

UTAH SOCCER FEDERATION
STATE CUP POLICIES AND
PROCEDURES

1. DESCRIPTION AND PURPOSE

11. National Championship Series

The United States Youth Soccer Association National Championship Series (“NCS”) is a three-level competition held annually to establish national champions within US Youth Soccer. NCS age groups are U13-U17; U18/19

12. State Cup

Utah Soccer Federation hereafter USF, holds a tournament called “State Cup” as a first- 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-17; U18/19.. U11 and U12 age groups are not NCS age groups, and do not fall under NCS policies. U11 and U12 age groups are beholden to all policies in this document.

14. Nationals

Utah teams who win Utah State Cup 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 second level of the NCS.

15. Participation

By entering Utah 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

2. ADMINISTRATION

21. State Cup Committee

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

212 The SCC shall consist of a director (“Director”), which shall be the USF Event Manager a State Office Liaison, the Sanctioned Tournament Committee Chairperson, the State Youth Referee Administrator (“SYRA”), the State Registrar, and the USF First Vice President. The USF President, Chief Executive Officer and State Technical Director are ex-officio members of the SCC but will not be part of any adjudication proceedings.

213 The State Office Liaison is appointed annually by the USF President and the First Vice President.

22. SCC Responsibilities

221 The Director, which is currently the USF 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.

222 The SCC will develop the rules under which USF teams will be allowed to participate in State Cup.

223 The USF Adjudication Committee will have appellate jurisdiction of decisions made by the SCC in administering State Cup.

224 The SCC shall select the dates, times and sites for all games and shall have direct control of all arrangements including referees.

225 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 USF Adjudication Committee.

23. Other

231 Any SCC member shall excuse himself or herself if they have a conflict of interest in the matters at hand.

232 The current FIFA Laws of the Game will govern all games as amended by USYSA Rules governing State Cup Competition as well as USF Bylaws, Rules and Regulations, and these competition rules.

233 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.

3. TEAM ELIGIBILITY

31. A team entering Utah State Cup shall meet the following eligibility requirements:

311 State Cup is open to all teams registered with USF and participate in the USF State Competition Program (SCL, SU-IRL, N1) in that particular year. Teams that are part of a USF Organizational Member and are registered with USF that do not participate in the USF State Competition Program are eligible to participate in State Cup and will be assessed a \$400 fee in addition to standard entry fee for teams that participate in the USF State Competition Program (Unless the entire team pays the USF league fee. If the whole team has paid the league fee they are exempt from the additional \$400 fee.)

312 The team must be comprised of properly registered and rostered players (as defined by the rules of USYSA and USF). No team may register a player not residing in Utah to its roster without prior written permission from the USF President and the home State or National Association of the player.

313 Club Pass

a. A club may issue a club pass to any player who is a registered Youth Player of the club except for any players on Utah Platform League Designated Player lists, before the Utah State Cup roster freeze.

314 The team must be in good standing with USF, 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 USF.

315 The team must demonstrate continuity of rosters between the league and State Cup competition by maintaining a minimum of nine players for U13-U19 age groups and six players for U11 and U12 age groups common to the rosters of both. Player retention shall be based on the league roster as of 2 weeks prior to the State Cup roster freeze for each age group and gender.

316 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 Youth Soccer 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))

317 Every team participating in Utah State Cup , including the qualifying leagues within USF, shall have a team roster and will present a game roster for every match or competition.

1. Team Roster

Each team and their club are responsible for ensuring their rosters are compliant with all Utah State Cup rules. U-11 & U12 teams will play 9 versus 9 on a modified field with a maximum of 15 youth players on the team roster at Utah State Cup.

Teams in the U-13 and older age groups may have up to 22 youth players on the team roster at the State Cup roster freeze. Every team roster shall have a minimum of 9 players on the roster at all times.

2. Game Roster

The game roster shall be prepared by the team and submitted to the referee crew prior to the start of each scheduled game in Utah State Cup. The game roster shall have a maximum of 22 players and a minimum of 9 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.

