

Colorado Presidents Cup Rules (2023/24 Series)

Purpose of the Competition:

The Colorado Presidents Cup is for Colorado Advanced League Premier 2 and below players/teams and is part of the US Youth National Presidents Cup Series.

The Colorado Presidents Cup represents the first stage in a three-stage competition, known as the US Youth National Presidents Cup. The second stage is the Far West Regional Presidents Cup, and the third stage is the US Youth National Presidents Cup. This competition is held annually to establish State, Regional and National Champions. The Colorado Presidents Cup is conducted in a tournament format to establish a State Presidents Cup Champion in the 11U-19U age groups.

By entering the Colorado Presidents Cup, each team agrees to appear for and to compete in every scheduled game for which it qualifies, including all Regional and National Championship games (13U-17U and 18/19U).

The 13U-17U and 18/19U teams understand and agree to participate at the Regional and National stages should the team become Colorado Presidents Cup Champion.

The 13U-17U and 18/19U teams agree to assume full responsibility for the financial and travel requirements associated with competition at the State, Regional and National levels.

Champions would be responsible for ½ of the regional entry fee, payable to Colorado Soccer Association. Teams that accept a wild card slot would be responsible for the full regional entry fee, payable to Colorado Soccer Association.

Authorities and Responsibilities:

State, Regional and National Presidents Cup competitions shall take precedence over all other games, whether they are league or tournament play, including out of state play. Game rescheduling for the purpose of allowing a team or members of that team, to compete in another event will not be permitted. Except for teams that participate in US Youth Soccer Desert Conference. Presidents Cup games for teams that participate in Desert Conference will be rescheduled to a date that does not conflict with their USYS Desert Conference schedule.

Colorado Soccer Association (CSA) is responsible for developing the scheduling of games. Schedules will be played as published by CSA.

Team Eligibility:

All players must be properly registered and rostered, in accordance with the rules of US Youth Soccer (Policy on Players and Playing Rules, 104 and 201), US Youth Soccer National Presidents Cup Policy (Rules 302,303 and 304), and of the State Association.

The winners of the Colorado Presidents Cup must agree to compete at the US Youth Soccer Far West Presidents Cup.

Teams must be within good standing with their perspective clubs, the Colorado Soccer Association and US Youth Soccer.

Teams may NOT participate in the Colorado Presidents Cup if they have participated or plan to participate in the Colorado State Cup for that given competition year.

Teams and Players that compete in Colorado Advance League Premier 1 division and/or in Elite 64 leagues are NOT eligible to participate in Colorado Presidents Cup.

Teams may not play up in any age group.

A team must demonstrate continuity of rosters between the CSA league and every level of the USYS Presidents Cup by maintaining a minimum of 9 players common to the roster of the team at every level of the competition.

All players shall be registered within CSA affiliated clubs and teams.

All Coaches and team representatives will possess a current CSA background check, concussion, and safe sport course completion certification.

Ultimate Level of Competition:

State Competition for 11-12U age groups. National competition for all 13U-17U and 18/19U age groups.

PLAYER ELIGIBILITY:

A player must be properly registered and rostered in accordance with the rules of US Youth Soccer (Policy on Playing Rules, 201 and 209), National Presidents Cup Policy (Rule 302) and within Colorado Soccer Association with a member club.

A player is NOT eligible to participate in Colorado Presidents Cup if they have or plan to participate in the Colorado State Cup in the same seasonal year.

A player is NOT eligible to play in Colorado Presidents Cup if they are primary on a Colorado Advance League Premier 1 team/roster and/or Elite 64 leagues.

A player cannot play for more than one team during the tournament series.

Any player listed on a frozen cup roster is considered to have participated in cup play with that team.

A team shall forfeit each game of the team in which— (1) an un-rostered player was with the team at the game in a uniform; or (2) a player was improperly entered on the team's roster. Teams could be fined up to \$1000.00.

PLAYER/COACHES PASSES:

Photo rosters will be used for all the games. Team officials must have completed the background check and have completed Concussion and Safe Sport certification.

Each team is limited to four (4) team officials on the bench side (i.e. coaches, assistant coaches, managers, goalkeeper coaches, team trainers).

Club trainers may be on the sideline and will account for 1 of the 4 officials on the sideline. Please note that CSA has certified trainers on the field and the final decision will be of the CSA certified trainer.

ROSTERS:

Roster freeze date will be as published by CSA. Prior to the freeze date we suggest reviewing your roster with your club registrar and coach.

Once rosters have frozen no amendments to the roster will be allowed.

Club Pass Players may be added prior to the roster freeze. Club Pass players must follow the player eligibility rules.

Jersey numbers are entered. Duplicate and/or taped numbers are not permitted.

Roster limits: 11-12U roster limit 18 Players (max 16 active for game day); 13U-17U and 18/19U roster limit 22 (max 18 active for game day). Unused players are not permitted on the bench.

Team officials limited to 4 on sideline at any time. For all age groups, teams are strongly encouraged to list more than one team official on the roster in case of coach ejections, coaching conflicts, or suspensions.

UNIFORMS:

Each team must have two (2) uniform sets (one light color and 1 dark color) at each match during the competition.

