



WISCONSIN YOUTH SOCCER – STATE CHAMPIONSHIP RULES AND REGULATIONS

US Youth Soccer Midwest Championships – <https://www.usyouthsoccer.org/midwest/midwest-regional-championships/>

US Youth Soccer National Championship - <https://www.usyouthsoccer.org/national-championship-series/>

The Club is responsible for the conduct, penalties and fines of its teams, players, coaches, and supporters. A plea of ignorance to any of the rules and regulations governing this competition and Wisconsin Youth Soccer Association (WYSA) is insufficient grounds for appeal or protest. In all matters provided or not provided in WYSA rules and regulations, the decision of the Wisconsin State Championships Manager, the Wisconsin State Championships Committee and WYSA shall be binding.

Application & Fees

Any team entering the US Youth Soccer Wisconsin State Championships must submit a completed application and fee by the published deadline for the respective age/gender divisions. The US Youth Soccer Wisconsin State Championship team entry fee shall be established through the annual budget process.

All teams applying to compete in the US Youth Soccer Wisconsin State Championships agree to abide by the Rules and Regulations of the US Youth Soccer Wisconsin State Championships, the Wisconsin Youth Soccer Association, US Youth Soccer Midwest Conference, US Youth Soccer National Championships Series and US Soccer Federation where applicable.

Teams drawn into a play-in game, losing, and not meeting the eligibility requirements for WYSA President Cup shall have a portion of the team entry fee refunded at the conclusion of the fall or spring competition period.

All US Youth Soccer Wisconsin State Championships applications are subject to the WYSA Refund Policy.

Ages

The tournament accepts teams in the following boys' and girls' age groups: 11U (Invitational), 12U (9v9), 13U, 14U, 15U, 16U, 17U, 18U and 19U.

12U teams are not eligible to compete in the US Youth Soccer Wisconsin State Championship 13U division unless the team plays in a 13U fall and spring league meeting the team eligibility requirements.

WYSA offers an official 12U Junior State Championship and 11U Junior Invitational with NO advancement to the US Youth Soccer Midwest Regional Championships.

Levels of Competition

Each National Championship competition shall be conducted at the following levels:

1. The first level of competitions for all boys and girls age groups is at the State Association.
2. The second level of competitions for all boys and girls age groups is at the regional level.
3. The third level of competitions for all boys and girls age groups is at the national level.

Team Eligibility

The National Championships Competitions shall be open to any team whose players are registered with US Youth Soccer and if the Team meets all the following requirements:

1. The Team must be comprised of properly registered and rostered Youth Players (as defined by US Youth Soccer).
2. The Team must be in good standing with its State Association (WYSA) and in compliance with, and has not violated, any of the bylaws and policies of US Youth Soccer.
3. A Team must demonstrate continuity of rosters between State Cup and every level of the National Championships Competitions by maintaining a minimum of fifty percent (50%) players common to the roster of the Team between the frozen State Championship roster and the frozen regional roster and between the frozen State Championship roster and the frozen National Championship roster.
4. Teams in the 15U-18U age groups must be playing in the WYSA Premier League or higher in the current seasonal year or prior seasonal year to be eligible for participation. There is no minimum level of league play for teams in the 11U – Invitational, 12U – JR Cup, 13U, 14U and 19U age groups.
5. The Team must be entered in the competition of the State Association in which at least 50 percent of its players are registered.
6. 11U -18U teams must compete in a 4-Team league, approved by the State Association (WYSA) during the current seasonal year. The league competition must consist of a minimum of one game against each of 3 different Teams participating in the league. 19U teams are not required to play in a league but all players must be registered with USYS.

Team Ranking (Seeding Process)

All age groups will be seeded by the WYSA State Championships Manager and WYSA Directors of Coaching with prior year finalists (Champion and Runner Up) seeded 1st and 2nd in the respective age groups and placed in brackets A and B. All other applicants will be seeded based upon prior year State Championship and League play results.

