



2009 Kohl's American Cup

The Kohl's American Cup is offered by the Missouri Youth Soccer Association designed as a recreational tournament for U6-U19 boys-coed and girls teams from the state of Missouri.

The tournament shall be structured as follows:

- **Championship Format**
3 game schedule where brackets allow. Pool play, with quarterfinals, semifinals, and finals, as needed to determine 1st and 2nd place winners. First and second place players will receive gold and silver medals respectively; all other participants will receive participation awards. Pool play brackets determined by blind draw.
- **Festival Format**
3 games, no scorekeeping, play for fun, all players will receive participation awards, coaches will referee games. Schedule will be determined by blind draw. Goals may not be scored directly from any free kick (direct or indirect), including kickoffs. Offside rule will not apply.

I. TEAM ELIGIBILITY

This competition shall be open to all Missouri recreational teams composed of properly registered recreational youth players as defined by the rules of US Youth Soccer. Each team shall be in good standing with the Missouri Youth Soccer Association, and in compliance with and not in violation of the rules of US Youth Soccer.

Teams that withdraw after the entry deadline date forfeit their application fee and are ineligible to play in the Kohl's American Cup the following seasonal year.

Kohl's American Cup Applications MUST be received at the Missouri Youth Soccer Association state office before the close of business on May 16, 2009. It is the responsibility of the applicant to confirm receipt of their application to make sure it has been received by the deadline date.

The entry fee for the Kohl's American Cup is determined by the age group as listed in the player eligibility chart.

II. PLAYERS, COACHES AND MANAGERS

A. PLAYER ELIGIBILITY

- The tournament is open to U6-U19 boys and girls divisions with players meeting the following specifications:

Division	Entry Fee	Max Roster	Min # of players on field	Game Format	Game Length	Ball Size
Under 6		10	2	3 v 3	2-15 min halves	3
Under 7		10	3	4 v 4	2-20 min halves	3
Under 8		10	4	5 v 5	2-20 min halves	3
Under 9		14	5	8 v 8	2-25 min halves	4
Under 10		14	5	8 v 8	2-25 min halves	4
Under 11-12		14	5	8 v 8	2-25 min halves	4
Under 11-12		18	7	11v11	2-30min halves	5
Under 13-14		18	7	11v11	2-35min halves	5
Under 15-16		18	7	11v11	2-40min halves	5
Under 17-19		18	7	11v11	2-45min halves	5

- Players must be registered through a Missouri Youth Soccer Association member organization in accordance with US Youth Soccer requirements.
- Each player and coach must have a current, laminated, US Youth Soccer pass with current photo.
- The team coach/manager must have in their possession at all times:
 - A copy of their official MYSA roster
 - Notarized MYSA Medical Release Form for all players on the roster (this form can be downloaded from the MYSA web page at mysa.org).
- Teams may have no more than the maximum number of players on the roster for each specific age group as listed above.
- No guest players are allowed.
- For U17-U19 teams that have more than 18 on their roster you must:
 - The official tournament game roster shall be prepared by the team manager/coach.

- **This roster shall be submitted to the cup chairperson (or his/her designated representative) one hour prior to game time.**
- **The game roster shall have a maximum of 18 players and a minimum of 7 players. Every player listed on the game roster must be included on the official MYSA team roster in order to be eligible to participate in a game.**

B. IMPROPER PLAYER REGISTRATION

- **Teams found guilty of playing ineligible players;**
- **Any coach and/or player that submits falsified documents in order to participate in the Kohl's American Cup;**
- **Any team or player that participates in the Kohl's American Cup, and has also participated in the US Youth Soccer National Series Missouri State Cup or the Toyota Cup within the same seasonal year;**

Shall be subject to, but limited to, the following sanctions as determined by the Cup Committee:

- **Fines;**
- **Forfeit of games played;**
- **Removal from the remainder of tournament;**
- **Recommendation for a MYSA state-level hearing.**
- **Should the parent of any player falsify documents in order for said player to participate in the Kohl's American Cup, it shall be deemed the same as the player him/herself falsifying said documents.**
- **The Kohl's American Cup Committee reserves the right to request original birth certificates from any or all players in order to verify proof of age.**
- **Decision of the Kohl's American Cup Committee shall be final.**

C. COACH AND MANAGER ELIGIBILITY

All persons who act in the capacity of a coach, must have a minimum of an USSF "F" license. A total of four (4) registered coaches, managers, and/or trainers with current seasonal year player pass shall be permitted on a team bench for each game. All teams must have at least one licensed coach on the bench at all times.

III. BREACH OF RULES

A. PLAYERS

Players that receive a red card in any game shall not be allowed to compete in their team's next played game. He/She may not be replaced for the remainder of the game in which they were sent off.

Player passes for anyone sent off shall be surrendered to Tournament Officials. Players sent off for violent conduct may be subject to additional penalties which shall be determined by a hearing committee appointed by the Tournament Chairperson (or his/her designated representative).

B. COACHES/MANAGERS/TRAINERS/ADMINISTRATORS

If any Coach, Manager, Trainer or Administrator is issued a send off at any Kohl's American Cup game he/she shall not have any involvement with that team for two (2) additional consecutive Kohl's American Cup games.

