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Rule 101

I. DEFINITIONS

- A.** Except as otherwise provided, the following definitions apply to the SDYSA State Championship Series, South Dakota State Cups Competition.
- B. Appeal.** An action submitted during the Cup Competition, by a team coach, to the South Dakota Youth Soccer Association Technical or Executive Director, as a result of a decision made.
- C. Assignor.** A person, licensed by the United States Soccer Federation (USSF), authorized to assign referees.
- D. Bond.** A “good faith” payment made to ensure that a team entered to play in the South Dakota State Cup will compete in all their scheduled tournament games.
- E. Federation or USSF.** US Soccer
- F. NCC.** The National Championships Committee as established by the US Youth Soccer Board of Directors to administer the rules and policies for the US Youth Soccer National Championships.
- G. Game Roster.** A list of players who will participate in a particular game or competition.
- H. Roster Freeze Date.** The date designated by South Dakota Youth Soccer, after which the player roster of a team entered in the South Dakota State Cups Competition may no longer be changed.
- I. Seasonal Year.** A seasonal year is from August 1 through July 31.
- J. Team.** A recognized entity organized for the purpose of playing the sport of soccer.
- K. Team Official.** A person who possesses an approved South Dakota Youth Soccer pass and is listed on a team roster. A team official may be a coach, assistant coach, manager, or trainer.
- L. Team Roster.** A list of registered players eligible to play for a team.
- M. US Youth Soccer.** The United States Youth Soccer Association, Inc.

Rule 102 ESTABLISHMENT

I. Section 1. The US Youth Soccer SDYSA State Championship Series

- A.** In accordance with the policies and rules of the U.S. Youth Soccer National Championships Committee and US Youth Soccer, SDYSA shall conduct individual, and separate, state championships for boys and girls in respective age groups.
- B.** Each SDYSA State Championship Series will consist of, but not be limited to:
 - 1.** SD State Prairie Cup which will not advance to Regional Competition;
 - 2.** SD State Presidents Cup which will advance as such to Midwest Regional Presidents Cup and National Presidents Cup as applicable;
 - 3.** SD State Cup which will advance as such to Midwest Regional Championships and National Championship Series as applicable.
- C.** The official name of this event for SDYSA is The US Youth Soccer SDYSA State Championship Series. (hereinafter referred to as the "SDYSA State Cups").
- D.** SDYSA State Cups winners in each age group, both boys and girls, upon approval of SDYSA Staff, shall advance to and represent South Dakota in their respective Regional event i.e. Midwest Presidents Cup or Midwest Regional Championships.
- E.** Wildcards may be awarded to second place teams if applicable as determined by the Midwest Region Committee.
- F.** A South Dakota team (13U-19U) that wins its age group competition at the Midwest Region level will automatically advance to the corresponding USYS National Event. (ex: National Presidents Cup/National Championships)

Rule 103 AWARDS TO TEAMS AND PLAYERS

I. Section 1. The US Youth Soccer SDYSA State Cups

- A.** Champion and Finalist teams will receive a team award.
- B.** The players and coaches of the Champion and Finalist teams will each receive individual awards.
- C.** The players of the champion teams of boys and girls in each age group that were challenged and participated in SDYSA State Cups will receive an embroidered state champion patch prior to regional competition.

Rule 104 ADMINISTRATION

I. Section 1. US Youth Soccer

- A.** The overall administration of the US Youth Soccer National Championships at the National, Region and State levels is vested in US Youth Soccer.

II. Section 2. South Dakota Youth Soccer Association

- A.** In South Dakota, administrative oversight and compliance of the South Dakota State Championship Series is vested in the South Dakota Youth Soccer Association Executive Director, Technical Director, and Board of Directors.

III. Section 3. Technical Director

- A. The TD will serve as leadership for the event, contact information will be available on the event website. The TD has the authority and responsibility for all competition related compliance and rule decisions related to the SDYSA State Championship Series. The TD will work closely with the Executive Director, Board of Directors, and in collaboration with the membership advisory panels to ensure alignment with national and regional competitions.
- B. Membership Advisory Panels can be created at any point under the direction of the TD, the Executive Director, or the SDYSA President for the purpose of resolving event protests, appeals, or grievances. These panels must be composed of no less than two representatives who do not have a vested interest in the outcome.
- C. The TD will serve on any and all Membership Advisory Panels so long as the TD does not have a vested interest in the outcome.

IV. Section 4. Executive Director

- A. The Executive Director will have authority and responsibility for all administrative and organizational compliance. The ED will work closely with the Technical Director, SDYSA Board President, and in collaboration with the membership advisory panels to ensure alignment with national and regional competitions.
- B. The ED, along with the TD and President has the authority to create any Membership Advisory Panels for the purpose of serving the event(s).
- C. The ED will serve on any and all Membership Advisory Panels so long as the ED does not have a direct vested interest in the outcome.