318 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 USF on the approved release form. A team may release involuntarily a player from its roster only for one of the following reasons:

1. The player is a multi-rostered player.
2. The player has violated rules of the USSF or USYSA or the affiliation through which the player is registered.
3. 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.
4. The player is injured in such a manner that the player will not be able to participate for the remainder of the season.

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

3110 Teams must enter State Cup on the USF-approved form via the Internet and payment must accompany the application or it will not be accepted. All entries must be in the USF 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 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.

3111 Teams may enter only one Utah State Cup Tournament in the Seasonal Year. (EX. Fall 2026 and Spring 2027 are the same seasonal year.)

3112 Teams may not play in State Cup and Presidents Cup in the same seasonal year.

- 3113** The minimum punishment for any team found to have rostered an ineligible player will be forfeiture of all games in which the player participated in, and being assessed a 3 point deduction for each forfeited pool play game. If discovered during knockout play, the team will be disqualified for the remainder of Utah State Cup in that seasonal year. The SCC may increase the punishment at their discretion.,
- 3114** The minimum punishment for any coach, manager, or official found to have intentionally used an ineligible player(s) will be a ban from Utah State Cup for that seasonal year from all Utah State Cup competition. If the team is an NCS eligible team, the suspension will also continue through the remainder of the NCS. The SCC may increase the punishment at their discretion.,

4. PLAYER ELIGIBILITY

- 41.** A player must be properly registered and rostered in accordance with the rules of USYSA and USF.
- 42.** A player may only be rostered to one Utah State Cup team per seasonal year.
- 43.** Except for what is provided for in rule 142, a youth player may be on the National Championships roster of only one Team within a Club until the team has been eliminated from the National Championships Series during any seasonal year.

A Youth Player who is rostered to an eliminated Team which participated at a National Championship Series level and which has been issued a Club Pass of his/her Club may be rostered to another Team of his/her Club at the next level of the National Championship Series.

- 44.** A player who has been suspended may play after the player's term of suspension has expired.
- 45.** A player participating in Utah Presidents Cup is eligible to be issued a club pass for the NCS national competition following guidelines stated in section 43. A player cannot play both Utah State Cup and Utah Presidents Cup in the same seasonal year.

5. FORMAT

- 51.** Bracket sizes must be an even number (4,6,8,10,12,14,16). The lone exception being a 5 team bracket. The SCC, at their discretion, may make any changes to the format of Utah State Cup, provided that the changes are communicated prior to the bracket draw. Changes included but are not limited to: age groups, seeding, and number of teams in an age group.

52. 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, and 18 /19.

53. Seeding

531 U11 Age Group Bracket Draw

1. Teams will be accepted on a first come first serve basis. The SCC shall determine the number of teams accepted.
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.

532 U12 Age Group Bracket Draw

1. All teams registered 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 USF alignment.
 - i. A coin flip will be used to determine which premier division will be seeded higher in cases where teams have the same ranking in alignment. EX. Team in premier black is aligned 5th in premier black, and a premier silver team is aligned 5th in premier silver. If the premier black won the coin toss, the premier black team would be seeded higher.
 - ii. 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. 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. 14 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 5-7. Pot 2: seeds 8-10. Pot 3: seeds 11-14. Teams in pot 1 will be randomly drawn first, and placed beginning with the A2 slot and then placing teams in the B2 and C2 slots. Pot 2 will follow the same process as pot 1 beginning with the A3 slot and then placing teams in the B3, and C5 slots. Pot 3 will follow the same process as pots 1 and 2 beginning with the A4 slot and then placing teams in the B4, C3, and C6 slots.
 - iv. 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 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.

- v. 10 team brackets will have 4 pots. 2 teams will be pre-placed based on the criteria outlined above. The 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 pots 1-3 beginning with the A5 slot and progressing until no teams remain to be placed.
 - vi. 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 USF alignment.
- e. Results of the draw are final, pending verification that all above rules are followed.

