

### **1552 Tiebreakers**

If two teams are tied at the conclusion of group play, 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. For example, if the score was 8-3, the calculation would be +4 goals for the winning team, -4 goals for the losing team. If the score was 6-4, the calculation would be +2 goals for the winning team and -2 goals for the losing team.
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 SCC.

If more than two teams are tied at the end of group play, the tie-breaking criteria in the foregoing section will be used in the order shown, beginning at #2, to either advance a team, eliminate a team, or both.. 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.

*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.*

## 156 Scheduling

- 1561** Teams shall be notified electronically of schedules a minimum of seven (7) days prior to the start day of State Cup.
- 1562** After State Cup game schedules are posted, there will be no changes, except at the discretion of the SCC, which may include nationally scheduled college entrance exam testing dates, high school graduation ceremonies, weather, field conditions, Head Coach conflicts for Head Coaches with teams participating in State Cup, referee crew assignments, or other exceptional circumstances.
- 1563** A team administrator or coach must review SOMS for any schedule changes or notices within 24 hours of each match. Schedule changes can occur to conform to State Cup rules.
- 1564** State Cup games shall take precedence over all other UYSA-sanctioned games.

## 1.6 Playing Rules

### 161 Duration of game:

Age Group	Game Length	Overtime - Elimination Rounds	Ball Size
Under 17 - 19	Two 45 Min. Halves	Two 10 Min. Halves	No. 5
Under 15 - 16	Two 40 Min. Halves	Two 10 Min. Halves	No. 5
Under 13 - 14	Two 35 Min. Halves	Two 10 Min. Halves	No. 5
Under 11 - 12	Two 30 Min. Halves	Two 5 Min. Halves	No. 4

- 162** Elimination round games tied after regulation will have overtime added. If the score remains tied after two equal overtime periods, the match is decided by FIFA kicks from the penalty mark, which will immediately follow the overtime. Only players on the field at the conclusion of the overtime periods shall be eligible to participate in FIFA kicks from the penalty mark.
- 163** The home team is listed first in the schedule. Both teams are required to bring both sets of uniforms to each match. UYSA will provide official game balls.
- 164** Prior to each game, the referees will have each team roster with pictures of the players, coaches,

trainers, and team administrators on the roster to check the team in prior to the match. Digital Player Cards will be used in State Cup. Team check-in must occur on time for the match to be played. Rules allow for a 15-minute grace period after which a forfeiture of the match will occur. If a team forfeits one match, then they forfeit all of its games. However, each team must upload current photos of the players, coaches, trainers, and team administrators when their application is submitted for State Cup. The winners and finalists will pass through the credential station after awards to pick up information for Far West Regional Championships. No new coaches, trainers, or team administrators will be added to the roster at this time.

- 165** Each coach may review the line-up form and player roster of his/her opponent only at the time the game official checks credentials.
- 166** Unless determined otherwise by the SCC, a fifteen (15) minute grace period is allowed for the scheduled starting time of the game. In the event both teams are more than fifteen (15) minutes late for the game, both teams will be deemed to have forfeited the game. Seven (7) players constitute a team ready to play.
- 167** The State Cup Tournament is responsible for the official's game fees.
- 168** For the age groups U-14 and below, free substitutions shall be allowed. For all other age groups (U-15 and above), a maximum of 7 substitutions for each team shall be allowed in each game during each half of play and during overtime play. After leaving the game during a half of play, the substituted player may not re-enter the game during that same half of play. After leaving the game during overtime play, the substituted player may not re-enter the game. However, teams may substitute only with the referee's permission at any stoppage of play.

**1681** For U-15 and above age groups, if a player is suspected of suffering a head injury, the player may be substituted for evaluation without the substitution(s) counting against the team's total number of allowed substitutions during each half or overtime period. If the player with suspected head injury has received clearance from the event's Health Care Professional, the player may re-enter at any stoppage of play. The evaluated player must replace the original substitute and will not count as a substitute. The temporary substituted player may re-enter the game as a regular substitute. A team may only make a temporary substitution if they have a substitute available.

