

APPENDIX A. US Youth Soccer NM Open State Cup Tournament Rules

US Youth Soccer New Mexico Open State Cup National Championship Series TOURNAMENT RULES

The following document describes the format to be used for seeding of teams and for conducting the Open State Cup for New Mexico Youth Soccer Association. This format is based on the recognition that the Open State Cup is part of the US Youth Soccer National Championship Series, and its fundamental purpose is to determine NMYSA's most qualified representatives to the Far West Regional segment of the National Championship Series.

Tournament Format

1. The US Youth Soccer New Mexico Open State Cup will be played according to the following table. This table is not intended to define specific weekends of play.

No. of Teams in Pool	Bracket & Pool Format (1 st Round Bracket)	Comments	Championship Determination
1			Championship declared at draw
2			Championship
3	Round Robin 1 bracket		Championship
4	Round Robin 1 bracket		Championship/Cons (U14 & below)
5	Round Robin 1 bracket		Championship/Cons (U14 & below)
6	Round Robin 2 brackets (3,3)		Semi-Champ/Cons (U14 & below)
7	Round Robin 2 brackets (3,4)		Semi-Champ/Cons (U14 & below)
8	Round Robin 2 brackets (4,4)		Semi-Champ/Cons (U14 & below)
9	Round Robin 2 brackets (4,5)		Semi-Champ/Cons (U14 & below)
10	Round Robin 2 brackets (5,5)		Semi-Champ/Cons (U14 & below)
11	Round Robin 2 brackets (5,6)		Semi-Champ/Cons (U14 & below)
12	Round Robin 4 brackets (3,3,3,3)	Quarterfinal	Semi-Champ/Cons (U14 & below)
13	Round Robin 4 brackets (3,3,3,4)	Quarterfinal	Semi-Champ/Cons (U14 & below)
14	Round Robin 4 brackets (3,3,4,4)	Quarterfinal	Semi-Champ/Cons (U14 & below)
15	Round Robin 4 brackets (3,4,4,4)	Quarterfinal	Semi-Champ/Cons (U14 & below)
16	Round Robin 4 brackets (4,4,4,4)	Quarterfinal	Semi-Champ/Cons (U14 & below)
17	Round Robin 4 brackets (4,4,4,5)	Quarterfinal	Semi-Champ/Cons (U14 & below)
18	Round Robin 4 brackets (4,4,5,5)	Quarterfinal	Semi-Champ/Cons (U14 & below)

19	Round Robin 4 brackets (4,5,5,5)	Quarterfinal	Semi-Champ/Cons (U14 & below)
20	Round Robin 4 brackets (5,5,5,5)	Quarterfinal	Semi-Champ/Cons (U14 & below)

2. In the case of a two-team pool, a single game will be played at the Open State Cup’s primary venue in Bernalillo, NM.

3. In the case of one-bracket pool, the top two teams (by tournament points) will advance to the championship match. Consolation matches will be played U14 and below.

4. In the case of two-bracket pools, the top two teams (by tournament points) from each bracket will advance to semifinals (1st of A vs 2nd B and 1st of B vs 2nd of A). Championship and consolation (U14 and below) matches will be played.

5. In case of four-bracket pools, the top two teams (by tournament points) from each bracket will advance to quarterfinals (#1=1st of A vs 2nd of B, #2=2nd of A vs 1st of B, #3=1st of C vs 2nd of D, #4=2nd of C vs 1st of D). Winners of quarterfinal matches advance to semifinals (winner of #1 vs winner of #4 and winner of #2 vs winner of #3). Championship and consolation (U14 and below) matches will be played.

Seeding

1. Teams that placed 1st and 2nd in the previous year’s State Cup within their own age group will be seeded according to their final standings. For example, seeding for U14G will be based on U13G standings from the previous year. Where 3rd and 4th places can be determined from previous year results, those teams will also be seeded according to those results. If 3rd and 4th places cannot be determined by previous year results, seeding of 3rd and 4th places will be by random draw of the semi-final losers from the previous year. In all cases, teams will only be seeded if they have 9 returning players from the previous year’s team.

2. A team must demonstrate continuity of rosters between the previous year’s State Cup official roster and the team’s league roster prior to the draw by maintaining 9 players common to both of those rosters.

3. A team that has changed its identity (*i.e.*, name or club) but can demonstrate that it still maintains 9 players remaining from its previous year’s State Cup roster is considered the same team for seeding purposes.

4. Seeding will be as follows:

Four-Bracket Pool

A 1 st	B 4 th	C 2 nd	D 3 rd
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Two-Bracket Pool

A 1 st	B 2 nd
4 th	3 rd

5. In the event that a team which placed first to third in the previous year’s State Cup does not enter, the remaining seeded teams will be seeded accordingly. No additional teams will be seeded.

6. In the case of odd numbers of teams, highest-seeded team will be given the smaller bracket.

Order of Play

1. All play for the first round of pools with 6 or more teams is “Round Robin” with bracket standings based on tournament points. Games may end in a tie. Tie-breakers will be used to determine advancement when needed.