V. Section 5. Dates, Fees, Rules and Locations

- A. Based on the authority in Section 3 and 4 above, the ED and TD shall establish the deadline date for entry, fees, dates, rules and the sites for all Play-In, Preliminary, Semi-Final and Final game competitions.
- B. Any Local Association wishing to host the SDYSA State Championship Series may submit a request to do so. Guidelines and requirements will be outlined in the Request for Proposals released by SDYSA.
- C. Any team, U9 - U19 in good standing with SDYSA may play in the SDYSA State Prairie Cup.
- D. Any team U13 - U19 in good standing with SDYSA may challenge for the SDYSA State Presidents Cup and SDYSA State Cup pending approval of commensurate experience.
- E. Any team challenging for either SDYSA State Presidents Cup or SDYSA State Cup 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.
- F. The cost of attending the Midwest Region events is entirely the responsibility of the team. Fines will be assessed for teams that drop from the tournament according to State and Regional rules.
- G. The deadline date and dates of play for the SDYSA State Cup competitions will be based on the play dates established by the Midwest Region for the US Youth Soccer Midwest Regional events.

Rule 105 GAME PRECEDENCE

I. Section 1. Precedence

- A. State Cup games shall take precedence over all other youth games

II. Section 2. Scheduling

- A. No schedule changes or requests are guaranteed. All teams local to the event venue should plan accordingly for both early Saturday morning games as well as later Sunday evening games.

- B. SDYSA reserves the right to add additional needed games on the Friday evening of SDYSA State Championship Series.
- C. Any and all required 'play in' games will need to be scheduled with any affected teams and approved by SDYSA TD and ED.

Rule 106 NOTICES

- I. **Section 1. Outgoing**
 - A. All notices pertaining to SDYSA State Championship Cup will be posted on the event webpage as soon as reasonably possible.
 - B. All notices may be emailed to club and team officials identified during the registration process and as time permits.
 - C. If a contact such as a DOC receives pertinent information regarding the event it is his/her responsibility to ensure all information is relayed accordingly to teams.
- II. **Section 2. Incoming**
 - A. All notices and other communications required to be given under this policy and these rules shall be in writing and shall be addressed to the Technical Director and/or Executive Director.
- III. **Section 3. Rules and Rule Changes**
 - A. Rules may be updated/revised at any time. It is the responsibility of participants to review the rules prior to competition.

Rule 107 FEES

- I. Entry fees, bond payments and other fines for the State Cup will be reviewed and approved annually by South Dakota Youth Soccer Association.
- II. Team Performance Bond Payments:
 - A. Bond payment amounts will be communicated to all teams with the release of commitment forms.
 - B. Bond payments are NOT applied to registration fees for either SDYSA State Cups or USYS Midwest Region Events. Bond payments are submitted via check and are NOT cashed unless performance in State Cup does not occur. (Outlined in Team Fines below)
- III. Team Fines*:
 - A. Withdraw up to 14 days after submission of commitment forms to SDYSA: USYS Event Registration Fee + USYS Assessed Referee Charges + loss of \$100 performance bond + \$250 fine per team from SDYSA
 - B. Withdraw between 15 days after submission of commitment forms to SDYSA and 31 days prior to the first day of USYS Midwest Regional Competition: USYS Event Registration Fee + USYS Assessed Referee Charges + loss of \$100 performance bond + \$500 fine per team from SDYSA
 - C. Withdraw between 30 and 15 days prior to the first day of USYS Midwest Regional Competition: USYS Event Registration Fee + USYS Assessed Referee Charges + \$1000 fine per team from USYS + \$500 fine per team from SDYSA
 - D. Withdraw 14 days or less prior to the first day of competition: USYS Event Registration Fee + USYS Assessed Referee Charges + \$2500 fine per team from USYS + \$1000 fine per team from SDYSA
 - E. **All USYS and SDYSA fees are subject to change, please inquire SDYSA staff with most up to date

fee information

- F. **Special circumstances for withdrawal will be considered on a case by case basis by SDYSA Staff and Board of Directors.

Rule 108 SPORTSMANSHIP

I. Section 1. Pre and Post Game

- A. Prior to the kick-off, both teams and the match officials shall “walk-on” to the field together and exchange handshakes. At the conclusion of the match, opposing players and coaches shall shake hands.
- B. SDYSA State Championship Series is one of the top youth competitions across the state. All players, teams, coaches, parents, and officials are asked to “practice” good sportsmanship before/during/after the event.

II. Section 2. Policies and Rules

- A. Coaches, players, teams and referees will be expected to read and adhere to all cup rules and policies regarding behavior.

III. Section 3. Code of Conduct

- A. The Coach of each team is responsible for ensuring that all team officials, players, parents and/or guardians read and comply with the Code of Conduct document.

IV. Section 4. Control of the Sideline

- A. Players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of the “Laws of the Game”. The Technical Director, Executive Director, or their representatives at any competition site, shall have the authority and responsibility to remove any person(s) from the tournament for abuses of good conduct. All spectators must remain on the opposite side of the field from the team and a minimum of eight feet from the sidelines. Only field marshals and/or tournament officials are allowed to stand behind the goal or goal line.
- B. 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)
- C. 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.

V. Section 5. 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.
 - 1. 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.
 - 2. 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.