**169 UYSA Endorses FIFA Law IV and current USSF guidelines**

FIFA Law IV states, "A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry)". The determination of whether a player may play or not will be made by the referee in accordance with FIFA Law IV.

- 1610** It shall be the responsibility of each team to maintain proper spectator conduct. The coaches, manager, and the team shall be held primarily accountable for the conduct of the spectators from the respective teams.

Only dogs are allowed at the Regional Athletic Complex and must be leashed at all times. Dogs must be picked up after by owner/caretaker. There will be no noise makers (ie. bells, drums, bang sticks, horns, etc.) allowed at any State Cup games. At no time shall foul or abusive language be permitted. Violations of this rule can result in teams being assessed a fine and/or removal from State Cup as determined by the SCC. Spectators will be seated across the field from their team bench as per State Cup rules.

- 1611** Only credentialed Administrators/Coaches on USYA roster from same league of registration, for the same team of registration, for the current Seasonal Year may be on the team bench. Teams without at least one (1) properly credentialed coach (during the entire game) shall forfeit the game. A maximum of 4 credentialed Administrators/Coaches will be permitted on the team bench. Coaching will occur only within the specified technical area. Coaches/Administrators will be seated in the technical bench

area. One Coach at a time may stand and make a positive coaching point and then that coach must sit back down. All Coaches and Assistant Coaches must be licensed with the State new “E” (dated 2012) or the (old) USSF “D” level. The match will not continue if there is not a properly credentialed coach present for the entire match.

**16111** Each club will be given ONE technical director/DOC sideline pass to allow for an additional DOC on  
in the team bench area.

**1612** Coaching from the sidelines (giving direction to one’s own team on points of strategy and position) is allowed as long as it is within the technical areas provided:

**1.6** The tone of voice is informative and not derogatory;

**1.7** No coach, substitute, or player is allowed to make derogatory remarks or gestures to the referees, other players, substitutes, opposing coaches or spectators;

**1.8** No coach, substitute, or player uses profanity;

**1.9** No coach, substitute, or player may incite in any manner, disruptive behavior

**1613** Alcohol or illegal drug use, or possession or transportation of a weapon without a valid permit, shall not be permitted at State Cup events.

**1614 Birth Documents (USYSA Rule 204).** All Birth Documents must be entered in SOMS prior to play in State Cup.

**16141** State Cup players must provide a clean, legible copy of the document used to prove age as provided in Section 7 of UYSA’s policies. Proof of age shall consist of one of the following:

1. Birth Certificate

2. Board of Health Records

3. Passport

4. Alien Registration Card issued by the U.S. Government

5. Uniformed services Identification and Privilege Card (DD Form 1173) issued by the uniformed services of the United States

6. Birth registration issued by an appropriate government agency

7. Certificate issued by the Immigration and Naturalization Service attesting to age or a certification of an American Citizen born abroad issued by the appropriate government agency

8. Hospital, baptismal or religious certificates will not be accepted. (USSF Rule 4033.1)

9. Current Driver’s License

**16142** Any proof of age/birth document that is not in English must have an English translation attached to the original document. The translator must add their name, address, phone number, and qualifications to translate. No coach of a team or parent of a player may translate for that team or the parent’s own child unless they are certified and/or accredited to teach the specific language, ie. high school teacher, professor of languages at a university or college, a court translator, or anyone recognized as an official translator by a governing body.

**16143** All administrators of a team will be held responsible for the submission of documents as required for all check-ins (All proof of age documents will comply with State Cup Rule). The SCC will not hear any pleas from parents, guardians, or representatives of players with improper documents.

**16144** During the course of the competition, if the SCC has questions on the eligibility of any player or team, the SCC has the authority to require the team/league to furnish proof of eligibility to participate in the competition. Failure to furnish the requested proof within 48 hours may result in the disqualification of a player and/or team from the competition.

**1615 INTERNATIONAL CLEARANCES – (USYS Policy Rule 207)**

**16151** The U.S. Soccer Federation and FIFA have international clearance requirements and procedures for players coming to the United States to play soccer. All US Youth Soccer members will comply with the US Soccer requirements for each player prior to being registered.