2. If possible, in all brackets where there are two teams in the bracket that have been seeded based on prior year results, the game between those teams will be the last game for each team.

3. Standings in bracket play will determine seeding for subsequent rounds. Second- and third-round play consists of quarterfinals (for fields of 12 or more teams), semifinals and championship, and consolation (U14 and below) matches.

(Break here for publication in the program)

**US Youth Soccer
New Mexico Open State Cup
National Championship Series
TOURNAMENT RULES (abridged)**

RULES OF PLAY:

Games will be officiated using the FIFA Laws of the Game, and modified for age-appropriate play.

Duration of Play: Matches consist of two halves of the following length

U13 & U14 = 35 minutes

U15 & U16 = 40 minutes

U17, U18, & U19 = 45 minutes.

Ball Size: U13 and older will use a size 5 ball.

All games will be played on regulation FIFA-sized fields.

SCORING METHOD IN THE PRELIMINARY ROUND AND POOL PLAY:

In pool play and first-round bracket play, team standings shall be determined by accumulation of points awarded as follows:

Win (including forfeit)	3 points
Tie	1 point
Loss (including unintentional forfeit)	0 points

TIE-BREAKING RULES IN THE 1st ROUND OF BRACKET PLAY:

If necessary, the following tie-breaking rules will be used to determine the order of team advancement:

- 1.) Head-to-head results
- 2.) Winner of most games
- 3.) Cumulative goal differential between goals scored and goals allowed in all games played within the bracket. Maximum difference allowed is four (4) goals per game.
- 4.) Least goals allowed in all games played within the bracket.
- 5.) Kicks from the penalty mark per FIFA Law.

This tie-breaking procedure shall be used if necessary to determine 1st- and 2nd-place standing within a bracket. If more than two (2) teams are tied at the end of the preliminary round, the tie-breaker criteria listed will be used in order shown beginning at #2, to either advance or eliminate one team. The remaining teams will then be compared, beginning again with criteria #2, to determine the ultimate placement. If more than two teams are still tied after #4 is applied, the team coaches will effect a draw (*i.e.*, cards, straws, etc.) to determine the order in which the kicks from the mark will be taken.

In the event that a team unintentionally forfeits one of its 1st-round bracket games, the opposing team shall be awarded three (3) points for a win, and the forfeiting team zero (0) points for the loss. In the event that goal differential becomes a factor in future tie-breaking procedures, the goals for the forfeited game shall be determined by taking the average of the cumulative goal differential for the other preliminary games. Maximum goal difference

allowed is four (4) goals per game.

OVERTIME PERIODS FOR ALL GAMES REQUIRING A WINNER:

Overtime periods in games that must have a winner will consist of two complete periods of 10 minutes each played at the end of regulation play. If a game is still tied at the end of prescribed overtime play, FIFA “Kicks from the Penalty Mark” rules will apply in order to determine the winner.

GRACE PERIODS:

Any team not ready to play at the scheduled start time shall be granted a fifteen (15) minute grace period. A minimum of seven (7) players and one rostered coach of that team constitutes a legal team. Any team not ready to play at the expiration of the grace period shall be deemed to have forfeited the game.

SUSPENSION GUIDELINES:

All suspensions due to this rule will be served during the tournament in which they were received (including Regionals). The term “game” shall include kicks from the mark taken to determine a winner at the end of overtime periods (i.e., kicks taken during round robin tie-breaker procedures as discussed above). Suspended players or other team officials may not be on the team side of the field. Coaches are responsible for the enforcement of suspensions. If a player or other team official participates in a game in which they should have been suspended, the team will be deemed to have used an ineligible player and will forfeit the game.

Coaches, assistant coaches and rostered team officials sent off the field of play for an infringement of the “laws of the game” shall have one (1) additional game added to the “Suspension Guidelines” below that would normally be levied against a player for a similar infringement.

“Club” coaches or coaches listed on multiple rosters who are suspended will serve their suspension during the next scheduled game(s) involving the team they were coaching at the time of their suspension, unless that team has no remaining games in the National Championship Series. In that case the coach will serve his/her suspension during the next scheduled games(s) for which the coach is rostered in the National Championship Series.

The State Cup Committee shall act on all disciplinary matters and shall have discretionary powers in determining disciplinary action applied to team personnel and players. Game suspensions listed below are to be regarded as minimums for the charged offenses. Depending on the findings of the Committee, penalties may be increased according to the gravity of the infringements.

When sent off the field of play and shown the red card for infringement of the “laws of the game” players shall be suspended as follows:

Serious Foul Play - All age groups: Suspend for a minimum of one (1) game.

Foul and Abusive Language - All age groups: Suspend for a minimum of one (1) game.

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

Violent Conduct - All age groups: Suspend for a minimum of two (2) games.

Referee Abuse/Assault - All age groups: Suspend for a minimum of one (1) year with review by the Board of Directors regarding further disciplinary action.

Referee abuse/assault includes, but is not limited to, pushing in an act of aggression, kicking, spitting at, striking or attempting to strike a referee, assistant referee, or fourth official.