Rule 201 CHAMPIONSHIPS LEVELS OF ADVANCEMENT

- I. **Section 1. The US Youth Soccer South Dakota State Championship Series: Cups** The US Youth Soccer National Championships competition shall be conducted at the following levels:
 - A. **State Level (South Dakota State Cup)** The first level of competitions for all boys and girls age groups 13U through 19U is at the State level. This is considered a premier level tournament and is officially titled The US Youth Soccer South Dakota State Cup. Age group winners advance to the next level.
 - B. **Regional Level.** The second level of competitions for all boys and girls age groups 13U through 19U is at the Midwest Regional level. This is considered a premier tournament and is called the US Youth Soccer Midwest Regional Presidents Cup or Midwest Regional Championships. Midwest Region age group winners advance to the next level.
 - C. **National Level.** The third and final level of competitions for all boys and girls age groups 13U through 19U is at the national level. This is considered a premier level tournament and is called the US Youth Soccer National Presidents Cup or US Youth Soccer National Championships. Age group winners are the National Presidents Cup Champions or National Champions.
 - D. All teams who enter South Dakota State Cup will indicate during the registration process that they are aware of the multiple levels of competition offered in each of these cups, and understand the commitment they make to the competition. Age group winners are expected to fulfill their obligation to compete at the next level, failure to do so will result in fines related to team entry fee, hotel commitments, and may put their team/club in bad standing for future events.

Rule 202 COMPETITION FORMAT

- I. **Section 1. Age Groups**
 - A. The South Dakota State Cup accepts teams in the following Boys and Girls age groups: 13U, 14U, 15U, 16U, 17U, 18U, 19U
- II. **Section 2. South Dakota State Cup Format**
 - A. As per US Youth Soccer National Championship Series Rule 202, Section 1 (b), the format for the South Dakota State Cup must be a *tournament format* and league competition may not be considered a tournament format.
- III. **Section 3. Structure**
 - A. SDYSA holds in conjunction both a State Presidents Cup and State Cup.

1. 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.
- B. Teams 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 may be taken into consideration.
- C. 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.
- D. 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.
 1. 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.
- E. 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.
- F. 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:
 1. Highest number of points
 - a) Three points for a win or a game forfeited to them
 - b) One point for a tie
 - c) No points for a loss.
 2. Winner of head-to-head competition (unless more than two teams are tied)
 3. Winner of most games
 4. Goal differential (goals scored minus goals against, with a maximum of four (4) goal differential per game)
 5. Fewest goals allowed
 6. IFAB "Kicks from the Penalty Mark"

IV. Section 4. Seeding

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

V. Section 5. Advancement

- A. The 13U-19U age division champions in the South Dakota State Cup competitions shall represent South Dakota Youth Soccer at the US Youth Soccer Midwest Region Presidents Cup or Midwest Regional Championships. (See Rule 201, Section 1, B)
- B. Upon advancement of each team SDYSA will invoice for the Midwest event registration fee as well as each team's portion of required Midwest Region referee costs.

- C. All teams must be familiar with Regional and National Championship rules and requirements. Any and all costs associated with advancement and travel are the responsibility of the team.

Rule 203 TEAM ELIGIBILITY

I. Section 1. General

- A. Club/Team must be in good standing with South Dakota Youth Soccer and must be in compliance with, and has not violated, any of the bylaws and policies of US Youth Soccer
- B. **Players:** A maximum of 22 players may be rostered on the official roster.
 - 1. 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).
 - 2. 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.
 - 3.
- C. **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.
- D. **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.
- E. **Individual Game Rosters:**
 - 1. *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.
 - 2. *Inactive players:* All players, active and inactive will be held to the same standards of conduct specified. Although these team members and team officials cannot commit misconduct or be shown a card, they may be sent off for irresponsible behavior. Any player sent off will not be allowed to participate in their next scheduled South Dakota State Cups game.
 - 3. *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. The team must be comprised of properly registered and rostered youth players (as defined by US Youth Soccer)

Section 2. Roster Freeze Date

- I. At a date determined by South Dakota Youth Soccer, in accordance with this Section and Rule 104-5, the South Dakota Youth Soccer approved rosters of all teams participating in the SDYSA State Championship Series: Cups will be frozen, after which no team may make any player change to their roster.
 - A. It is at this point that a player is frozen to a State Cup roster for the entire seasonal year and will not be eligible to compete in another State Cup in the same seasonal year (per Rule 205). The roster, as of the date of the roster freeze, is the roster the team must play with throughout the duration of their participation in the South Dakota State Cups.
 - B. South Dakota State Cup teams advancing to Regional and National Championship levels may add guest players and/or club pass players in accordance with the rules and policies set forth by US Youth Soccer and Midwest Region that govern participation in those events. Coach additions or deletions may be made to a frozen roster at any time during the State Cup as approved by the Technical Director and/or Executive Director.