Teams will have 48 hours from the time of seeds being posted to request an explanation, teams that elect to appeal their seeding will have 24 hours from the time of the response to their inquiry by the Wisconsin State Championships Manager to file a formal appeal of seeding. Seeding appeals will be heard by the Wisconsin State Championships Committee. The WYSA appeal fee of \$125 must be received in the State Office before the appeal is scheduled.

Player Eligibility

Section 1. A player must be properly registered and rostered in accordance with the rules of US Youth Soccer and the State Association.

Section 2. A youth player may be on the National Championships roster of only one Team within that club until the team has been eliminated from the National Championships Series during any seasonal year.

1. A Youth Player who is rostered to an eliminated Team which participated at a National Championship Series level and which has been issued a Club Pass of his/her Club may be rostered to another Team of his/her Club at the next level of the National Championship Series.
2. In the entire National Championship Series, a team may add two players from other Clubs teams which had been eliminated in a lower level of competition. Additionally, rostered players (guest players) are not eligible for participation at the state level.
3. Subject to the foregoing, and subject to the provisions of Rule 221, Section 1 (5), at each level of the National Championship Competitions, a Team may add as many registered Youth Players holding Club Passes of the Club of which the Team is a member so long as the roster does not exceed 22 players.
4. A Team may not change Clubs at any time after the commencement of the National Championship competitions.

Section 3. A player who has been suspended may play after the player's term of Suspension has expired.

Section 4. The first National Championships roster of a Team to which the player is rostered is the only Team with which the player may participate in at each level of the National Championships Competitions for a seasonal year.

Play-in Game (Process, Eligibility & Dates)

Play-in games, if necessary, are the qualifying competition for the US Youth Soccer Wisconsin State Championships, but not a part of the State Championships. In age groups where an uneven number of teams enters, the number of entries exceeds 12 teams (15U-19U) or 16 teams (13U and 14U), or the number of entries needs to be reduced, play-in games will be used to narrow the field.

Play-in game matchups are based on US Youth Soccer Wisconsin State Championships seeding. Teams could play multiple play-in games to qualify for US Youth Soccer Wisconsin State Championships group play.

All teams losing play-in games will automatically be entered in the US Youth Soccer Wisconsin President's Cup. Teams withdrawing from participation in the US Youth Soccer Wisconsin President's Cup after losing a US Youth Soccer Wisconsin State Championships play-in game will forgo any refund of their State Championship application fee and may be subject to additional fines and or suspensions. If a team doesn't meet the WYSA President Cup participation requirements a refund will be provided.

Teams who win their play-in games can add players to their roster until the established roster freeze date for the State competition if roster space is available.

Players who are rostered for play-in games are obligated to play on the team they qualified with through the US Youth Soccer Wisconsin State Championships. Play-in game results are not applied to group play standings. Play-in game results do not apply for the purposes of determining a group winner or for tie breaking procedures for group play.

If a match is tied at the end of regulation, overtime rules shall be used to determine a winner.

Eligibility for play-in games:

1. 12U-19U teams will be placed in play-in games based on the seeding of all applicants.
2. Teams will be placed in play-in games in ascending order beginning with the lowest seed; highest seed vs. lowest seed, second highest seed vs. second lowest seed and so on.
3. At 15U-19U teams ranked 1-8 will automatically be placed into group play. All remaining teams will be eligible for play-in games.
4. 12U-14U teams ranked 1-12 will automatically be placed into group play. All remaining teams will be eligible for play-in games.
5. Should the number of team registrations not meet the requirements above, 15U – 19U and or 12U – 14U, teams will be taken into play-in games as needed

Play-in Game Dates

Play-in games will be scheduled by the two teams, and teams must be available for game dates as established by WYSA. The US Youth Soccer Wisconsin State Championship Manager reserves the right to schedule all play-in games on a specific date, time, and location. Play-in game dates will be finalized on a yearly basis and posted on the website at the time of registration.

The higher seeded team will be considered the home team and given the opportunity to host the play-in game. The US Youth Soccer Wisconsin State Championship Manager will establish a neutral location, if necessary, in consideration of travel distance between the opposing teams. In this scenario participating clubs are responsible for field rental fees.