Any player or team official who refuses the referee’s request for their name or gives a false name, while the referee is gathering data to report on an infringement of the “laws of the game” involving them, shall have one (1) game added to the suspension that would normally be levied by the State Cup Committee.

In specific situations, the Committee may place an individual on probation, in addition to the suspension, for a period of time not to exceed the length of the suspension. The probationary period is to be served immediately following the suspension period and is intended to monitor an individual's degree of reformation. Should an individual on probation be sent off the field of play and shown the red card during the probationary period, the original suspension and probation shall be re-applied and no appeal will be heard.

UNFINISHED MATCHES:

If the referee stops a match due to one team's conduct, the match is declared a forfeit, with the offending team losing the match and the winning team being awarded the maximum points for that match. If the referee stops a match due to inclement weather during (a) the first half of play, the match will be rescheduled or (b) if after the end of the first half of play, the score of the match stands.

FORFEITS:

A. In the event that a team intentionally forfeits an NMYSA-sponsored game, an amount equal to the entry fee shall be charged to the team. The league in which the forfeiting team is registered is responsible for payment of the fee to NMYSA within 30 days. Any team that intentionally forfeits a game shall be suspended from further participation in the tournament. All of the forfeiting team's games in the tournament including games already completed shall be null and void. Bracket standings shall be determined as though that team never participated in the tournament. An intentional forfeit (not an unfinished game) shall be defined as a willful act not to play in a scheduled game during a State-sponsored tournament, as determined by the State Cup Committee. The determination of the State Cup Committee is final, and not subject to dispute or recourse to the Protest and Appeals Committee.

B. Any team that intentionally abandons a State-sponsored game will be fined an amount equal to the entry fee. "Intentionally abandon" shall be defined as a willful act not to continue play of a scheduled game once it has started as determined by the State Cup Committee. The determination of the State Cup Committee is final, and not subject to dispute or recourse to the Protest and Appeals Committee.

C. The coach of the team that intentionally forfeits or intentionally abandons a State-sponsored game will be suspended by NMYSA from coaching in New Mexico from the time of the act for one calendar year.

D. In the event that a team forfeits or abandons a Consolation or Championship game, preceding penalties shall apply and the opposing team shall advance.

E. Any team which withdraws by notifying the Director of Cups and Games in writing prior to the draw will not have its entry fee returned and will not be further penalized. A team seeking to withdraw from a NMYSA State-sponsored tournament after the draw shall be considered as intentionally forfeiting.

F. Any roster postmarked after the deadline for rosters for any NMYSA State-sponsored tournament will be fined \$300 and the team will have three days after the notification to submit the money with their late roster. If a team does not pay the late roster fine, they will be dropped from the tournament and shall be considered as intentionally forfeiting.

G. Any fine assessed by US Youth Soccer against an NMYSA team at any level above State Cup is the responsibility of the league whose team receives the fine. Any fine assessed against NMYSA by US Youth Soccer shall be passed on to the league of the offending team for payment.

SIDELINES:

Both teams will assume opposite ends of the same touchline. Spectators must remain on the opposite side of the field. Only coaches or trainers with a valid NMYSA pass card for the teams playing will be allowed on the team side of the field. All teams must have one of their rostered coaches at the field during the entire game. If a team's only rostered coach is expelled, the team must forfeit the game, but will not be deemed to have intentionally forfeited the game.

HOME TEAM RESPONSIBILITIES:

The first team listed on the schedule is the “home team” for that match. The home team is responsible for a change of uniform in the event of a color conflict.

SUBSTITUTIONS:

An unlimited number of substitutions shall be allowed. Substitutions may be made, with the consent of the referee, at the following times: (1) prior to a throw-in in your favor, (2) prior to a goal kick, by either team, (3) after a goal, by either team, (4) after an injury, (5) at half-time, and (6) any time when the referee grants permission.

PROTESTS AND APPEALS:

- 1.) Protests and Appeals of judgment decisions of referees will not be allowed.
- 2.) Suspension penalties applied that are within posted minimums cannot be appealed. Appeals of penalties in excess of the posted minimums must be done according to the protests and appeals procedures shown below.
- 3.) All questions relating to qualification of competitors, to interpretations of rules, to suspensions, and to disputes or protests shall be referred to the Protests and Appeals Committee whose decisions shall be final and binding.
- 4.) In order for protests to be valid and eligible for consideration, the intent to protest shall be verbally lodged with the center referee and the opposing coach at the game site immediately after the end of the game that is being protested.
- 5.) To be valid and eligible for consideration, the protest regarding the game must be submitted in writing by the rostered coach or assistant coach with a \$50.00 fee (non-refundable) to the Tournament headquarters within two (2) hours after the end of the game that is being protested.
- 6.) The State Cup Tournament Director will form a Protests and Appeals Committee of three (3) to adjudicate the protest.
- 7.) The protest hearing will be completed before either team plays their next game in the tournament
- 8.) The State Cup Tournament Director will notify the coaches of the teams involved of the committee's findings.
- 9.) A plea of ignorance of the rules of this competition is not sufficient grounds for protest or appeal.
- 10.) All decisions of the Protest and Appeals Committee will be final.