Rule 204 FORFEITS

- I. **Section 1. Withdrawal from Competition**
 - A. Any team that withdraws after entering the State Cup, but before seeding occurs, shall not be penalized.
 - B. 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.
 1. 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.
 2. A team of seven players must start the game as soon as seven players are at the field after the originally scheduled game time.
 3. 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.
 - C. Forfeits or Failure to Compete.
 1. 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.
 - a) Any team that withdraws after the brackets have been posted, but before the schedules have been officially published, shall forfeit its registration fee.
 - b) Any team that withdraws after the brackets have been posted, but before the schedules have been officially published, shall forfeit its registration fee.
 - c) Any team that withdraws after the schedule is released shall forfeit its registration fee, and may be suspended from South Dakota State Cups competition for the following year. The Club to which that team belongs may be subject to a fine of up to \$500.00.
 - d) Any team or club intending to forfeit a game must give written notice to SDYSA within 72 hours of the scheduled start time of the game. Such notice shall result in loss of the team's registration fee and a fine of \$500
 - e) 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.

2. Any team that advances to Midwest Presidents Cup or NCS Midwest Regional Championships has an obligation to participate in that competition.
3. Any team withdrawing from SDYSA State Presidents Cup or State NCS Cup more than two times will need approval of SDYSA BOD upon registering future State Cup competitions.

Section 2. Missing Games

- I. Any team missing a scheduled game during the State Cup for any reason shall forfeit their entry fee and the Club to which that team belongs may be subject to a fine of up to \$500.00.

Section 3. Ineligibility

- I. A team shall forfeit each game in which:
 - A. An unregistered player was with the team and active at the game; or
 - B. A player was improperly entered on the team's roster;
 - C. The team no longer has a recognized team official, with proper credentials on the team bench

Rule 205 PLAYER ELIGIBILITY

- I. **Section 1. General:** A player must be properly registered and rostered in accordance with the rules of US Youth Soccer and the State Association
 - A. Each player and coach must have an approved South Dakota Youth Soccer player/coach pass issued prior to March 1st. The pass must include a picture of the individual and be laminated so that it is sealed closed.
 - B. Each player may play in only one South Dakota State Cup competition in a seasonal year.
 - C. 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.
 - D. 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:
 1. written permission from the State Association where the player is registered; and
 2. written permission from 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.
 - a) 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.
 - b) Proof-of-age documents written in a foreign language must have a certified English translation attached.
 - E. 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.

- F. Use of Ineligible Players
 - 1. Any team found guilty of using an ineligible player shall not be eligible to compete further and shall forfeit any fees paid.
 - 2. 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.
 - 3. Any player found guilty of submitting falsified birth information shall not be eligible to compete further in the current and subsequent seasonal year.
- G. Coach, Assistant Coach & Manager (Team Officials) must be registered to SDYSA and have a valid Member Pass.
 - 1. All Team Officials must possess:
 - a) current approved risk status within the SDYSA registration system
 - b) SafeSport certification.

Section 2. South Dakota State Cup Competitions

- I. See Rule 205, Section 1
- II. All players MUST be registered to the club for which they are rostered for each respective event.
 - A. Guest players are not allowed on either of the South Dakota State Cup rosters.
 - B. If a player wishes to roster with a club for the purposes of SDYSA Cups said player must be a registered member of the club for the remainder of the seasonal year.
 - C. *All players on either an SDYSA Presidents Cup or NCS State Cup Roster shall be registered on or before March 1st to the member club of SDYSA the roster is being submitted by.
 - 1. *SDYSA staff and BOD will consider any special circumstances as presented.
- III. A player may be on the official Presidents Cup or National Championship Roster of only one team at each level of the National Championship Competition during any seasonal year.
- IV. Players must be listed on the team's SDYSA approved roster and SDYSA State Championship Series game roster as of the roster freeze date.

Section 3. Ineligible Players

- I. Any team found guilty of using an ineligible player is not eligible to compete further in the competition in the current seasonal year.
- II. Any coach, manager, or official found guilty of knowingly using an ineligible player is not eligible to compete further in the competition in the current and subsequent seasonal year.
- III. A player found guilty of submitting falsified birth information is prohibited from competing further in South Dakota State Cups competitions in the current and subsequent seasonal year. These penalties may not be appealed.

Rule 206 PROTESTS

- I. **Section 1. Investigation**
 - A. It is the responsibility of the Technical Director to investigate a properly lodged protest at the State Cups immediately following its receipt. Failure of the parties involved to cooperate with such investigation will result in disciplinary action up to and including suspension.
- II. **Section 2. Protests**
 - A. All questions relating to the qualifications of competitors, to interpretation of the rules, or any dispute or protest concerning the state cups competition will be referred to both the Executive

Director and Technical Director. Decisions will be made by the Executive Director and will be binding on all parties, and the competition shall proceed.