## **1616 ADULT GAMES (USYS Policy Rule 208)**

**16161** A youth player may play an unlimited number of adult games without losing his or her youth eligibility. The youth player must notify his or her youth coach or other authorized team official of the player's intention to play adult games. The youth player shall request, in writing, (1) eligibility clearance from the UYSA through which the player is registered, and (2) permission from the appropriate Adult State Association. When the clearance and permission have been granted, the Adult State Association has sole discretion in permitting a youth player to play adult games and will be responsible for establishing the procedures under which the youth player will be allowed to play. In the event of a conflict between an adult game and a youth game, the youth game shall take precedence. A youth player who is required to sign an adult form shall retain youth eligibility.

**16162** A youth team with the written permission and mutual consent of both the UYSA and Adult State Associations may play in an adult-approved league and not lose its youth eligibility to compete in the US Youth Soccer National Championships competitions. If the youth team's players are required to sign an adult form, the team shall retain its youth eligibility.

**16163** The youth team will be required to play under the rules of the UYSA concerning registration, roster rules, transfer rules, and any additional qualifications that are required to be eligible for the US Youth Soccer National Championships competitions. Each UYSA Association shall determine whether participation in any adult league shall qualify a youth team for the US Youth Soccer National Championships competition play.

**1617 Medical Release.** Players under the age of 18 may not participate in any State Cup game without a copy of the registration form (medical release), signed by a parent or guardian, being presented for the player at check-in.

## **1618 Registration and Check-In**

**16181 Check-in will be done online per the State Cup Admin Packet.**

**16182** Teams will be present for check-in at their assigned fields 30 minutes prior to each match. The team shall have ready for each check-in: Player Administrator/Coach USYSA roster, digital cards and medical release forms.

## **1619 Player Roster and Uniforms**

**16191 Game Rosters:** Team administrators prior to each game shall present to the referee the official State Cup digital cards for the game to be played.

**16192 Uniforms:**

1. Each player, other than the goalkeeper, must have a number listed on the game roster and shall wear in the game a numbered jersey bearing such number.
2. The number shall be affixed to the back of the jersey (tape is not accepted) and shall be clearly visible.
3. Each player must wear a differently numbered jersey. Numbered jerseys for goalkeepers are optional. Goalkeepers must wear colors distinguishing them from other players and game officials.
4. All players on the team bench (substitutes) must wear pennies that are in a different color than their game jersey.
5. Teams must have socks that match the assigned color scheme. All away and home jerseys must have the UYSA Logo under the logo on either the right or left sleeve of

- both jerseys or on the back of the jersey.
6. Sleeveless jerseys and tank tops may not be worn in State Cup matches.
  7. Uniform socks will be of the same color on both feet of all players on the team. Teams must have socks that match and a second set for color changes directed by game officials.
  8. Home teams will be in their dark colored uniforms and visitors in their light-colored uniforms. If the officials deem one team is not in accordance with the uniform color assignment, then the team at fault will be required to change. Both teams are required to bring both sets of uniforms.
  9. If players are wearing long pants or long sleeve shirts, below are the rules for each:  
 Long Pants: Must match the color of the shorts  
 Long Sleeve Shirts: Must match color of uniform and must match all players that are also wearing long sleeves
    - a. The enforcement of these rules will be at the discretion of the referee

