

Minnesota Youth Soccer Association 12U Junior State Cup Rules

1. Introduction

The following rules govern the Minnesota Youth Soccer Association (MYSA) requirements for the operation and administration of the MYSA 12U Junior State Cup.

Team Eligibility

- a. **Generally:** The MYSA 12U Junior State Cup shall be open to any 12U team whose players are registered with MYSA so long as the team meets the following requirements:
 - i. The team is comprised of players that are properly registered and rostered to an MYSA team through an MYSA affiliated club;
 - ii. The team is in good standing with the MYSA;
 - iii. The team must compete in the MYSA 12U competitive league or 12U Academy Futures League (AFL).
- b. **Age Group Limitations:** A team may have on its team roster only players of the 12U age group or younger.

2. Player Eligibility

- a. **Generally:** Players must be registered to MYSA and have a valid Member Pass per MYSA Rules.
- b. **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 in all MYSA Activities.

3. **Team Officials (Coach, Assistant Coach, Trainer or Manager) Eligibility:** Team Officials must be registered to MYSA and have a valid Member Pass per MYSA Rules. Team officials must follow all Risk Management Policies as set forth by MYSA.

4. Official MYSA 12U Junior State Cup Roster (official roster) Requirements

- a. **Players:**
 - i. A maximum of 28 players may be rostered on the official roster.
 - ii. Player names must appear the same way on the Player's MYSA Member Pass.
- 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.
- c. **Roster Freeze:** Each team's official roster will be frozen at kickoff of their first scheduled game. 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 MYSA 12U Junior State Cup.
- d. **Individual Game Rosters:**
 - i. **Players:** Each game day roster shall have a maximum of eighteen (16) players and a minimum of seven (7) players. Every player listed on the game roster must be included on the official roster to be eligible to

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participate with the team. Coaches will need to notify the referee crew prior to each game which 16 players will be dressing for that game.

- ii. **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.

5. **Seeding:** Subject to the sole discretion of MYSA, the following criteria will be used to seed teams:

- a. Club Membership in the MYSA Academy Futures League
- b. Current Classic 1 teams using past results
- c. Other factors as determined by MYSA.

6. **Format:**

- a. **Generally:** The format for each age group 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. Group-play will be limited to 12 teams per age group. MYSA has discretion to decrease the number of group-play teams and to decide which teams are seeded into group-play. There is no guarantee on the number of games a team will play.
- b. **Play-in Games:** In age groups where thirteen or more teams register or where an odd number of teams register, play-in games may be conducted. Teams who are not seeded directly into group-play will be given the opportunity to qualify through a single-elimination play-in game(s).
- c. **Group-Play and Standings:** Teams will be seeded into groups and play a round-robin format within their group. To determine standings, 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" (following the last round-robin game or at least 60 minutes prior to the scheduled elimination round game)
- d. **Advancement to Elimination Rounds:** The highest finishing team in each group based on standings will advance to the elimination rounds. Additional elimination round berths (wildcards) will be awarded to the highest finishing second place team(s) based on the criteria above.
- e. **Elimination Round Procedure:** Elimination round games (play-in, semi-final or championship game, and single-elimination format cups) must have a winner.
 - i. If a game is tied at the end of regulation, two complete overtime periods are to be played by the following standards (there is no sudden death):

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1. U12: two 10-minute overtime periods
 - ii. If a game is not tied at the end of the two overtime periods, the team that is leading at the end of the two overtime periods will be declared the winner.
 - iii. If a game is tied at the end of the two overtime periods, IFAB "Kicks from the Penalty Mark" rules will apply in order to determine a winner.
 - f. **Semifinal Games:** The semifinal games will be scheduled as follows:
 - i. 2 Groups
 1. Winner of Group A will play the Second-Place team of Group B
 2. Winner of Group B will play the Second-Place team of Group A
 - ii. 3 Groups
 1. Winner of Group A will play the Wildcard
 2. Winner of Group B will play the Winner of Group C
 3. If the Wildcard comes out of Group A the following schedule will be followed:
 - a. Winner of Group A will play the Winner of Group C
 - b. Winner of Group B will play the Wildcard
- 7. The Technical Area:**
- a. The technical area may be marked on all fields.
 - 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 always remain in the technical area 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 always remain in the technical area 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.
- 8. Control of Sideline**
- a. The MYSA 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. The MYSA 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 can stand behind the goal or goal line.

- c. All spectators shall be subject to the authority of the MYSA. 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 MYSA, is a supporter of that team. It is assumed that players, team officials, and spectators will conduct themselves within the letter and the spirit of the game. The MYSA has the authority and responsibility to remove any person(s) from the tournament for abusive or unsportsmanlike behavior.

