

The following rules govern the SDYSA requirements for the operation and administration of the US Youth Soccer South Dakota Presidents Cup and National Championship Series State Cup. Additional requirements for the Midwest President's Cup and Regional Championships and the US Youth Soccer National Championships can be found in the respective rules for those competitions and are binding on all teams participating in the South Dakota Presidents Cup and National Championship Series State Cup. Those rules can be found on the respective website for each event: <http://championships.usyouthsoccer.org/Midwest/> <http://championships.usyouthsoccer.org/>).

### **Team Eligibility**

- a. Generally: The SDYSA Presidents Cup and NCS State Cup competitions shall be open to any team whose players are registered with SDYSA so long as the team meets the following requirements:
  - i. The team is comprised of players that are properly registered and rostered to an SDYSA team through an SDYSA affiliated club;
  - ii. The team is in good standing with the SDYSA;

The team must demonstrate continuity of rosters by maintaining a minimum of 9 players common to a previous USYS sanctioned event from the current seasonal year which began on August 1 and the certified SDYSA Presidents Cup and NCS State Cup rosters.

### **Player Eligibility**

- a. Generally: Players must be registered to SDYSA and have a valid Player Pass per SDYSA Rules.
- b. A player may be on the Presidents Cup and NCS State Cup roster of only one team during the entirety of the SDYSA competition during the current seasonal year.
  - ii. Players may only play in one Presidents Cup or NCS State Cup competition in the US Youth Soccer National Championship Series per year. If a player is rostered from another state to an SDYSA member club prior to the SDYSA Roster Freeze date, that player's home state association may be contacted to verify that the player has not participated in that state's competition and is therefore eligible to participate in the SDYSA Presidents Cup or NCS State Cup competition.
  - iii. Any youth player wishing to play on a team of a member of a State Association other than the State Association where the player is registered, must receive written permission from—
    1. the State Association where the player is registered; and
    2. the State Association of the team on which the player wishes to play.
    3. Permission must be obtained each seasonal year.
    4. Proof-of-Age: a valid proof-of-age document must be submitted for all players. This proof-of-age document will be reviewed and verified by SDYSA.
  - i. Only those proof-of-age documents per US Youth Soccer Rule 204, PROOF-OF-AGE will be accepted. If a player has had a legal name change from the name on the birth certificate, then copies of appropriate documentation must also be provided. Proof-of-age documents written in a foreign language must have a certified English translation attached.
  - ii. If a challenge to any player's age arises, the player's team must provide an original proof-of-age document within 24 hours of request for review by SDYSA. The

player whose age is being challenged will not be allowed to play until the player's age has been verified by SDYSA.

c. Use of Ineligible Players

- i. Any team found guilty of using an ineligible player shall not be eligible to compete further and shall forfeit any fees paid.
- ii. Any coach, manager or official found guilty of using an ineligible player shall not be eligible to compete further in the current and subsequent seasonal year.
- iii. Any player found guilty of submitting falsified birth information shall not be eligible to compete further in the current and subsequent seasonal year.

Coach, Assistant Coach & Manager (Team Officials) must be registered to SDYSA and have a valid Member Pass. Team officials must follow all Risk Management Policies as set forth by SDYSA.

## **Rostering**

Official SDYSA State President's Cup and NCS State Cup Roster (official roster) Requirements

a. Players:

- i. A maximum of 22 players may be rostered on the official roster.
- ii. Player names must appear the same way on the official roster as they do on the Player's Member Pass and proof-of-age documents (if necessary). Legal first and last names are required; middle names and initials are not required; and nicknames are unacceptable (must match proof of age documents).
- iii. Players may be rostered with only one team during the SDYSA President's Cup & NCS State Cup competitions. Players who are determined to have participated with more than one team during the SDYSA Presidents Cup & NCS State Cup will be deemed ineligible players, and SDYSA will issue the appropriate sanction.

b. Team Officials: Only the team officials (coach, assistant coach, trainer or manager) that are listed on the official roster will be permitted in the technical area for any game. Only the team officials that are listed on the official roster may act as representatives for their team in dealing with inquiries to SDYSA.