533 U13 through U19 Age Group Bracket Draws

5331.1 Fall State Cup

1. All Teams participating in the Boys 13U-17U; 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. 2nd seed: Last season's Premier 1 champion (B1)
 - i. Premier 1 champion, regardless of current year club affiliation, must maintain a roster continuity of 50% + 1 from the roster of the previous year's league roster

- c. MLS Next 2, or ECNL (does not include ECNL RL) teams will be seeded in the following way:
 - i. All teams will be placed into one pot, and drawn randomly. Teams will be seeded beginning with 3rd based on when they are drawn until there are no more remaining teams.
- d. All remaining teams will be seeded based on most recent USF alignment. All other teams not participating in the USF 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
- e. 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.
- f. 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. 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. 14 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 5-7. Pot 2: seeds 8-10. Pot 3: seeds 11-14. Teams in pot 1 will be randomly drawn first, and placed beginning with the A2 slot and then placing teams in the B2 and C2 slots. Pot 2 will follow the same process as pot 1 beginning with the A3 slot and then placing teams in the B3, and C5 slots. Pot 3 will follow the same process as pots 1 and 2 beginning with the A4 slot and then placing teams in the B4, C3, and C6 slots.
 - iv. 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.

- v. 10 team brackets will have 4 pots. 2 teams will be pre-placed based on the criteria outlined above. The 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 pots 1-3 beginning with the A5 slot and progressing until no teams remain to be placed.
- vi. 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 USF alignment.
- e. Results of the draw are final, pending verification that all above rules are followed.

5331.2 Spring State Cup

- 2. Teams participating in the Girls 13U-17U; 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. 2nd seed: Last season's Premier 1 champion (B1)
 - i. Premier 1 champion, regardless of current year club affiliation, must maintain a roster continuity of 50% + 1 from the roster of the previous year's league roster
 - c. GA (does not include GA Aspire), or ECNL (does not include ECNL RL) teams will be seeded in the following way:
 - i. All teams will be placed into one pot, and drawn randomly. Teams will be seeded beginning with 3rd and progressing through based on when they are drawn until there are no more remaining teams.

- d. All remaining teams will be seeded based on most recent USF alignment. All other teams not participating in the USF gaming league will be seeded at the discretion of the SCC.
- e. 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.
- 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. 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. 14 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 5-7. Pot 2: seeds 8-10. Pot 3: seeds 11-14. Teams in pot 1 will be randomly drawn first, and placed beginning with the A2 slot and then placing teams in the B2 and C2 slots. Pot 2 will follow the same process as pot 1 beginning with the A3 slot and then placing teams in the B3, and C5 slots. Pot 3 will follow the same process as pots 1 and 2 beginning with the A4 slot and then placing teams in the B4, C3, and C6 slots.
 - iv. 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 D2 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. 10 team brackets will have 4 pots. 2 teams will be pre-placed based on the criteria outlined above. The 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 pros 1-3 beginning with the A5 slot and progressing until no teams remain to be placed.

- vi. 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 USF alignment.
- g. Results of the draw are final, pending verification that all above rules are followed.

54. Play-in Games

1. If more than sixteen (16) teams register in the U12-17 age groups, the SCC has discretion to schedule play-in games for the lowest seeded teams. In the 2026-27 seasonal year the U19 age group can accept up to 32 teams before potentially requiring play-in games.
2. If an age group has an odd number of teams registered (except for a bracket of 5 teams), the SCC will first try and add a team to reach an even number. If unable to do so, the 2 lowest seeded teams will participate in a play-in game to reduce the number of teams to an even number.
3. Play-in games are single-elimination games scheduled by the SCC to determine the seeding in the age group bracket. The SCC is not required to implement play-in games should the SCC use its discretion to expand to more than 16 teams in any age group. 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 16th and 17th will play.
 - b. If there are 18 teams, teams seeded 15th and 18th shall play, and 16th and 17th 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
4. No developmental players, secondary roster players, or State Cup tied players may participate in play-in games.
5. The SCC will determine the date, field location, and referee assignment. Teams will be notified at least 48 hours prior to the match.
6. These games will take precedence over all other USF-sanctioned games.
7. Teams that fail to qualify for final seeding will have their application fee returned to them minus the cost of the play-in match.