1. A plea of ignorance to all rules and regulations governing this competition is not sufficient grounds for protests.
2. A referee's judgment will not be a basis for protests and a referee's decision will be final. This includes, but is not limited to, yellow or red cards or a coach send-off.
3. Misapplication of the Laws of the Game may be a valid basis for a protest.
4. To be valid and eligible for consideration:
 - a) A protest relating to grounds, goal posts or bars, or other appurtenances of the game will be entertained only if a written objection has been lodged with the referee and with the opposing coach prior to the start of the game by a team official listed on the Game Roster from the involved game.
 - b) In any other instances, a protest must be verbally lodged by a team official listed on the Game Roster from the involved game with the referee and with the opposing coach at the game site before entering the field of play, or before leaving the game site at the conclusion of the match.
 - c) The Executive and/or Technical Director must be verbally notified of the intent to lodge a protest within 60 minutes of the end of the match OR the decision being protested, by a team official listed on the Game Roster from the involved game.
 - d) The protest must then be officially filed with the Executive and/or Technical Director within two hours after the completion of the game being protested and include:
 - (1) An electronic copy of the protest, which must clearly articulate the disputed matter and include the grounds on which the protest is lodged.
 - (2) An electronic copy of any information to be presented by witnesses.
 - (3) A fee in the amount of \$50.00 (*If a match is played offsite, please notify Technical Director upon notification of the protest*).
 - e) After having received a properly lodged protest, the Executive and/or Technical Director will notify the team/party against which such protest is made, who will have the right to defend its case. A copy of the written protest will be provided to the team/party.
 - f) A lawyer will not represent a team/party at a hearing unless he or she is a bona fide member of one of the teams/parties concerned.
 - g) All decisions by the SDYSA Executive and Technical Director are final and shall not be the basis of a protest or an appeal, nor shall any such decision be the basis for the withdrawal of a team or the refund of its entry fee.

Rule 207 SCOREKEEPING AND GAME REPORTING

- I. Official game results will be posted to the online schedule prior to the end of the day.

Rule 208 SEND-OFFS

I. Section 1. Administration

- A. The Technical Director maintains a record of all infractions that result in send offs (red cards) This record is compiled from "Official Game Cards" completed and submitted by game referees.
- II. **Section 2. Retention of Cards**
 - A. The Technical Director will retain the card of a player or team official sent off until they are again eligible to participate.
- III. **Section 3. Send-Offs**
 - A. **Player Send Off**
 - 1. Minimum 1 game suspension
 - a) Sent off by the referee for persisting in misconduct after receiving a first caution. That is, after having received a yellow card, followed by receiving a second yellow card resulting in a red card.
 - b) Sent off by the referee for denying a goal-scoring opportunity by deliberately handling the ball
 - 2. Minimum 2 game suspension
 - a) Sent off by the referee for a red card offense.
 - b) No substitution shall be permitted for a player who has been sent off in a particular game.
 - B. A player shown a red card (send-off) from a game must remain seated at the coach's side at all times during the remainder of the game. The coach will be responsible for the action(s) of the sent off player.
 - 1. If a sent-off player seated on the bench causes a disturbance, the player may be ejected from the site. The Technical or Executive Director may take action against the coach if the sent off player violates the spirit of this rule. (3)
 - 2. The player's official pass will be held by the referee and turned in to the tournament headquarters immediately following the conclusion of the game. The card will be held at the tournament headquarters until the game suspension is served.
 - C. 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.
 - 1. 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.
 - 2. 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.
 - 3. Red card suspensions may not be served in DPL play; however, egregious behavior may result in suspension from all SDYSA activity.
 - D. **Team Official Send Off**
 - 1. Team officials playing in Cup competition are expected to exhibit the highest level of sportsmanship.
 - 2. A team official sent off from a game must completely leave the playing site area and cannot return to the playing field after the completion of the game. The term "playing site area" for the purpose of the state cup is defined by the Technical Director as an area where the play cannot be seen or heard.
 - 3. The team official sent off is not allowed to have any contact with the team, in any form, for the remainder of the match. The team official sent off will not participate with coaching the team or providing any technical or tactical information in any visible or audible manner. This includes, but is not necessarily limited to, the use of any form of electronic means (i.e. cell phone, 2-way radio) or communicating through a third party.
 - 4. The team official that has been sent off will serve a one game suspension (or more at the

discretion of the TD/ED). The suspension must be served during the next Cup game for that team. The official will not be allowed near the playing site area, as described above, during that game and will not be allowed to have contact with the team during the game, including communicating electronically or through a third party.

Section 4. Reporting

- I. The Executive Director and/or Technical Director will forward to the Midwest Region a list of all send-offs that must be served during the Midwest Regional Championship games.

Section 5. Reviews

- I. The Executive Director shall review each send-off and has the discretion to increase the suspension and/or add additional penalties.

Rule 209 PASSES AND ROSTERS

I. Section 1. Player Credentials

- A. Players who do not have a SDYSA approved player pass will NOT be allowed to participate in the event with the team.

II. Section 2. Team Official Credentials

- A. There will be no more than four team officials on the team side of the bench at any one time and must have a SDYSA approved coaching pass for that team. Team officials who do not have a proper team official pass must receive authorization directly from the Technical Director

III. Section 3. Game Rosters

- A. Game rosters will be attached to the official match card and will identify all game active players, and include the names of any non-active players. Following the match, the Referee will turn in the game roster with the game report. The Technical Director will maintain a copy of the state roster and game roster for every team at headquarters.