c. Roster Freeze: Each team's official roster will be frozen on a date assigned by the SDYSA. From that date, no players may be added or removed from the official roster. Only players listed on the official roster will be allowed to participate in the SDYSA Presidents Cup and NCS State Cup competitions.

d. Individual Game Rosters:

- i. Players: Rosters shall have a maximum of 22 players, 18 of which are eligible to sit on the bench during a game and a minimum of seven (7) players on the roster. Seven players must be present at the game in order for the game to begin. Every player listed on the game roster must be included on the official roster to be eligible to participate with the team. Coaches will need to notify the referee crew prior to each game which 18 players will be dressing for that game.

e. Team Officials: A maximum of four team officials may be present in the technical area for each game, even if more team officials are listed on the official roster of the team. It is recommended that there be at least two team officials in the technical area for all games.

## **Seeding**

Subject to the sole discretion of SDYSA, the following criteria may be used to seed teams if necessary: a. Previous Year's Presidents Cup or NCS State Cup Finish b. Dakota Premier League participation and results c. Past USYS sanctioned tournament results from the preceding season.

### **Format**

- a: Structure: SDYSA holds a State Presidents Cup. SDYSA member clubs complete a commitment form that is submitted to SDYSA with their intent of what teams will be participating in the SDYSA Presidents Cup or SDYSA NCS State Cup event. Teams that intend to participate in the SDYSA NCS State Cup event are reviewed by SDYSA event organizers and staff to determine if participation is appropriate. A review of past performance at the SDYSA State Presidents Cup, SDYSA NCS State Cup and USYS/US Club Regional Events will be taken into consideration.
- b: Generally: The format for each age group/division/gender is dependent on the number of teams that register, and could include play-in games, group-play and single elimination games or any combination thereof. There is no guarantee on the number of games a team will play.
- c. Play-in Games: In age groups where an odd number of teams register, play-in games may be conducted. This process entails ranking teams based on previous SDYSA President's Cup and/or NCS State Cup Competitions, USYS Regional Competitions and USYS Sanctioned Tournaments. In age groups where three teams make up the division, teams will be ranked 1, 2 and 3. The team ranked 1 will have a bye into the State Presidents Cup or NCS State Cup group play. The teams ranked 2 and 3 will play in a 'play-in game', where the winner of this single elimination game will move on to face the team ranked 1 in the state Presidents Cup or NCS State Cup group play competition.
- d. Group-Play and Standings: Teams will be seeded into groups and play a home and away aggregate scoring method (2 games) if there are just two teams. The two teams drawn as a pair play each other twice, home-and-home. The winner is decided by adding together the scores from the two games -- the aggregate score. If the aggregate score is tied, then the winner is the team that scored more goals on its opponent's field (usually referred to as "the away goals rule"). If the aggregate is tied after game number two. Penalty kicks from the mark will determine the champion.

Four team divisions will play a round robin format within their group. To determine standings for the round robin format, the following criteria will be used in sequence:

- i. Highest number of points
  - 1. Three points for a win or a game forfeited to them
  - 2. One point for a tie
  - 3. No points for a loss.
- ii. Winner of head-to-head competition (unless more than two teams are tied)
- iii. Winner of most games
- iv. Goal differential (goals scored minus goals against, with a maximum of four (4) goal differential per game)
- v. Fewest goals allowed
- vi. IFAB "Kicks from the Penalty Mark"

### **The Technical Area**

- a. The technical area will be marked on all fields. If the technical area is not defined by paint, cones may be used as a substitute.
- b. The only individuals who may occupy the technical area are individuals listed on the official roster with a member pass.