C. PROTESTS

- 1. All protests:**
 - a. shall be filed in writing;**
 - b. must contain the particulars and the grounds upon which the protest is filed; and**
 - c. must be accompanied by the \$100 cash Protest fee.**
- 2. A protest cannot be filed on a judgment call.**
- 3. Two copies of the protest shall be presented to this Association's Cup Chairperson (or his/her designated representative) within two (2) hours following the match that is under protest.**
- 4. All protests shall be heard by a Cup Hearing Committee, which shall be appointed by this Association's Cup Chairperson, or his/her designated representative.**
- 5. All decisions made by the Cup Hearing Committee shall be final.**

IV. PLAYING RULES

A. PROTOCOL

- 1. Team Check In,**
 - Each Team Shall Submit:**
 - One copy of your official roster and you must have an additional copy available at the field for all games;**
 - Notarized Medical Release Forms –Coach/Manager must have these in possession at the field for all games and during travel to and from games;**
 - Laminated Player/Coach Passes.**

PLAYER(S) WITHOUT PLAYER ID PASSES AND NOTARIZED MEDICAL RELEASES MAY NOT PLAY IN GAMES.

- 2. Field Check In:**
 - Each team must report to Game Officials 30 minutes prior to each or their scheduled game times;**

- **Player ID passes shall be given to Game Officials prior to the start of the game. Failure to provide player ID passes and official signed roster if requested shall result in a forfeit of game;**
- **Teams without player ID passes and without a minimum of one coach pass, and without roster and notarized Medical Release Forms shall be allowed a 15-minute grace period from the reporting time to obtain the player and coach ID passes, roster and notarized Medical Release Forms. Any team that does not present the ID passes, roster and Medical Release Forms after the grace period has expired shall forfeit the game.**

B. GAME FORMATS

- 1. Overtime periods shall not pertain to bracket play. Tie games at the end of regulation playing time in round robin pool play shall stand as a tie.**
- 2. Two full overtime periods shall be played to completion.**
- 3. The outcome of games tied after both overtimes are completed shall be determined by using kicks from the penalty mark using only the players on the field at the end of the last overtime period. If a team finishes the match with a greater number of players than their opponent, they shall reduce their numbers to equate with that of their opponent and inform the referee of the name and number of each player excluded. The team captain shall have this responsibility.**
- 4. The referee shall determine the goal to be used and a coin toss shall be used to determine who kicks first.**
- 5. The first team listed is the HOME team.**
- 6. The VISITING team is responsible for changing jerseys when there is a conflict.**
- 7. The Kohl's American Cup Officials shall supply the game ball in accordance with the current state sponsor. If the Kohl's American Cup committee is unable to furnish a game ball the home team is responsible for furnishing the game ball.**

C. SUBSTITUTIONS

Unlimited substitution shall be allowed at any stoppage of play with referee's approval.

D. GAME CONDITIONS (WEATHER AND FIELDS)

Suspension of games due to weather and/or field conditions considered dangerous to the players shall be at the discretion of the Kohl's American Cup committee. If the first half of the game has been completed, and play is not resumed, said game shall be considered official. If play is stopped during the first half of the game, said game shall be re-started from that point of stoppage.

E. SCORING METHOD

The standings of teams within brackets shall be based upon the number of points earned in qualifying games. Teams shall be awarded points as follows:

1. Six (6) points for win;
2. Three (3) point for tie;
3. One (1) point for a shutout;
4. If any team forfeits any game in bracket play that team shall not be allowed to advance out of their bracket;
5. A forfeit shall be recorded as a score of 1-0 to the winning team.

F. TIE BREAKERS

In the event teams are tied on the basis of points earned, the teams' placement shall be determined in accordance with the following sequential criteria:

1. Winner of head to head competition (this criteria is not used if more than two teams are tied);
2. Winner of most games;
3. Goal differential (goals scored minus goals against) with a maximum of three (3) goals per game;
4. Fewest goals allowed;
5. Kicks from the penalty mark:
 - a. Each team shall select five players to kick. Only players on the field at the conclusion of the match may be selected to kick.
 - b. If a team finishes the match with a greater number of players than their opponent, they shall reduce their numbers to equate with that of their opponent and inform the referee of the name and number of each player excluded. The team captain shall have this responsibility.
 - c. Teams shall alternate kicks – first team to kick shall be determined by referee coin toss.
 - d. If, before both teams have taken five kicks, one team has scored more goals than the other team could, even if it were to complete its five kicks, the taking of kicks shall cease.
 - e. If, after both teams have taken five kicks, both have scored the same number of goals or have not scored any goals, the taking of kicks shall continue, in the same order, until such time as both teams have taken an equal number of kicks (not necessarily five more kicks) and one team has scored one goal more than the other.

G. OFFICIATING

All referees shall be USSF registered. All games in the Championship Format shall be officiated by a three-man system.

H. LIABILITY

The Missouri Youth Soccer Association, Columbia Pride and the Columbia Soccer Club will not be responsible for any expenses related to travel or lodging.

I. FINAL AUTHORITY

Missouri Youth Soccer Association and the Kohl's American Cup Chairperson and Committee reserve the right to make certain decisions regarding this tournament, as they deem necessary, in order to improve the game and/or protect the participants. Such decisions shall include but are not limited to:

- **Cancellation of games;**
- **Rescheduling of games;**
- **Changing of fields;**
- **Changing of sites.**