55. Pooling and Tournament Play

551 The SCC, at their discretion, may make any changes to age group brackets of Utah State Cup, provided that the changes are communicated prior the bracket draw.

552 U11-U19- Age Group Brackets

1. Teams in the U11-U17 age group brackets shall be placed into pools in their respective age groups for the tournament as follows depending on the number of entrants: (U19 format in 2025-26 will be determined and communicated by the SCC following registration closing)
 - 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. Fourteen (14) Teams: Three pools with two pools of four teams and one pool of six teams. Each team in a pool of four will play the other teams in their pool once. In the pool of six, C1-C3 will play C4-C6. The first and second place team from the pools of four, the first second, and third place team from the pool of 6, and one wildcard will advance to quarterfinals. The wildcard cannot play a team from its group in the quarterfinals. We will switch the wildcard placement to ensure they do not play a group opponent. See appendix 2
 - c. Twelve (12) Teams: Three pools 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 along with the next top two teams as wildcard 1 and wildcard 2 to quarterfinals. The top team from pool A will be scheduled to play wildcard 2 and the top team from pool B team will be scheduled to play wildcard 1. Wildcards cannot play a team from its group in the quarterfinals. We will switch wildcard places to ensure they do not play a group opponent. See appendix 3.
 - d. Ten (10) Teams: Two pools of five 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 4
 - e. 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 4
 - f. 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 4
 - g. 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 USF State Champion.
 - h. 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 USF State Champion.
 - i. 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 USF State Champion.
 - j. 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 USF State Champion.

- k. One (1) Team: This team will be the USF 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 will be guaranteed 3 games. If getting three games is not possible, then a partial refund may be offered. There will be no consolation games.

56. Group Standings

561 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

562 Tiebreakers

If two teams are tied on points 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.

57. Scheduling

- 571** Teams shall be notified electronically of schedules a minimum of seven (7) days prior to the start day of State Cup.
- 572** After State Cup game schedules are posted, there will be no changes, except at the discretion of the SCC.
- 573** 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.
- 574** State Cup games shall take precedence over all other USF-sanctioned games.

6. Playing Rules

61. Duration of game:

Age Group	Game Length	Extretime - 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

- 62.** Elimination round games tied after regulation will have extra time added. If the score remains tied after two equal extra time periods, the match is decided by FIFA kicks from the penalty mark, which will immediately follow the extra time. Only players on the field at the conclusion of the overtime periods shall be eligible to participate in FIFA kicks from the penalty mark.
- 63.** The home team is listed first in the schedule. Both teams are required to bring both sets of uniforms to each match. USF will provide official game balls.
- 64.** 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.
- 65.** Each coach may review the player roster of his/her opponent only at the time the game official checks credentials.
- 66.** 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.
- 67.** The State Cup Tournament is responsible for the official's game fees.
1. For the U11-U12 age groups, unlimited substitutions shall be allowed.
 2. 13U & 14U: Unlimited substitutions over three substitution moments per half, plus halftime.

15U–18/19U: Unlimited substitutions over four substitution moments per match, plus halftime. Substitutions may occur at any stoppage with the referee’s approval. Re-entry is permitted in accordance with the applicable substitution procedures.

671 If a player is suspected of having a concussion, they may be temporarily replaced so they can be evaluated by a qualified health professional. The temporary substitute does not count toward the team’s normal substitution limits. If the player is cleared, they may return to the match, and the temporary substitute player must come off. No substitution is charged to the team. If the player is not cleared and permanently removed, the change becomes a concussion substitution. In that case, both teams receive one additional substitution and the opponent can make one additional substitution of one, singular player.

