



WISCONSIN YOUTH SOCCER – 11U INVITATIONAL AND 12U JR STATE CHAMPIONSHIP RULES AND REGULATIONS

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.

Ages

11U and 12U

NO advancement to the US Youth Soccer Midwest Regional Championships.

Application & Fees

Any team entering the US Youth Soccer Wisconsin 11U Invitational or 12U Jr State Championship 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 agree to abide by the Rules and Regulations of the competition and US Soccer Federation where applicable.

Teams drawn into a WYSA 12U Jr State Championship 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 other US Youth Soccer Wisconsin 11U Invitational or 12U Jr State Championship applications are subject to the WYSA Refund Policy.

Team Eligibility

The 11U Invitational and 12U Jr State Championship 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. 11U and 12U 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.
4. 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.

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 an National Championship Roster and participate with a 11U Invitational, 12U Jr State Championship team as both age groups are not USYS Midwest Qualifying age groups.

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

Section 4. Each Player must be registered and on a WYSA approved team roster, have a valid WYSA member pass and present the Pass to the match officials prior to each game.

Play-in Game (Process, Eligibility & Dates)

Play-in games, if necessary, are the qualifying competition for the US Youth Soccer Wisconsin 12U Jr State Championships, but not a part of the State Championships. In age groups where an uneven number of teams enter 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 12U Jr State Championships seeding. Teams could play multiple play-in games to qualify for US Youth Soccer Wisconsin 12U Jr 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 12U Jr State Championships play-in game will forgo any refund of their application fee and may be subject to additional fines and or suspensions. If a team doesn't meet the WYSA President Cup participation requirements (team level of play) a refund will be provided.

Teams who win their play-in games can add players to their WYSA 12U Jr State Championship 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 play-in match is tied at the end of regulation, overtime rules shall be used to determine a winner.

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.

Team Ranking (Seeding Process)

All age groups will be seeded by the WYSA State Championships Manager and WYSA Directors of Coaching.

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.

Playing Rules

The playing rules 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 follow: Section A

| Age Groups | Max Roster | Max Game Day | Game Length | Overtime Play | Ball Size |
|-------------------|-------------------|---------------------|--------------------|----------------------|------------------|
| 12U | 18 | 18 | 2 x 30 mins | 2 x 10 mins | 4 |
| 11U | 18 | 18 | 2 x 30 mins | 2 x 10 mins | 4 |
| | | | | | |

If a group play game is tied at the end of regulation the match is complete and both teams are awarded 1 point.

Semi-final, and final matches, if a game is tied at the end of regulation play and overtime periods are to be played to determine a winner, two (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.

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 five 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. The 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 because 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 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.

Substitution Rules

At all US Youth Soccer National Championships Competitions:

1. For 11U and 12U substitutions shall be unlimited and can be made with the consent of the referee during any stoppage of play, except Penalty Kicks

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.

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.

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.

Unfinished Games

If play is stopped 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 / Send-Offs & Ejections

Any player, coach or spectator who is removed from a match by the referee is subject to fines and suspensions.

Player Send-Off

A player who is sent-off from any game is prohibited from participating in the next immediately following game played by the player's team. A player may receive more than a one-game suspension.

Players ejected from a match may continue to sit in the technical/bench area unless removed by the referee for inappropriate behavior once they have been sent to the bench. Coaches are responsible for ejected player's behavior on the bench, further inappropriate behavior by player may result in coach being sent-off from match.

Players serving a suspension for additional game(s) are permitted to sit on the team bench in street clothes (no uniform) and will be held responsible for their actions the same as any other participant. If an ejected player becomes disruptive from the bench, he/she may receive an additional game(s) suspension.

Coach / Team Official Send-Off

A coach / team official in the Technical Area who is sent-off from any game is prohibited from participating in the next immediately following game played by team they were coaching at the time of the ejection. The coach will remain ineligible for sideline access until his/her suspension is served with the offending team. A coach may receive more than a one-game suspension. If a coach that owes a red card suspension is on the sidelines for a match, the result of the match will be a forfeit for the offending teams. A coach / team official who is sent-off from any game must pay a \$100 fine prior to being eligible to returning to coach a State Championship match. Any outstanding coach fines at the conclusion of State Championship tournament will remain the responsibility of the coach and club and if left unpaid may disqualify them from coaching at future State Championship events at the state, regional or National level.