## **1.7 GAME OFFICIALS**

- 171** The appointment of game officials shall be the responsibility of the State Youth Referee Administrator, in conjunction with the authority of the SCC Officials shall be USSF registered.
- 172** Complaints regarding game officials must be in writing and sent to the Referee Disciplinary Committee with copies to the SYRA, State Cup Chairperson, and UYSA President.
- 173** The SCC shall be responsible for the fees for all officials in the State Cup games and forfeited games.
- 174** The scale of charges for duly appointed referees shall be as determined by the SCC with approval by the UYSA Board of Directors.
- 175** The referee shall have the power to decide as to the fitness of the field in all matches. In other respects, the duties of the referee and referee assistant are as defined in the FIFA Laws of the Game.
- 176** The referees appointed to officiate in any State Cup game shall be neither a past nor present member nor be related to a member (member to include players, coaches, and/or administrators) of either of the competing teams. Referees accepting games that violate this rule shall be reported to the referee disciplinary committee for possible disciplinary action.
- 177** In the event the referee appointed fails to appear and where assistant referees have been appointed, one of those assistant referees shall assume the responsibilities of the referee (if qualified).
- 178** For U15-U19 games a 4<sup>th</sup> official will be assigned. The 4<sup>th</sup> official is to stand between the benches, and is primarily responsible for managing substitutions and team benches. The 4<sup>th</sup> officials powers are that of an assistant referee, and they can make recommendations to the center referee for foul calls and misconduct. Along with any other duties and responsibilities an assistant referee would have.

## **1.8 MISCONDUCT AND RULE VIOLATIONS**

### **181 Player Sendoff/Coach Ejection:**

- 1811** If a player or administrator is ejected from a game, the referee shall give the roster and a

supplemental referee report to the appointed field site administrator or SCC member. Coaches ejected from the game shall spend the remainder of the game. The game can be suspended until the coach leaves the site.

- 1812** Any player ejected from one (1) State Cup game shall be ineligible to participate in his/her team's next played State Cup game/games (games forfeited to that team do not count as games played).
- 1813** In the case of an administrator/coach ejection, the administrator/coach will be ineligible to participate in any State Cup game for the next (1) game for the team from which he/she was ejected. If the team from which he/she was ejected is no longer playing in State Cup the administrator/coach will sit out the next two games where he/she is listed on the State Roster as an administrator/coach of a team still competing in State Cup. If an administrator/coach is advancing to Regional Competition his/her suspension will be served at the Regional Competition.
1. If a coach is ejected in his or her final game of State Cup and that team does not advance to Far West Regionals or received the card in a final game at Far West Regionals that coach will serve their suspension at the next year's State Cup Competition. The suspension will be tied to previous team first, and if the coach is no longer associated with the original team they must serve their suspension with their new team they are listed as the coach in State Cup Competition. Suspension fulfillment may not be fulfilled by acting as an assistant coach. The coach must serve their suspension in the gender they coach and cannot move to the other gender to serve their suspension unless they no longer coach that gender.
- 1814** Any player or administrator ejected from a second State Cup game shall be ineligible to participate during the balance of the current State Cup competition. (Once suspension(s) have been served (minimum of the two games as described in policy 1913), they may participate at the Regional level)
- 1815** Suspension from affiliated soccer shall not be assessed without a hearing before the SCC. The SCC has the authority to assess more than a one-game suspension without said hearing.
- 1816** In State Cup play, suspensions shall apply to subsequent Regional play.
- 1817** An ejection is not subject to protest.
- 1818** The SCC may increase automatic game suspension(s).

## **182 Suspension Guidelines for Players**

- 1821** The SCC 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 SCC, penalties may be increased according to the gravity of the infringements. 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:
1. Serious Foul Play  
Examples include, but are not limited to, intentionally impeding an opponent, denying an obvious goal-scoring opportunity; denying an obvious goal-scoring opportunity by handling the ball. All age groups: Suspend for a minimum of one (1) game  
Examples include, but are not limited to, tripping, holding, unlawfully charging or pushing an opponent denying an obvious goal-scoring opportunity; intentionally tripping, holding, pushing, unlawfully charging or tackling an opponent from behind or charging in a dangerous and violent manner. All age groups: Suspend for a minimum of one (1) game
  2. Foul and Abusive Language  
Examples include, but are not necessarily limited to, words uttered in frustration and, in the referee's opinion, loud enough to be heard outside the field of play; words or actions directed towards any person. All age groups: Suspend for a minimum of one (1) game