68. USF Endorses FIFA Law IV and current USSF guidelines

FIFA Law IV states, "A player must not use equipment or wear anything that is dangerous. Accessories are permitted as long as they are not dangerous and are safely and securely covered. Dangerous items must be removed and not taped or covered." The determination of whether a player may play or not will be made by the referee in accordance with FIFA Law IV.

681 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.

682 Spectators will sit directly across the field from their team, and are expected to stay on their half of the field throughout the match.

683 Noisemakers are allowed with the exceptions of air horns, bull horns, or anything deemed overly intrusive by the State Cup Director.

684 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 Head Coaches must be licensed with a minimum USSF “D” license. All Assistant Coaches must be licensed with a minimum USSF “Grassroots” license.

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

686 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. The tone of voice is informative and not derogatory;
2. No coach, substitute, or player is allowed to make derogatory remarks or gestures to the referees, other players, substitutes, opposing coaches or spectators
3. No coach, substitute, or player uses profanity;
4. No coach, substitute, or player may incite in any manner, disruptive behavior

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

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

689 State Cup players must provide a clean, legible copy of the document used to prove age as provided in Section 7 of USF’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
- 6810** 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.
- 6811** 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.
- 6812** 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.
- 6813** A player found to have submitted falsified birth information shall be prohibited from competing further in any State Cup competition in the current and subsequent seasonal year.

69 INTERNATIONAL CLEARANCES – (USYS Policy Rule 207)

- 691** 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.

610 ADULT GAMES (USYS Policy Rule 208)

- 6101** 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 USF 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.
- 6102** A youth team with the written permission and mutual consent of both the USF 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.
- 6103** The youth team will be required to play under the rules of the USF 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 USF Association shall determine whether participation in any adult league shall qualify a youth team for the US

611 Medical Release.

Players under the age of 18 may not participate in any State Cup game without a completed medical release form, signed by a parent or guardian. Medical release forms do not have to be presented physically, but if requested by tournament personnel must be readily available.

612 Registration and Check-In

6121 The State Cup roster freeze shall serve as a team's check-in.

6122 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.

613 Player Roster and Uniforms

6131 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.

6132 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 pinnies that are in a different color than their game jersey.
5. Sleeveless jerseys and tank tops may not be worn in State Cup matches.
6. 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.
7. 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.
8. 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

7. GAME OFFICIALS

- 71.** The appointment of game officials shall be the responsibility of a certified referee assignor under the direction of the State Youth Referee Administrator, in conjunction with the authority of the SCC. Officials shall be USSF registered.
- 72.** Complaints regarding game officials must be in writing and sent to the SYRA, and the State Cup Director. Complaints must be submitted within 24 hours of the completion of the match. This is not a protest.
- 73.** The SCC shall be responsible for the fees for all officials in the State Cup games and forfeited games.
- 74.** The scale of charges for duly appointed referees shall be as determined by the SCC with approval by the USF Board of Directors.
- 75.** The duties of the referee and referee assistant are as defined in the FIFA Laws of the Game.

76. 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.
77. 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).
78. For U15-U19 games a 4th official will be assigned. The 4th official is to stand between the benches, and is primarily responsible for managing substitutions and team benches. The 4th 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.

8. MISCONDUCT AND RULE VIOLATIONS

81. Player Sendoff/Coach Ejection:

- 811 If a player or administrator is ejected from a game, the referee shall give a supplemental referee report to the State Cup Director. Coaches ejected from the game shall spend the remainder of the game at least 100 yards from the field of play. The game can be suspended until the coach leaves the site.
- 812 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).
- 813 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.
- 814 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)
- 815 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.
- 816 In State Cup play, suspensions shall apply to subsequent Regional and National play.
- 817 An ejection is not subject to protest.
- 818 The SCC may increase automatic game suspension(s).

82. **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.