- i. **Players:** Players that are on the official roster, but not on the designated game roster may be in the technical area so long as they are not dressed for the game. Game rostered players in the technical area must wear a pinnie, warm up suit, or unique shirt different from the uniform of players on the field until they enter the field of play. Game rostered players in the technical area must be wearing the same item
- ii. **Team Officials:** There may only be four team officials in the technical area per game, regardless of the number of team officials listed on the official roster.
- c. **Players must remain in the technical area at all times except when a game rostered player wishes to warm up. Players are allowed to warm up along their half of the touchline but are not allowed to use a ball anywhere along the touchline.**
- d. **Team officials must remain in the technical area at all times except in special circumstances (for example, a coach or trainer entering the field of play, with the referee's permission, to assess an injured player).**
- e. **Only one person at a time is authorized to convey tactical instructions and must return to their position after giving these instructions.**

### **Control of Sideline**

- a. **SDYSA will designate one sideline for the sole use of the teams with one team on one side of the midfield line and one team on the other side of the midfield line. Only team players and team officials are allowed on the team side of the field, and must remain on the team side of the field.**
- b. **SDYSA will designate the opposite sideline for the sole use of spectators. Spectators must remain on the spectator side of the field or the game will not start or continue if already started. Spectators must remain at least eight feet from the touchline. Only field marshals and/or tournament officials are allowed to stand behind the goal or goal line.**
- c. **SDYSA will communicate any safety precautions to follow as it relates to COVID-19 and the mitigation of risk (i.e., physical distancing, wearing of masks)**
- e. **SDYSA will designate areas on the team side of the field for the use of college coaches. Spectators, players and team managers are not allowed in this area. Coaches will be allowed to talk to college coaches in this area but must vacate that area once discussions are complete.**
- f. **All spectators, shall be subject to the authority of SDYSA. The team officials shall be held responsible for the actions of any individual at any match that, in the opinion of the referee or the SDYSA, is a supporter of that team. SDYSA has the authority and responsibility to remove any person(s) from the tournament for abusive or unsportsmanlike behavior.**

### **Scheduling, Unfinished games, and Forfeited Games**

- a. **Schedules:**  
SDYSA reserves the right to alter game schedules to accommodate changed circumstances or weather-related incidents. Schedules could be altered in the following ways: moving the date of the game, moving the time of the game, modifying the duration of the game, modifying the overtime procedure of a game. SDYSA reserves the right to make any changes to best serve the interests of the tournament as a whole.
- b. **Complete Games:**
  - i. **Group-Play:** A game will be considered complete if play has begun in the second half, and neither team is at fault for the discontinuance of the game.
- c. **Unfinished Games:**
  - i. **Unfinished games due to any cause shall be replayed providing the following conditions are met.**

- a. Neither team is at fault
- b. Play has not begun in the second half
- ii. If the second half has begun of an unfinished game and score is tied then the game will resume with IFAB Kicks from the Mark unless one team is adjudged to be at fault.
- iii. Should play be stopped due to one of the teams being adjudged to be at fault, SDYSA, at their discretion, will decide whether the game is to be replayed, declared a forfeit, or resumed as IFAB Kicks from the Mark.
- d. Forfeits
  - i. Result of Forfeit: In the result of a forfeit, the opposing team will be awarded 3 points, and the score will be reported as 4 - 0.
  - ii. Grace Period: A ten-minute grace period shall be extended beyond the scheduled game time, if seven players are not available to start the game at the scheduled time.
    - a. A team of seven players must start the game as soon as seven players are at the field after the originally scheduled game time.
    - b. At the end of the ten-minute grace period, if the required seven players are not in attendance, the game will be considered a forfeit.
  - iii. Forfeits or Failure to Compete.
    - a. Forfeits or failure to compete in any game during the SDYSA Presidents Cup & NCS State Cup by a team or club shall be a matter for review by SDYSA which shall have the authority to take such action against the team or club as it deems appropriate.
    - b. Any team or club intending to forfeit a game must give written notice of such intention to SDYSA within 72 hours of the scheduled start time of the game. Such notice shall result in a fine of \$300.
    - c. Any team or club failing to give notice of intention to forfeit may have additional sanctions levied against it, including an increased fine and denial of eligibility to compete in the following year's event. These sanctions are at the discretion of SDYSA.
- 4. Any team that advances to Midwest Presidents Cup or NCS Midwest Regional Championships has an obligation to participate in that competition.