3. **Second Caution able Offense**  
Second yellow card after a previous yellow card. All age groups: Suspend for a minimum of one (1) game.
4. **Violent Conduct**  
Examples include, but are not necessarily limited to: Spitting, or other unseemly act, on another person; kicking, striking or attempting to strike another person. All age groups: Suspend for a minimum of two (2) games.  
Pushing in an act of aggression, kicking, spitting on, striking, or attempting to strike a referee, assistant referee, or fourth official All age groups: Suspend from the balance of State Cup competition in the current year and the next year's State Cup competition with review by the UYSA Protest, Appeals, and Disciplinary Committee or BOD regarding further disciplinary action.
5. 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 SCC.
6. The ejected player is to remain on his or her team sideline for the duration of the game. If the player continues to be a distraction he or she will be asked to be removed from the venue and the suspension could be reviewed for possible added games.

**183 Ejected Coaches:** During the game suspension(s), there can be NO contact of any kind or by any means between the team and the coach from 30 minutes before the game until the conclusion of the game. Additionally, the coach must not be involved in unacceptable conduct (defined to include coaching his/her players or harassment of opponents/players). The SCC has the authority to ban an ejected coach from more than one State Cup game. The suspended coach must leave the playing field 30 minutes prior to the game until the conclusion of the game. When serving a suspension, the coach may not be within 100 yards of a field on which their team is playing a game, cannot address the team prior to the game at the field, may not warm up the team for the game, may not address the team at half time, and is not allowed to sit in the spectator area.

**184** Any team found guilty of rostering an ineligible player shall not be eligible to compete further in State Cup competition in the current seasonal year. All games will be forfeits.

**1841** Any coach, manager, or official found guilty of using an ineligible player(s) shall not be eligible to compete further in any State Cup competition in the current and subsequent Seasonal Year.

**1842** A player found guilty of submitting falsified birth information shall be prohibited from competing further in any State Cup competition in the current and subsequent seasonal year.

**185** Coaches and other team officials shall be subject to all rules pertaining to misconduct contained herein, including cautions, ejections, and standard suspensions.

**1851** Other individuals, 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 UYSA.

**1852** The 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.

**186** Administrators and players who are ejected in their last State Cup game and do not sit out their automatic suspension(s) in one seasonal year, shall have the suspension(s) carried forward to State Cup in the next Seasonal Year.

**1861** However, State Cup Champion and "wild card" players and administrators moving on to the Far West Regional Championships shall have the suspension(s) carried



forward to that competition rather than the next Seasonal Year State Cup.

## **1.9 PROTESTS**

- 191** The SCC shall have the authority to rule on any matter pertaining to State Cup.
- 1911** The SCC shall deal with protests, misconduct, or any other incident arising from a State Cup game.
- 1912** The SCC has the authority to assess suspensions for more than one game.
- 192** The decisions of the SCC are final decisions, unless appealed pursuant to policy 1121
- 193** Filing a protest shall not stay the State Cup competition.
- 194** Protests based on violations of the rules and regulations are eligible to be considered by the SCC. Protests based on referee judgment calls as defined by the FIFA Laws of the Game are not eligible for protest. Videotaping of the match will not be used in a protest nor will it be viewed by the SCC.
- 1941** A plea of ignorance to the rules and regulations of the NCS and UYSA Rules is not sufficient grounds for a protest.
- 195** Filing a protest:
- 1951** A written intent of protest, citing the rule that has been violated, must be delivered to a SCC member no later than two (2) hours following the conclusion of the game or other decision in which the violation occurred.
- 1952** A written copy of the protest must be delivered to a SCC member no later than the following day along with the fee required.
- 1953** The written protest must be accompanied by a five hundred dollar (\$500) fee in the form of cash, money order, or cashier's check.

## **1.10 FORFEITS**

### **1101 Failure to Compete**

- 11011** Any team withdrawing from State Cup prior to the start of competition must do so in writing to the SCC Chairman and UYSA.
1. Teams withdrawing from State Cup competition before the draw will only be refunded half of their entry fee.
  2. Teams withdrawing from State Cup competition after the draw 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 without notifying the SCC at least 24 hours prior to team game day check-in shall forfeit their entry fee and be subject to an additional \$500 fine.