83. Suspension Guidelines for Players

831 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, 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. Denial of an Obvious Goal Scoring Opportunity

Examples include, but are not limited to, 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

3. Foul and Abusive Language

Examples include, but are not necessarily limited to, using offensive, insulting or abusive language and/or actions(s). Primarily, but not limited to, words or actions directed at any person. All age groups: Suspend for a minimum of one (1) game

4. Second Cautionable Offense

Second yellow card after a previous yellow card. All age groups: Suspend for a minimum of one (1) game

5. 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 USF Protest, Appeals, and Disciplinary Committee or BOD regarding further disciplinary action.

6. 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.

7. 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.
84. Coaches and other team officials shall be subject to all rules pertaining to misconduct contained herein, including cautions, ejections, and standard suspensions.
 - 841 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 USF.
 - 842 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.
85. 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.
 - 851 However, State Cup Champion and "wild card" players and administrators moving on to the Far West Regional or National Championships shall have the suspension(s) carried forward to that competition rather than the next Seasonal Year State Cup.
86. **Red Card Appeals**
 - 861 A 3 person panel from the SCC that includes the Tournament Director, the State Youth Referee Administrator, and 1 other SCC member will oversee the appeal process.
 - 862 Only straight red cards will be eligible for appeal.
 - 863 Teams may only appeal 1 red card per tournament.
 - 864 Written intent to appeal must occur within 4 hours following the conclusion of the game.
 - 865 a \$200 bond must be paid to USF in conjunction with receipt of the formal appeal request by 11 am the day following red card.
 - 866 In order for the red card to be overturned the 3 person panel must vote unanimously to overturn the decision.
 - 867 Should the red card be successfully appealed, the \$200 bond will be returned. If the appeal is unsuccessful, USF will retain the \$200 bond.

9. PROTESTS

91. The SCC shall have the authority to rule on any matter pertaining to State Cup.
 - 911 The SCC shall deal with protests, misconduct, or any other incident arising from a State Cup game.
 - 912 The SCC has the authority to assess suspensions for more than one game.
92. The decisions of the SCC are final decisions, unless appealed pursuant to policy 1121
93. Filing a protest shall not stay the State Cup competition.

94. 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.
- 941 A plea of ignorance to the rules and regulations of the Utah State Cup, NCS and USF Rules is not sufficient grounds for a protest.

95. Filing a protest:

- 951 A verbal intent of protest, citing the rule that has been violated, must be delivered to the Director no later than two (2) hours following the conclusion of the game or other decision in which the violation occurred.
- 952 A written copy of the protest must be delivered to a SCC member no later than 10 am the following day along with the fee required.
- 953 The written protest must be accompanied by a five hundred dollar (\$500) fee.

10. FORFEITS

101 Failure to Compete

- 1011 Any team withdrawing from State Cup prior to the start of competition must do so in writing to the SCC Chairman and USF.
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.

102 In General

- 1021 Any team found guilty of violating any of the rules of State Cup or of USF shall be subject to disciplinary action, which may include disqualification from the tournament.
- 1022 Teams forfeiting any game in the preliminary round shall be assessed a -3 points.
- 1023 Any coach of a team that intentionally forfeits or intentionally abandons a State Cup game may be suspended from USF for up to one calendar year.

11. UNFINISHED GAMES

- 111 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.
- 112 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.
- 113 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.

116 Suspension of Game due to weather or unforeseen events

- 1161** 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.
- 1162** 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,
- 1163** 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.

117 Game Termination due to misconduct

Should a game be terminated due to misconduct, 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.

12. APPEALS

- 121** The final decisions of the SCC may be protested to the Adjudication Committee. Contact the State Office for the proper procedures.
- 122** Filing a protest or an appeal shall not stay the State Cup competition.

13. CHAMPIONS AND WILDCARDS

- 131** 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 USF for all costs occurred by failing to fulfill their commitment.
- 132** 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 USF. The fine and "Member in Bad Standing" will be placed first against the team, then the coach and finally the club.