### **Team Fines for 2021 Midwest Regional Presidents Cup Competitions**

*Withdraw 31 days or more prior to the first day of competition: No fine*

*Withdraw between 30 and 15 days prior to the first day of competition: \$1,000*

*Withdraw 14 days or less prior to the first day of competition: \$2,500*

**Important:** Teams that are forced to withdraw because of Covid restrictions mandated by their state of residence (for out of state travel, quarantine requirements, etc.) will not be assessed any withdrawal fines, but are subject to verification of the state restrictions. The SDYSA Presidents Cup and NCS State Cup runner-up will be asked to be the State's Representative at the respective Midwest Regional event.

### **Laws of the Game**

IFAB "Laws of the Game" shall apply to all games played during the SDYSA President Cup and NCS State Cup, except as specifically modified by USSF, SDYSA, and US Youth Soccer National Championship Rules. Specific modifications for SDYSA Presidents Cup and NCS State Cup play are enumerated below.

- a. LAW 3 - THE NUMBER OF PLAYERS i. Substitution Policy: 1. Substitutions shall be unlimited and can be made with the consent of the referee during any stoppage of play except penalty kicks.

b. LAW 4 – UNIFORM i. A player must not use equipment or wear anything that is dangerous to himself/herself or another player (including any kind of jewelry).

ii. All teams must wear uniforms that conform to acceptable standards for National Presidents Cup or Championship Series play. Compulsory equipment of a player is:

1. Jersey: an official uniform of an accepted soccer style jersey with a six-inch minimum size permanent number on the back of the shirt. Each number must be different. Numbered jerseys for goalkeepers are optional. The jerseys must have finished sleeve openings and enclosed sides. The goalkeeper must wear colors that distinguish them from other players, the referee, and assistant referees. All teams must have a primary and alternate color jersey (if thermal under garments are worn, they will be the same basic color as the shirts or white or black and all players wearing under garments must wear the same color);
2. Home team shall wear a light colored jersey. Away team shall wear a dark colored jersey.
3. Shorts: (if thermal under garments are worn, they will be the same basic color as the shirts or white or black and all players wearing under garments must wear the same color);
4. Stockings: All teams must have a primary and alternate color stockings;
5. Shin guards: must be covered by stockings, made of suitable material, that provide a reasonable degree of protection
6. Players must wear a shirt during warm ups prior to competition.

iii. Players may not decorate their hands, faces, hair, shoes or uniforms. Dye in hair is acceptable.

iv. The referee and/or SDYSA may suspend a game or declare a game a forfeit, if the uniforms worn by the team are not acceptable for competition. The team shall be given an opportunity to change uniforms or cure any defects in their equipment.

iv. In the event of a color conflict, the home team shall change to an alternate set of uniforms. SDYSA shall determine the home team (listed first on the schedule).

v. A player or team official may only have on the outer wear of the player or team official a name, logo, or other identifying mark of a youth soccer organization that is US Youth Soccer, a State Association or an organization that is a member of a State Association. A name, logo, or other identifying mark of any other youth soccer organization must be removed, replaced, or covered before the player or team official may continue to remain at the game site for the game.

c. LAW 5 - THE REFEREE i. All officials must be currently certified. ii. A three-person system (diagonal system of control) will be used in group play and play-in games. iii. A fourth (4th) official will be scheduled in all championship games, if available.

d. LAW 7 - THE DURATION OF THE MATCH

<b>Age Group</b>	<b>Game Length</b>	<b>Halftime</b>	<b>Overtime Periods</b>
12U*	Two 30-minute halves	10 minutes	Two 10-minute periods
13U	Two 35-minute halves	10 minutes	Two 10-minute periods