### **1102 In General**

- 11021** Any team found guilty of violating any of the rules of State Cup or of UYSA shall be subject to disciplinary action, which may include disqualification from the tournament.
- 11022** Teams forfeiting any game in the preliminary round shall be eliminated from this seasonal year's competition. All scores for that team in the preliminary round shall then revert to a 1-0 - win for the opponent (Forfeit one, forfeit all in preliminary rounds).
- 11023** Any coach of a team that intentionally forfeits or intentionally abandons a State Cup

game may be suspended from UYSA for up to one calendar year.

### **1.11 UNFINISHED GAMES**

**1111** Unfinished games not due to the fault of either team shall be rescheduled, and resumed at the minute of stoppage if play has not begun in the second half. If play is stopped during the second half and play cannot be resumed and neither team is at fault, the SCC may deem the game complete.

**1112** If the suspended game is a preliminary round match, the decision to replay the match shall be at the discretion of the SCC if the match has no effect on the outcome of either team advancing to the next round.

**1113** If a game is stopped or suspended due to misconduct, the SCC shall decide whether or not the game is to be replayed or declared a forfeit, after making a determination as to which team or if both teams are adjudged at fault. Notification will occur within 24 hours of the stoppage or suspension.

#### **1116 Suspension of Game due to weather or unforeseen events**

**11161** In the event of inclement weather or unforeseen events as determined by the SCC, the teams shall assume that the game will be played unless official notification is given.

**11162** The SCC, in an effort to provide one preliminary game per day, may arrange for an alternate field site on the day of play. In the case of bad weather, teams shall be notified at the earliest opportunity, which may be the morning of play. Providing the authority that has control of the field in question has not refused permission to use the field,

**11163** The SCC has the ability in the case of high heat index conditions to add mandatory water breaks to any or all matches, and in the event of inclement weather can suspend play due to serious weather conditions such as unsafe field conditions or dangers weather conditions.

#### **1117 Game Termination due to misconduct**

Should a game be terminated, it shall be the SCC's responsibility to review the referee report on the termination and determine if the game is to be recorded a forfeit, if the game is to be replayed, or if one or both teams are to be disqualified from the competition.

### **1.12 APPEALS**

**1121** The final decisions of the SCC may be protested to the Adjudication Committee. the State Office for the proper procedures.

**1122** Filing a protest or an appeal shall not stay the State Cup competition.

### **1.13 CHAMPIONS AND WILDCARDS**

**1131** After medal ceremonies all coaches/administrators must pass through the registration station. There are no exceptions to this rule. Online registration with USYSA must be completed to advance to Far West Regional Championships. Fall wildcard teams that are picked at the National Workshops will have to complete the online registration after they have been notified in writing or they will not advance to Far West Regionals. Spring State Cup winners and wildcards will have to complete the online registration or they will not advance to Far West Regionals

**1132** All teams that win State Cup or accept the wildcard will advance to Far West Regional

Championships. Any team or teams that pull out of Far West Regional Championships will reimburse UYSA for all costs occurred by failing to fulfill their commitment.

**1133** By entering the US Youth National Soccer Championship Series, each team agrees to appear for and to compete in every scheduled match for whom it qualifies, including any and 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. Teams that win State 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 \$3000 is paid to UYSA. The fine and “Member in Bad Standing” will be placed first against the team, then the coach and finally the club.

## 1.14 DEFINITIONS

Except as otherwise provided, the following definitions apply to this policy:

### **All definitions set forth in UYSA’s Bylaws**

**Add** - the addition of a player to a team’s roster.

**Board** – the Board of Directors of UYSA.

**Eligibility to play** - registered and not under suspension.

**Federation** – the United States Soccer Federation, Inc.

**Game Roster** – means the list of players who will participate in a particular competition.

**Involuntary Release** - the removal of a player from a team’s roster at the request of team authorities.

**National Championships competitions** - the competitions provided for under this policy for the Under-14, Under-15, Under-16, Under-17, Under-18, and Under-19 age groups.