Rule 210 PLAYING RULES

I. Section 1. Laws of the Game

- A. All games shall be played in accordance with FIFA Laws of the Game, except as modified by US Soccer, US Youth Soccer, Region II and/or SDYSA

II. Section 2. Start Times

- A. All games will start at the scheduled time
 1. The minimum number of players required to start a full game is seven (7), one of whom shall be designated as the goalkeeper
 2. Any team with less than the minimum required number of players at the scheduled start time shall have their game declared a forfeit.
- B. If extenuating circumstances develop while a team is traveling to the game site, and less than the required minimum number of players are available to start at the start time, the TD, or designated representative, may grant an extended grace period. As soon as the minimum number of players has arrived, the game shall start.
- C. In no case will the grace period extend beyond 30 minutes from the originally scheduled start time, unless mutually agreed to by the Home team, the Visiting team, and the TD. Should the team not arrive by the mutually agreed to adjusted time, the team requesting the delay will

forfeit the game.

Section 3. Age Groups

- I. Except as otherwise provided, the length of game, halftime, and overtime play periods for each age group shall be as follows:

AGE GROUP	GAME LENGTH	HALFTIME	OVERTIME PERIODS
U12	Two 30 Minute Halves	10 Minutes	Two 10 Minute Periods
U13	Two 35 Minute Halves	10 Minutes	Two 10 Minute Periods
U14	Two 35 Minute Halves	10 Minutes	Two 10 Minute Periods
U15	Two 40 Minute Halves	10 Minutes	Two 15 Minute Periods
U16	Two 40 Minute Halves	10 Minutes	Two 15 Minute Periods
U17	Two 45 Minute Halves	10 Minutes	Two 15 Minute Periods
U18/U19	Two 45 Minute Halves	10 Minutes	Two 15 Minute Periods
U19*	Two 45 Minute Halves	10 Minutes	Two 15 Minute Periods

If a game is tied at the end of regulation play and overtime periods are to be played to determine a winner, 2 complete overtime periods as provided above will be played after the end of regulation play. If the game is still tied after the end of the 2 overtime periods, FIFA "Kicks from the Mark" rules will apply in order to determine a winner.

Section 4. Uniforms

- 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:
 - A. 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);
 - B. Home team shall wear a light colored jersey. Away teams shall wear a dark colored jersey.
 - C. Shorts: (if thermal under garments are worn, they will be the same basic color as the shirts or white or black);
 - D. Stockings: All teams must have a primary and alternate color stockings;

- E. Shin guards: must be covered by stockings, made of suitable material, that provide a reasonable degree of protection
- F. 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.
- V. 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).
- VI. A player or team official may only have on the outerwear of the player or team official 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.
- VII. The TD will make the final determination if the uniforms are acceptable.

Section 5. Unfinished Games

- I. SDYSA reserves the right to alter game schedules to accommodate changed circumstances or weather-related incidents. Schedules could be altered in the following ways:
 - A. moving the date of the game,
 - B. moving the time of the game,
 - C. modifying the duration of the game,
 - D. modifying the overtime procedure of a game.
- II. SDYSA reserves the right to make any changes to best serve the interests of the tournament as a whole.
- III. **Complete Games:**
 - A. 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.
- IV. **Unfinished Games:**
 - A. Unfinished games due to any cause shall be replayed providing the following conditions are met.
 - 1. Neither team is at fault
 - 2. Play has not begun in the second half
 - 3. 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.
 - 4. 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.

Section 6. Weather

- I. The safety of the players, coaches, management and spectators are of primary concern during any weather event that occurs during a match. The referee has final say over delaying a game due to weather (with the exception of tournament events in most cases, where tournament administrators generally own this responsibility). Waiting to stop play may result in a serious injury or loss of life. Act responsibly when dealing with such events during all games.
- II. When the Executive or Technical Director has indicated play has been stopped via the horn blasts, participants are expected to follow the below protocol immediately.
- III. Do not leave the premises unless and/or until directed to do so by the SDYSA Executive or Technical

Director of tournament officials. Communication will be between the SDYSA Staff and the team coordinator/coach, who is charged with relaying the information to his/her coach and team.

- IV. Do not return to the fields until SDYSA Staff or tournament officials have indicated play will resume by way of multiple horn blasts. It is only at this time that participants, coaches, referees and spectators should return to the field they left when play was suspended.