14U	Two 35-minute halves	10 minutes	Two 10-minute periods
15U	Two 40-minute halves	10 minutes	Two 15-minute periods
16U	Two 40-minute halves	10 minutes	Two 15-minute periods
17U	Two 45-minute halves	10 minutes	Two 15-minute periods
18/19U	Two 45-minute halves	10 minutes	Two 15-minute periods
19U*	Two 45-minute halves	10 minutes	Two 15-minute periods

e. LAW 12 - FOULS AND MISCONDUCT

i. Minimum 1 game suspension

1. Sent off by the referee for persisting in misconduct after receiving a first caution. That is, after having received a yellow card, received a second yellow card for one of the following:

a. unsporting behavior; b. dissent; c. persistently infringing the Laws of the Game; d. delaying the restart of play; e. failing to respect the required distance when play is restarted with a corner kick or free kick; f. entering or reentering the field without the permission of the referee; or, g. deliberately leaving the field without the permission of the referee.

2. Sent off by the referee for denying a goal-scoring opportunity by deliberately handling the ball

ii. Minimum 2 game suspension

1. Sent off by the referee for one of the following:

a. guilty of serious foul play; b. guilty of violent conduct; c. spits at an opponent or any other person; d. denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick. e. uses offensive, insulting or abusive language.

iii. Red card suspensions issued in the SDYSA State President's Cup and NCS State Cup must be served in the SDYSA State President's Cup and NCS State Cup. If a team advances from the SDYSA State Presidents Cup and NCS State Cup, unserved suspensions will carry forward to the subsequent Regional or National Competition. If a team does not advance from the SDYSA State President's Cup and NCS State Cup, unserved suspensions will carry forward to the next SDYSA State President's Cup Competition. Red card suspensions may not be served in DPL play; however, egregious behavior may result in suspension from all SDYSA activity.

**Additional Policies & Rules**

a. All teams, team personnel and players must comply with all SDYSA Rules and are held to the highest standard of sportsmanship. SDYSA will issue sanctions for any violations of SDYSA Rules during the SDYSA State President's Cup and NCS State Cup, and will investigate issues of unsportsmanlike behavior or misconduct.

All teams must be familiar with Regional and National Championship Series rules. d. SDYSA State President's Cup and NCS State Cup games shall take precedence over all other youth games.

The SDYSA will not be responsible for any expenses incurred by any team due to the cancellation (part or whole) of the SDYSA State President's Cup.

Fines:

SDYSA NCS (National Championship Series) State Cup and President's Cup Performance Bond

i. The Performance Bond is \$100 per team for either competition.

- ii. If notice of a registered team dropping from the NCS State Cup or President's Cup Competitions occurs on or after 14 days prior to either competition, said team will be assessed a fine of \$500 per game missed in the event. A review of the circumstances behind the team dropping will be reviewed by the Competitive Committee (SDYSA Technical & Executive Director, SDYSA Competitive Director, SDYSA Director of Player Development, East River Representative, West River Representative). If a member of this Committee is a member of the Club being reviewed they would be replaced by another SDYSA Board Member. If necessary, future participation in SDYSA sanctioned events may be impacted. The fined team's association can submit an appeal per the SDYSA Disciplinary Policy, Section 3A of the SDYSA Bylaws.

#### Alcohol & Illegal Drugs

- i. This is an alcohol-free and drug-free event.
- ii. This is a tobacco-free event.
- iii. Players in State Competition are prohibited from consuming alcohol or using illegal drugs. Players are also prohibited from using any form of tobacco at the playing site of the SDYSA State President's Cup and NCS State Cup. Penalty for violation by player participants is disqualification from the state competition.

Protests: All questions relating to the qualifications of competitors or any other dispute or protest shall be referred to SDYSA. Decisions of SDYSA shall be binding on both teams. Any protest must be presented in writing by a team official to SDYSA within one hour of the completion of the game under protest.

Any protest involving field conditions or game behavior must be lodged in writing with both the referee and the opposing coach either before (field conditions) or immediately after (game behavior) the game ends. Protests of referee decisions shall not be a basis for filing a protest. It is the responsibility of SDYSA to investigate a properly protested violation immediately following its receipt. Failure of any club, team or individual to cooperate with such investigation shall result in disciplinary action up to and including suspension.

\*SDYSA reserves the right to amend, add, or change any rule.