Coaching Credentials

Coaches of 11U-14U must hold a minimum license level of Compliant 2 to be on the team sideline.

Coaches of 15U-19U must hold a minimum of a Compliant 1 to be on the team sideline. Coaches with Compliant 2 may be listed as an assistant coach, but that team will require a game day coach with the minimum qualification to be listed on the roster and on the team bench for all matches.

Coaches with NONE, F, Y1, Y2 license levels or an EXPIRED coach pass will not be given sideline access. No other persons are permitted on the team side of the field without a valid pass card issued by the WYSA State Office. A team can have a maximum of four coaches on the sideline of any game.

If a team is unable to have a coach on the sideline meeting our coaching credentials the match could be considered a forfeit. Teams will be given a ten-minute grace period prior to kick-off or after a coach's dismissal. Clubs found with non-compliant coaches in the technical area during game play will be fined up to \$100 per incident.

Coaching Dismissal

Coaches dismissed from a game must depart so that they are considered "out of sight/out of sound". Any coach dismissed will be suspended at minimum for the team's next match but in addition will lose sideline access until that team completes its next State Championship match, a Coach may be suspended for multiple games dependent on the incident.

Example, if a team plays at 10am, coach is removed during the game, the game completes by 12pm the coach will be suspended from coaching during the State Championship event until 12pm the following day of competition. The name of any person that carries a suspension will be recorded by the US Youth Soccer Wisconsin State Championship Manager.

Uniform

Each player shall have a number on the player's jersey. The number shall be affixed to the back of the jersey and be clearly visible. Each player on a Team must wear a number different from the number of every other player on the Team.

Goalkeepers must wear colors that distinguish them from other players and game officials, numbered jerseys for goalkeepers are optional.

Home teams are listed first on the schedule and responsible for changing due to a color conflict.

At every level of the US Youth Soccer National Championships Competitions, each player, Team, and Team official may only have on his/her/their apparel the name, logo, or other identifying mark of US Youth Soccer or a member directly or indirectly of US Youth Soccer.

A name, logo, or other identifying mark of any youth soccer organization other than US Youth Soccer or its member must be removed, replaced, or covered before a player, Team or Team official may enter or remain at a field complex where the US Youth Soccer National Championships competition is being held. After an initial warning, the name, logo, or other identifying mark of any youth soccer organization other than US Youth Soccer or its member must be removed before the player, Team or Team official may enter or continue in the competition.

Scores and Standings

Scores and Standings for group play will be as follows:

1. Scoring Method: Based upon the number of points earned in group play, teams earn points as follows:
 - a. Three (3) points for a win (including forfeits)
 - b. One (1) point for a tie
 - c. Zero (0) point for a loss
2. Tie Breakers: In the event teams are tied based on points earned, the team's placement will be determined in accordance with the following criteria:
 - a. Winner of head-to-head competition (the criteria not used if more than two teams are tied)
 - b. Winner of most games
 - c. Goal differential (goals scored minus goals against) with a maximum differential of four per game
 - d. Fewest goals allowed
 - e. Kicks from the penalty mark

If taking of kicks from the penalty mark (as defined in the FIFA Laws of the Game) must be used to determine a winner in the semi-final, or final round games, the format shall be as follows:

1. Each team shall select five (5) players to kick. Only players on the field at the conclusion of the match may be selected to kick.
2. Teams shall alternate kicks. First team to kick shall be determined by referee coin toss.
3. If, before both teams have taken five (5) kicks, one (1) team has scored more goals than the other team could, even if it were to complete five (5) kicks, the taking of kicks shall cease.

4. If, after both teams have taken five (5) 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 (5) more kicks) and one (1) team has scored a goal more than the other.

If taking kicks from the penalty mark must be used to determine bracket or wildcard winners, the coach of each team shall declare the 11 players from their roster that they will use to take their kicks. If a player has been disqualified for the team's next match as a result of a red card, that player may not participate in the kicks.