Coaches and other team officials dismissed must leave the vicinity of the field before the game will be restarted. Coaches serving a disciplinary suspension may attend team activities during the suspension as a spectator only. No communication with players or team management is permitted during the suspended game(s). Any violations will result in additional disciplinary action being taken by Wisconsin Youth Soccer. If a team has only one coach on the sideline, and that coach is sent-off, that coach's team will forfeit the match 5-0.

Spectator / Supporter / Parent Send-Off Coaches and other team officials

Any other individuals who may be reasonably construed as being associated with a team, such as relatives and spectators, are also subject to the jurisdiction and authority of Wisconsin Youth Soccer and shall be subject to all rules pertaining to misconduct contained in this policy, including ejections. Any coach or team official shall be held responsible for the actions of any individual at any game that, in the opinion of the referee, is a supporter of that team.

Any team that has a supporter removed / ejected from a match or involved in an incident at the conclusion of a match must pay a \$250 fine per occurrence. Additional sanctions against a team / club may also be levied for spectator behavior.

A Red Card fine shall be assessed against coaches/officials or team supporters and neither the offender nor the team shall be allowed to participate further. The club is responsible for unpaid fines incurred by its team coaches, officials and supporters. If a player or team official is dismissed from their team's last match in the event, suspensions will be served at the following season of play.

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.

Whistles, air horns, megaphones, artificial noisemakers and/or similar devices are prohibited. 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 5-0 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:

A fifteen (15) minute grace period shall be extended beyond the scheduled kickoff time. The referee or WYSA State Championship Manager/Designee may extend the Grace Period for a reasonable amount of time, at his/her discretion, if circumstances dictate. Decisions in this regard will be made in the spirit of providing an opportunity for the match to be decided on the field. A team not ready to play after expiration of the allowed Grace Period will forfeit the match.

Starting the Game

A game shall not be started with fewer than seven (7) eligible and properly uniformed players on each team. If the team has fewer than seven (7) players, the match shall be forfeited to the opponent. If during the match a team is unable to field at least seven (7) players, the opponent shall be declared the winner by forfeit.

The Wisconsin State Championships Manager may declare a forfeit should a team not have seven (7) eligible players upon the expiration of the allowed Grace Period.

Technical Area & Staff

The Technical Area is the seating area only for the team's eligible players and Technical Staff.

The Technical Area shall be designated for each team and include one (1) yard on either side of the team's designated seating (bench) and up to a distance of one (1) yard from the touchline or as designated at each facility.

Team may have up to four (4) Technical Staff in the Technical area. All coaches/staff in the Technical Area must have a valid WYSA Coach Pass. Only the active players listed on the team's match card (maximum 18) are to be dressed in uniform. A player that is listed on the team's match card but is not active for a match, may be in the team's Technical Area/Team Bench but must be dressed in street clothes that are easily distinguishable in color from the team's uniform.

A red carded player may remain in the technical area dressed in clothes that easily distinguish them from active players. The red carded player may be removed from the Technical Area by the referee.

The team's Technical Staff must remain within the confines of the Technical Area except in special circumstances as permitted by the referee such as entering the field of play to treat an injured player.

Players sitting on the bench or warming up are required to wear pinnies until the check-in to the match. Players checking in should wait at the sideline until the player coming off reaches them. Player coming on should give the player coming off their pinnie to wear on the bench.

Coaching Credentials

Coaches of 11U and 12U must hold a minimum license level of Compliant 2 to be on the team sideline.

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 WYSA pass card. 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 fifteen-minute grace period prior to kick-off or after a coach's dismissal, the Grace Period can be extended if determined by the WYSA State Championship Manager. Clubs found with non-compliant coaches in the technical area during game play will be fined up to \$100 per incident.

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.

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 tobacco or 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.

Violating individuals can be fined up to \$250 and could be banned from the remainder of the competition. All fines will be the responsibility of the club.

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

Videotaping and photographers

Individuals 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.

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 WYSA 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.

Matters Not Provided

In all matters provided or not provided in the WYSA rules and regulations, the decision of the State Championship Manager & WYSA shall be final and binding. The WYSA State Championship Manager & the WYSA Cup Committee shall have the power to deal with all violations and/or special circumstances.

The WYSA State Championship Manager has the authority to modify any of the rules as deemed necessary to ensure the orderly progression of the event.