14. DEFINITIONS

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

All definitions set forth in USF's Bylaws

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

Board – the Board of Directors of USF.

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-13 Under-14, Under-15, Under-16, Under-17, and Under-18/19 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 Cup 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.

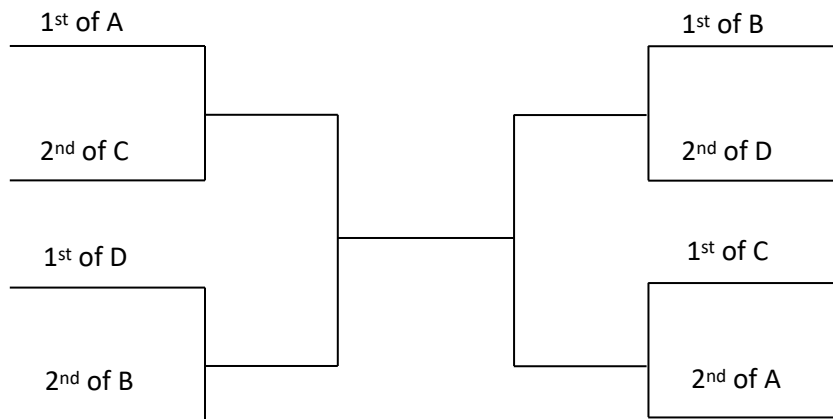
USYSA - the United States Youth Soccer Association, Inc.

UTAH or USF - Utah Youth Soccer Association

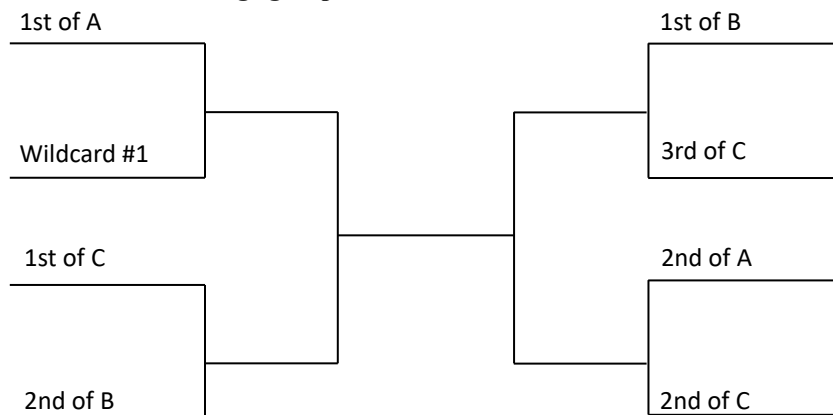
Voluntary Release - the removal of a player from a team’s roster at the request of the player.

1.15 Appendix

1. Quarterfinals for age group brackets of 16 teams

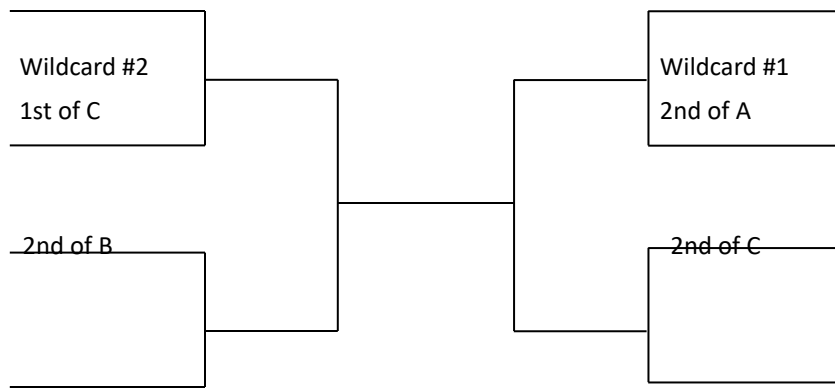


2. Quarterfinals for age group brackets of 14 teams



3. Quarterfinals for age group brackets of 12 teams





4. Semifinals for age group brackets of 6-10 teams