If kicks from the penalty mark are to be taken by three (3) teams, there will be a draw by the Wisconsin State Championships Manager. The first team drawn will receive the bye. The next team drawn will be the home team against the remaining team in the first contest of penalty kicks. The winner of the first contest will then compete against the bye team in kicks from the penalty mark to determine the winner. The bye team in the second contest of penalty kicks will be the home team. This process is only used when three (3) teams remain tied after going through the tie breakers.

If kicks from the penalty mark are to be taken by four (4) teams there will be a draw by the Wisconsin State Championships Manager. The first team drawn will compete against the second team drawn in the first contest of penalty kicks. The first team drawn will be the home team in this contest of penalty kicks. The third team drawn will compete against the fourth team drawn in the second contest of penalty kicks. The third team drawn will be the home team in this contest of penalty kicks. The winners of each of these two (2) contests will then compete to determine the winner. The winner of the first/second drawn teams will be the home team in this final contest. This process is only used when four (4) teams remain tied after going through the tie breakers.

Playing Rules

The playing rules of the US Youth Soccer National Championships Competitions shall conform to the FIFA "Laws of the Game" except as provided by this rule.

Except as otherwise provided in this section, the length of games, overtime play periods, ball size, ball circumference, and ball weight for each age group shall be as follows: (a)

- 19 and Under Two 45' halves Two 15' periods
- 18 and Under Two 45' halves Two 15' periods
- 17 and Under Two 45' halves Two 15' periods
- 16 and Under Two 40' halves Two 15' periods
- 15 and Under Two 40' halves Two 15' periods
- 14 and Under Two 35' halves Two 10' periods
- 13 and Under Two 35" halves Two 10" periods
- 12 and Under Two 30" halves Two 10" periods
- 11 and Under Two 30" halves, No overtime periods

Tie games at the end of regulation playing time will stand except for play-in games, semi-final, and final matches in each age group. 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 in subsection (a) of this section 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 Penalty Mark” rules will apply to determine the winner.

Substitution Rules

At all US Youth Soccer National Championships Competitions:

1. For the 11U through 14U under groups, unlimited substitutions shall be allowed.
2. For all other age groups, a maximum of 7 substitutions for each Team shall be allowed in each game during each half of play and during overtime play.
3. After leaving the game during half of play, the substituted player may not re-enter the game during the same half of play.
4. After leaving the game during overtime play, the substituted player may not re-enter the game.

Concussion – substitution

If a player is suspected of suffering a head injury, they may be substituted for evaluation without the substitutions counting against the Team’s total number of allowed substitutions during each half or overtime period. If the player with the suspected head injury has received clearance from the event’s Health Care Professional, the player may re-enter at any stoppage of play. The evaluated player must replace the original substitute and will not count as a substitution. The temporary substituted player may re-enter the game as a regular substitution. A Team may only make a temporary substitution if they have a substitution available. Should the temporary substitute receive a red card, that player will be removed from the game and the team will play a player down. If the player being evaluated is cleared after the red card, they would be eligible to return to play as provided by the substitution rules based on the age group.

Unfinished Games

Unfinished games due to any cause shall be replayed if neither Team is at fault and play has not begun in the second half. If play is stopped during the second half and play cannot be resumed and if neither Team is at fault, the Wisconsin State Championships Manager may deem the game complete. However, if play is stopped at any time due to one of the Teams being at fault, it shall be at the discretion of the Wisconsin State Championships Manager whether the game is to be replayed, declared a forfeit or the score at time of termination will stand.

Red Cards

Any player or spectator dismissed from a game shall be ineligible to participate in the team’s next game of the US Youth National Championship Series. At the discretion of the US Youth Soccer Wisconsin State Championship Manager, the suspension may be increased which may include expulsion from the remainder of the tournament competition (and carry over to the next year or next level of the National Championship Series), subject to the severity of the offense.

A player who has been sent from the field of play may not be replaced for the remainder of the game concerned. Players receiving red cards can remain in the bench area if they’re not continued disruption to the match.