V. Lightning/Thunderstorm Protocols:

- A. To determine the distance of lightning in your area, count the number of seconds between the flash and the first sound of the thunder and divide by five. This will give you the distance in miles from your location. Remember, if you are in a higher elevation, the lightning can come upon you much quicker and your reaction time is greatly hindered.
- B. When lightning is sighted within (10) ten miles of the venue, determine movement and status and begin making preparations for a potential delay in the game.
- C. When lightning is sighted within (6) six miles of the venue, stop the game immediately and clear the field and stands regardless of time played in the match. Lightning can strike at any time without warning within this proximity.
 1. Wait at least thirty minutes after the last lightning strike to resume play. Agreement must be reached between teams and the referee whether the game is to be abandoned at its current status. Under no circumstances should the potential outcome of the match be a deciding factor whether a match shall continue in unsafe conditions.
- D. If the venue is the highest structure in the surrounding area, get spectators out of the stands and into a protected area as quickly as possible when lightning is within five miles of the venue. The structure/stands will act as a potential lightning rod for the storm and create much danger for those in the immediate area.
- E. If severe weather warning is issued during the game, determine the vicinity to the venue and prepare to delay the game. It is vital to know your exact location to be able to take immediate actions should conditions warrant it.
- F. Be sure to send all players, coaches, and spectators to their vehicles – nobody shall be on or near the fields or lights.
- G. Be smart when dealing with potential weather threats.

VI. Recognizing the threat

- A. Apply the 30-30 rule. When you see lightning, count the time until you hear thunder. If this time is 30 seconds or less, seek proper shelter. Wait 30 minutes or more after hearing the last thunder before leaving shelter.
- B. Obey the rules established by the community park lightning detection and warning systems.
- C. Minimize the risk of being struck. Protect the safety of all participants by stopping activities quickly, so that participants and spectators may retire to a safer place. If you can hear the thunder, you are within reach of lightning.
- D. Remain calm to prevent panic by young players.

VII. Seeking Proper Shelter

- A. No place outside is safe in thunderstorms
- B. Participants are expected to seek shelter immediately **inside their vehicles. You must go to your vehicle; standing under a tent or concession stand-type awning is not safe.**
- C. The best shelter is a large, fully enclosed, substantially constructed building if available. A vehicle with a solid metal roof and metal sides is a reasonable second choice.

VIII. Avoid most dangerous locations, such as but not limited to:

- A. Higher elevations
- B. Wide open areas, including fields
- C. Tall isolated objects, such as trees, poles, or light posts

- D. Unprotected open buildings
- E. Rain shelters
- F. Bus stops
- G. Metal fences and metal bleachers

IX. Hot Weather/Heat Index:

- A. Up to 89 degrees: normal play
- B. 90-99 degrees: 2 min water breaks; each half shortened by 5 minutes
- C. 100-105 degrees: 2 min water breaks; each half shortened by 10 minutes
- D. 105 degrees: play suspended

X. Refund Policy

- A. Tournament officials ask for and appreciate your patience and cooperation in weather situations as we put player safety first and foremost.
- B. SDYSA Staff along with the Referee Assignor of the event shall have final authority concerning the cancellation, delay, change of time or any other alteration of games may be required due to the weather or emergencies. The following is the tournament refund policy due to weather, emergencies as deemed by the tournament officials, rental facility, or act of god regarding preliminary/festival style games:
 - 1. No games played = registration fee less \$100 returned
 - 2. 1 game played = %50 of the registration fee returned
 - 3. 2 games played = %25 of the registration fee returned
 - 4. If final games are canceled, champions and finalists will be determined by points standing after preliminary games.
 - 5. If games are limited in time or format, any refund shall be discretionary based on the decision of SDYSA staff.

Section 7. Coaching Limitations and Dissent

- I. One team official at a time may convey tactical instructions to the players during the match. All team officials must remain within the confines of the technical area. They must behave in a responsible manner.
- II. No team official or spectator is allowed behind the goal during a game. The technical area is limited to players and no more than four (4) team officials.
- III. There shall be no dissent between players/team officials and the referee. Questioning the referee is considered dissent.

Section 8. Home Team

- I. The first team listed on the schedule is the home team.

Section 9. Scores and Standings

- I. Will be posted online at the end of the day's matches.

Section 10. Substitutions

- I. Substitutions shall be unlimited and can be made with the consent of the referee during any stoppage of play except penalty kicks. goalkeeper with another player.