**NCS** – National Championship Series

**Referee Committee** - the Utah Referee Committee.

**Registration** - the signing of an intent to play the sport of soccer and the paying of fees to become a member of USYSA.

**Rostering** - assignment of a registered player to a team.

**SCC** – State Competition Committee

**Suspension** –the temporary withdrawal of rights and privilege, such as the right to play, coach, or otherwise administer or participate (directly or indirectly) in soccer, and the suspension is for the entire term of the suspension with all rights and privileges withdrawn unless specifically stated otherwise by the suspending authority.

**Team** - a group of soccer players playing on the same side in a soccer game.

**Team roster** - means a list of registered players eligible to play for a team.

**UPL**- Utah Platform League. A league created to encourage competition in an ever changing soccer landscape. It brings all major platform teams (ECNL, E64, GA) together into 1 league for the first time in Utah.

**UPL Member Clubs**- Team that qualifies through their National Platform League (ECNL, GA, and E64)

**UPL Designated Players-** Each UPL Member Club will designate 13 players in the U13 and U14 age groups and 15 players in the U15-U17 that are ONLY allowed to compete in the UPL Season.

**UPL Qualifying Teams-** Team that qualifies through the National Championship Series (State Cup). UPL Qualifying Teams do not have to have to designate players.

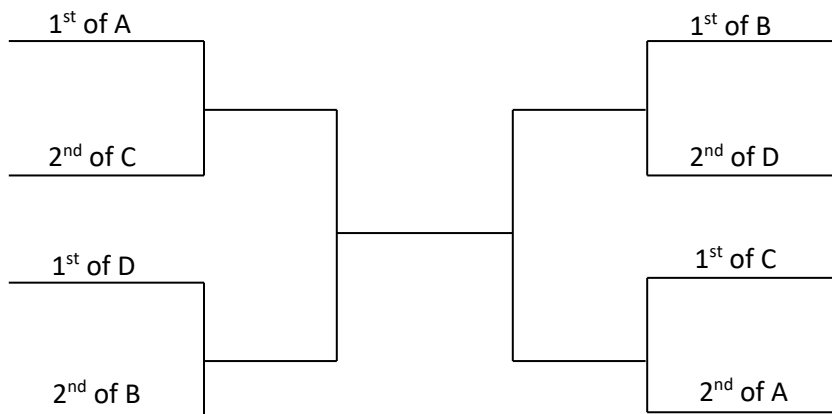
**USYSA -** the United States Youth Soccer Association, Inc.

**UTAH or UYSA -** Utah Youth Soccer Association

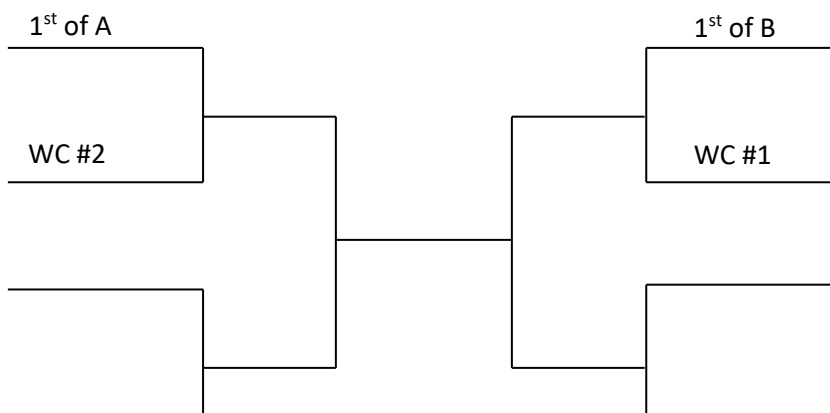
**Voluntary Release -** the removal of a player from a team's roster at the request of the player.

### 1.15 Appendix

#### 1. Quarterfinals for age group brackets of 12-16 teams



#### 2. Quarterfinals for age group brackets of 9-11 teams



2<sup>nd</sup> of B

1<sup>st</sup> of C

2<sup>nd</sup> of C

2<sup>nd</sup> of A

**3. Semifinals for age group brackets of 6-8 teams**