Minimum Disciplinary Sanctions:

Player Ejection for Accumulation of Two Yellow Cards: Minimum one game suspension

Player Ejection for Denying a Goal Scoring Opportunity (Handling or Foul): Minimum one game suspension

Player Ejection for Foul & Abusive Language: Minimum two game suspension

Player Ejection for Spitting at Opponent: Minimum two game suspension

Player Ejection for Violent Conduct: Minimum two game suspension

Player Ejection for Serious Foul Play: Minimum two game suspension

Team Official Ejection for Irresponsible Behavior: Minimum one game suspension

Team Official Threats: Minimum two game suspension

Team Official Fighting: Minimum two game suspension

Player Fighting: Minimum two game suspension

Player or Team Official Striking an Official: Immediate and minimum one-year suspension from all soccer activities (separate hearing)

Spectators' area

The spectator area is located on the opposite side of the field from the technical/bench area.

No spectators are permitted anywhere behind the goal line during a match. The spectator area is behind the line marked beyond the touchline and extends from a point 3-yards from the center line down to the corner flag. Spectators must remain in this area, in the half of the field directly across from their team's bench, subject to the following exception.

If a limited number of spectators wish to quietly observe the match in the far end of the opposing spectator section (for example, the Goalkeeper's family). In the event of disruptive behavior by these spectators, a competition official may require them to return to their designated area and restrict any further sideline movement of spectators.

Technical instruction from any part of the spectator area, disparagement of referees or unsportsmanlike behavior by any spectator may result in their removal from the complex. Any spectator asked to leave by a competition official must immediately depart the field area and remain out of sight and sound of the match until the teams have departed the field of play and are no longer the responsibility of the referee.

Spectators – continued

Whistles, air horns, megaphones, artificial noisemakers and/or similar devices are prohibited at all National Presidents Cup competitions. Air horns are for use solely by competition officials to signal when fields must be cleared due to inclement or dangerous weather conditions.

Coaches are responsible for the spectators that accompany their team.

If it becomes evident that the spectator(s) become unruly and cannot be controlled, the field will be cleared of all spectators. If spectators refuse to leave the field of play, the game will be suspended and perhaps forfeited upon an investigation by the WYSA State Championship Manager or Designee.

A coach and/or team may be fined a maximum of \$1,000 because of unacceptable spectator behavior or referee abuse. The WYSA State Championship Manager or Designee reserves the right to remove any spectator from the fields or facility whose behavior is deemed inappropriate and/or whose presence imposes a threat to any member of the WYSA membership, board, or staff.

Forfeits

Any team forfeiting a game in the US Youth Soccer Wisconsin State Championship may be fined up to \$500.00 per game. Fines are assessed against the member soccer club. All forfeited games will be posted as a 4-0 loss. In addition to the financial fines, all games for that year's state championships may be recorded as a forfeit, and the club may not be allowed to field a team in the US Youth Soccer Wisconsin State Championships in the appropriate age group the team would be in the following year. If the team (team is defined as a minimum of 50% of the players) moves to a different club, they may not be eligible to participate in the following year's US Youth Soccer Wisconsin State Championships.

Teams forfeiting a game during group play will not be eligible for advancement to the knockout rounds.

Grace Period: Team No Show

A minimum of seven players constitutes a team. A ten-minute grace period shall be extended beyond the scheduled kickoff time if seven players are not available at the scheduled kick-off time. As soon as seven players are available to play, the game shall begin. If at the conclusion of the ten-minute grace period, a team does not have seven players, the referee shall suspend the game and report the failure of the team to appear to the Wisconsin State Championships Manager (group play) or State Office (play in). The Wisconsin State Championships Manager may declare a forfeit. Any team that forfeits a game will not be allowed to advance out of the group play into the semifinals. In the event of a forfeit, the score awarded to the winning team will be 4-0 and the winning team will be awarded three points. If, through clerical error of the Wisconsin State Championships Manager, a team is deemed a NO-SHOW (meaning, the team appears in the competition schedule but did not enter the tournament), the remaining teams in the group shall be awarded a win and a score of 4-0 and awarded three points (forfeit penalties do not apply in this regard).