9. Scheduling, Unfinished games, and Forfeited Games

- a. **Schedules:** MYSA 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. MYSA reserves the right to make any changes to best serve the interests of the tournament.
- 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.
 - ii. **Elimination Rounds:** A game will be considered complete if a winner has been declared.
- 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 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, the MYSA, 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.
 - 1. A team of seven players must start the game as soon as seven players are at the field after the originally scheduled game time.
 - 2. 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**

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1. Forfeits or failure to compete in any game during the MYSA 12U Junior State Cup by a team or club shall be a matter for review by the MYSA which shall have the authority to take such action against the team or club as it deems appropriate.
2. Any team or club intending to forfeit a game must give written notice of such intention to the MYSA within 72 hours of the scheduled start time of the game. Such notice shall include the reason for the forfeit. Teams that intend to forfeit a game and give notice will be fined \$400.
3. 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 MYSA 12U Junior State Cup. These sanctions are at the discretion of the MYSA.

10. Laws of the Game: IFAB “Laws of the Game” shall apply to all games played during the MYSA 12U Junior State Cup, except as specifically modified by USSF and MYSA. Specific modifications for MYSA 12U Junior State Cup play are enumerated below.

a. LAW 1 – THE FIELD OF PLAY

- i.** Dimensions: The field of play shall be rectangular, its length being not more than 80 yards or less than 70 yards and its width not more than 55 yards or less than 45 yards.
- ii.** Markings: A center circle and two penalty arcs with 8-yard radius; four corner arcs with a 3-foot radius.
- iii.** Penalty area: 10 yards out from the goal line x 28 yards wide. A penalty mark on the penalty area line, 10 yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of 8 yards from the penalty mark is drawn outside the penalty area.
- iv.** Goal area: Within each penalty area, a goal area 5-yards out from the goal line x 14 yards wide.
- v.** Goals: Minimum 6.5 feet high x 18.5 feet wide, Maximum 7 feet high x 21 feet wide.

b. LAW 3 - THE NUMBER OF PLAYERS

- i.** 12U plays 9 players vs 9 players
- ii.** Limited Substitution Policy:
 1. For the 12U age group, unlimited substitutions shall be allowed
- iii.** Substitutes may be made, with the consent of the referee, at any stoppage in play.

c. 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. Compulsory equipment of a player is:

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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. 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);
 3. Stockings: All teams must have a primary and alternate color stocking;
 4. Shin guards: must be covered by stockings, made of suitable material, that provide a reasonable degree of protection
 5. Footwear; and
 6. Players must wear a shirt during warm ups prior to competition.
- iii.** Players may not decorate their hands, faces, hair, shoes or uniforms.
 - iv.** The referee and/or the MYSA 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. This shall include the shirt, stockings or both. The MYSA shall determine the home team (listed in the first column on the schedule).
 - vi.** 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, MYSA or an organization that is a member of MYSA.
- d. 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 semi-final and championship games.
- e. LAW 7 - THE DURATION OF THE MATCH**
- i.** 12U: two 30-minute halves
 - ii.** Completeness and overtime are discussed above.
 - iii.** The referee is the official timekeeper and sole judge of the amount of time played.
- f. LAW 12 - FOULS AND MISCONDUCT**
- i.** Minimum 1 game suspension

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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 MYSA 12U Junior State Cup must be served in MYSA 12U Junior State Cup. Red card suspensions may not be served in MYSA League Play; however, egregious behavior may result in suspension from all MYSA activity.

11. Additional Policies & Rules

- a. All teams, team personnel and players must comply with all MYSA Rules and are held to the highest standard of sportsmanship. MYSA will issue sanctions for any violations of MYSA Rules during the MYSA 12U Junior State Cup and will investigate issues of unsportsmanlike behavior or misconduct.
- b. All teams must be familiar with the MYSA weather policy and how that might affect their schedule.
- c. MYSA 12U Junior State Cup games shall take precedence over all other youth games.
- d. The MYSA will not be responsible for any expenses incurred by any team due to the cancellation (part or whole) of the MYSA 12U Junior State Cup.
- e. **Fines:** The following fines will be levied as required:
 - i. Withdrawing from the competition after the seeding has been completed. - \$400.00 and forfeiture of the registration fee.
 - ii. Forfeiture of a MYSA 12U Junior State Cup game - \$400.00
 - iii. Failure to clean up the sidelines at a MYSA 12U Junior State Cup game - \$50.00

f. Alcohol & Illegal Drugs

- i.** This is an alcohol-free and drug-free event.
- ii.** This is a tobacco-free event.

- g. Protests:** All questions relating to the qualifications of competitors or any other dispute or protest shall be referred to the MYSA. Decisions of the MYSA shall be binding on both teams. Any protest must be presented in writing by a team official to MYSA within one hour of the completion of the game under protest. All protests must include a \$100 bond that shall be returned only if the protest is upheld. 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 the MYSA 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.