Rule 211 REFEREE ADMINISTRATION

- I. Section 1. The Assignor**
 - A. The Technical Director is responsible for securing a certified referee assignor. The assignor is responsible for obtaining, training, scheduling, and assigning game officials.
- II. Section 2. Conflict of Interest**
 - A. Any referee appointed to officiate in SDYSA State Championship Series:Cups shall not be a present member of either of the competing teams or clubs.
- III. Section 3. Games**
 - A. All officials must be currently certified
 1. A three person system (diagonal system of control) will be used in group play and play in games.
 2. A fourth official will be scheduled in all Championship games if available.
- IV. Section 4. Referee Abuse**
 - A. All of SDYSA events have a ZERO TOLERANCE POLICY when it comes to referee abuse. SDYSA Staff, tournament officials, field marshals, and referees have the right to remove any player, coach, or spectator who violates this policy.
 - B. Referee Abuse decisions are NOT able to be protested.
- V. Section 5. Referee Responsibilities**
 - A. The duties of the Referee and Assistant Referee are as defined in the “Laws of the Game”.
- VI. Section 6. Non-Performance of a Referee**
 - A. In the event the appointed referee fails to appear the Assignor will provide for replacement referees.
- VII. Section 7. Regional Payments for Referees**
 - A. Upon completion of both State Cups teams advancing to either Midwest Presidents Cup or Midwest Regional Championships will be responsible for not only the USYS event registration fee, but also the costs of sending the required referee delegation split equally amongst all teams.
 - B. The costs of not sending the required delegation amount is \$1000 per referee as enforced by USYS, paid by SDYSA and billed accordingly amongst respective teams.
 - C. It is the responsibility of the SYRA, SRA, and the SRC to fill delegation requirements based on SDYSA’s committed teams submitted to USYS. SDYSA’s team commitments will be communicated to the SRC within one week of the commitment form deadlines for member clubs.
 - D. Regional Payments covered either by SDYSA’s billing of Regional representative teams OR by SDYSA directly:
 - 1. Referee Housing:**
 - a) For both Midwest Presidents Cup and Midwest Regional Championships SDYSA will pay for group Referee Housing directly to USYS for respective events.
 - b) Single Occupancy cost difference will be the sole responsibility of the SRC or requesting referee
 - 2. Referee Gear:**
 - a) Provided by SDYSA Sponsor with a minimum of 2 branded SDYSA Polo shirts per referee
 - 3. Referee Delegation Dinner:**
 - a) Covered by SDYSA for each event, paid to SRC directly.
 - (1) Allotment of \$35 per referee unless otherwise agreed upon
 - 4. Travel costs associated with referee travel to and from Regional events including:**
 - a) *SDYSA State Van:*

- (1) The SDYSA State van will be made available for referee travel to Regional events
- (2) Only licensed drivers previously insured with SDYSA's insurance company are allowed to operate the vehicle
- (3) SDYSA is not responsible for any new or additional damage that requires attention, tickets/fines, incurred while using the vehicle.

b) Rental Cars:

- (1) If applicable and available vehicles will be rented through USYS Sponsor/partner unless otherwise agreed upon
- (2) It is the responsibility of the SRC to ensure only licensed, insured, and if a rental vehicle- approved and age appropriate drivers, operate the motor vehicles.
- (3) Upon pickup of rental vehicles a personal credit card will need to be available, SDYSA will reimburse either the SRC or referee personally for the amount of the rental.
- (4) Any additional charges to the rental vehicle including but not limited to: damage, tickets/fines, additional insurance, etc. will be the sole responsibility of the SRC/renting party
- (5) If applicable SDYSA will communicate the agreed upon rental fee per our sponsorship agreement with National Rental Car. It is the sole responsibility of the renting party to ensure the agreed upon price is what is charged. (ex: no extra charges, insurance, etc.)

c) Fuel:

- (1) All fuel receipts will need to be turned in to the SRC and shared with SDYSA at the conclusion of all Regional events. SDYSA will then reimburse the SRC for fuel purchased while traveling to/from Regional events; as well as fuel utilized while working said events.

d) Flights:

- (1) For certain Regional events flights will only be purchased if agreed upon by SDYSA BOD, SRC, and traveling party.
 - (a) SRC or Traveling Party will purchase flight(s) at a cost mutually agreed upon and be reimbursed upon completion of the event. Any and all flights must be approved by SDYSA for reimbursement prior to purchasing.
 - (b) SDYSA reserves the right to deny an airline ticket purchase should there be other more economical travel means available. (Ex: Driving, SDYSA Van, Rental Car)
 - (c) Any changes, cancellations, or upgrades will be the sole responsibility of the SRC and traveling party.
 - (d) Should a referee withdraw from attending the Regional competition SDYSA is not liable for any reimbursement of flight fees or expenses.
 - (e) Additional Flight charges such as seat assignments, wifi, carry-on, oversized, or checked baggage, food/drink on flight, will be the sole responsibility of the traveling party OR the SRC.

5. Per Diem:

- a) These Per Diem rates are solely for USYS Regional Event Referee Travel; in state or SDYSA event Per Diem rates are outlined in SDYSA Policies and Procedures.

- b) SDYSA will pay Per Diem to the SRC to be distributed to referees attending Regional events.
- c) Per Diem Allotments per US General Services Administration for M&IE
 - (1) \$59 Non Travel Day
 - (2) \$44.25 Travel Day (75% of M&IE)
 - (3) Any changes to Per Diem Allotments need to go through SDYSA BOD approval
 - (4) Should the Regional event be held in state Per Diem will follow In State Guidelines as outlined by SDYSA Policies and Procedures

6. Stipends and Additional Allotments:

- a) SDYSA reserves the right to amend or add additional allotments as agreed upon by the SYRA, SRA, SRC, SDYSA Staff and SDYSA BOD.

Rule 212 OFFICIAL GAME CARD

- I. The official record of South Dakota State Cup match results are the game cards filled out by the game referees and submitted to the SDYSA Technical Director. The TD will establish the format and contents of the card.

Rule 213 Alcohol and Illegal Drugs

- I. This is an alcohol 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. Penalty for violation by player participants is disqualification from the State Competition.

Rule 214 Rule Changes

- I. SDYSA reserves the right to amend, add, or change any policy(ies) to uphold the integrity of the event(s) as a whole.