Protests and Appeals

To be valid and eligible for consideration, each protest:

1. Must be orally lodged by a team official listed on the team roster involved in the game with the referee and with the opposing coach at the game site before entering the field of play or leaving the game and;
2. Any protest must be presented in writing to the WYSA State Championship Manager or his/her representative within one (1) hour of the completion of the game in protest.
3. All protests must be accompanied with a \$500.00 bond, which shall be returned only if the protest is upheld. Referee judgment shall not be a basis for protests.
4. Misapplication of the Laws of the Game may be a valid basis for a protest.
5. A Referee's judgment shall not be a basis for protests.

Decisions are by simple majority with the State Championship Manager authorized to vote only in case of a tie. Minutes of all meetings and decisions are recorded and shall be retained.

Committee members do not vote on decisions involving or affecting teams from club that the members represent.

The Committee may elect to hear from witnesses wishing to testify and should solicit such testimony from game officials and teams.

All decisions are to be made in accordance with Laws set forth in FIFA Laws of the Game, the USSF Administrative Handbook, the US Youth Soccer National Championships, Midwest Regional Championships Policies and the Rules and Regulations of the US Youth Soccer Wisconsin State Championships and the Wisconsin Youth Soccer Association.

Awards

Team Awards: WYSA shall provide trophies for teams finishing in first and second place.

Player Medals: WYSA provides individual medals for first and second place finishers in each age group.

Awards Ceremony: All first and second place finishers are required to attend the awards ceremony following their championship match at the designated area. Failure to participate can result in a fine of up to \$1,000 and/or the club being placed in bad standing for the following year.

US Youth Soccer Midwest Championships

Winners at the 13U through 19U age groups from the US Youth Soccer Wisconsin State Championships advance to the Midwest Regional Championships.

Each US Youth Soccer Wisconsin State Champion is expected to attend the Regional Tournament. If a team cannot meet its obligation to attend the Regional Tournament, it is the responsibility of the team manager, coach, or Club Director of Coaching to notify the US Youth Soccer Wisconsin State Championships Manager in writing (via email or USPS) within 24 hours of the completion of the Wisconsin Youth Soccer State Championships Tournament.

Failure to provide written notification or teams withdrawing after the 24-hour period as required above shall subject the team and the member club to a minimum \$3,000 fine assessed by the Wisconsin Youth Soccer Association.

Alcohol and Drugs

Players in the US Youth Soccer Wisconsin State Championship are prohibited from consuming alcohol or using illegal drugs. Players are also prohibited from using any form of tobacco at the field(s) of play.

All other participants (coaches, spectators, etc.) are prohibited from consuming alcohol or using illegal drugs at the sidelines of any US Youth Soccer Wisconsin State Championships game. Violators may be subject to dismissal from the playing area, law enforcement may be called to dismiss violators.

Violators may be banned from the remainder of the competition.

Safety & Weather Related/ Lightning Procedures

The team's coaches/officials are responsible for the safety of their players and shall ensure that all persons associated with the team abide by the safety and weather-related instructions issued by the WYSA officials, tournament site officials, and/or referees.

A. Warning is one (1) long blast from the siren/air horn. As soon as the Warning is sounded, the coaches shall remove the players from field and immediately seek shelter per the [WYSA Inclement Weather Policy](#).

B. The All-Clear Signal is three (3) shorts blasts from the siren/air horn. The All-Clear Signal indicates that the coaches and players may return to the field of play. No one is to return to the fields until the All-Clear Signal is used. A team, coach, player, official and/or a person related to the team that ignores the safety instructions shall be prohibited from competing further in the National Championship series.

C. WYSA will utilize BAND for all Event-related communications. WYSA highly recommends team managers, coaches and parents download and join our event page.

Videotaping and photographers

Are permitted to shoot on the sideline opposite the benches between the end line and the 18-yard line. At no time will videotaping and/or still photographers be permitted to be on or near the team benches and/or bench personnel. At NO time is any person permitted to enter the field of play.

Spirit of the Game

If the WYSA State Championship Manager or Designee determines that a particular action by a player, team or any of its spectators or members is deemed unacceptable for any reason, the team or individual may be disqualified, sanctioned, and/or face forfeiture of one or more games.