The home team (listed first on the schedule) is required to wear their dark color jersey and dark socks. The away team (listed second in the schedule) is required to wear their light color jersey and light color socks.

Each player shall have a number on the player's jersey. Each player on the team must wear a number different from the number of every other player including the goalkeepers (if numbered). **Duplicate numbers are NOT permitted.**

Numbered jerseys for goalkeepers are optional. It is suggested that teams with more than 1 goalkeeper have numbered jerseys for them.

Players must bring an alternate-colored jersey which is also numbered with the same number as the primary jersey.

No jewelry may be worn during the match (allowances for medical alert bracelets and necklaces as approved by referees)

Home team is listed first in the schedule and should wear dark colored jerseys and socks. Visiting team listed second will wear the light-colored jerseys and socks. The referee may use his/her discretionary judgement to resolve sock color conflicts. Teams must bring both jerseys to each match.

PROCEDURES OF THE COMPETITION:

VENUE: In Colorado Presidents Cup Competition, pairings, sites, and format of play shall be determined by Colorado Soccer Association.

FORMAT: To get flights to 6/8/10/12/14/16/18/20/22/24 teams for an age group, play-in games will be played between the lowest seeds to bring the number down to the nearest even number.

FLIGHTING: Structure of the competition shall be as follows:

# of Teams in Flight	# of brackets in Flight	Flight bracket Structure	Play-offs/Knock-out Round Structure*
1	0	0	Team automatic Champion
2	1	1	One game – Winner Champion
3	1	Round Robin	Two games – Highest points Champion
4	1	Round Robin	Top two teams will play final
5	1	Round Robin	Top two teams will play final
6	2	3/3	Play each team in bracket and 1 cross-over game. Top 2 teams in each bracket to semi and then final
8	2	4/4	Top 2 of each bracket to semi and then final
10	3	4/3/3	Play each team in bracket. 3 team brackets will play 1 cross-over game. Top team in each bracket and 1 wildcard to semi's and then final
12	3	4/4/4 **	Top team from each bracket and one (1) wildcard advance to semifinal A1v**WC, B1vC1 If WC from bracket A then A1vC1 and B1v**WC
14	4	4/4/3/3	Play each team in bracket, brackets of 3 teams will play one cross-over. Top team in each bracket will play semi and then final A1vD1 and B1vC1
16	4	4/4/4/4	Top 2 teams from each bracket advance to quarterfinals (1)A1vB2, (2)B1vA2, (3)C1vD2, (4)D1vC2 Semi's- winner of quarterfinal game (1) vs winner of quarterfinals game (4), winner of quarterfinals game (2) vs winner of quarterfinals game (3).
18	5	4/4/4/3/3	Top team from each bracket and 3 wildcards advance to quarterfinals (1)A1vWC3, (2)B1vWC2, (3)C1vWC1, (4)D1vE1.Semi's- winner of quarterfinal game (1) vs winner of quarterfinals game (4), winner of quarterfinals game (2) vs

			winner of quarterfinals game (3).
20	5	4/4/4/4/4	Top team from each bracket and 3 wildcards advance to quarterfinals (1)A1vWC3, (2)B1vWC2, (3)C1vWC1, (4)D1vE1.Semi's- winner of quarterfinal game (1) vs winner of quarterfinals game (4), winner of quarterfinals game (2) vs winner of quarterfinals game (3).
22	6	4/4/4/4/3/3	Play each team in bracket. 3 team brackets will play 1 cross-over game. Top teams from each bracket and 2 wildcards* will advance to quarterfinals (1)A1vWC2, (2)B1vWC1, (3)C1vF1, (4)D1vE1.Semi's- winner of quarterfinal game (1) vs winner of quarterfinals game (4), winner of quarterfinals game (2) vs winner of quarterfinals game (3).
24	6	4/4/4/4/4/4	Play each team in bracket. Top team from each bracket and 2 wildcards * will advance to quarterfinals. (1)A1vWC2, (2)B1vWC1, (3)C1vF1, (4)D1vE1.Semi's- winner of quarterfinal game (1) vs winner of quarterfinals game (4), winner of quarterfinals game (2) vs winner of quarterfinals game (3).

*Playoff Structure: The first round of playoffs will be reseeded should it contain a matchup that was played in pool play.

**Wildcards: If your flight structure has a wildcard the team with the next highest points will occupy the wildcard slot. Teams will be reseeded during the first round of play- off/knockout to avoid rematches between teams that have already played in preliminary rounds.

National champion, National runner up, Regional champion, Regional runner up, State champion, State runner up then latest league standing (please note that teams have to participate in the next competition to be eligible to keep their seeding for the next seasonal year).

The 11U age groups will be seeded by conducting a draw (P2 and so on).

PLAY-IN GAMES:

The play-in games will be held to create flights of playable brackets. The play-in games are played between the lowest seeds at the time of bracketing.

Lowest seeded teams will have a one single elimination game to establish who will advance to pool play.

CSA will determine the play-in game dates. There will be no deviating from the dates provided. If teams do not play on the dates provided by CSA, the teams will not be considered for Colorado Presidents Cup and refund will not be given.

If teams are tied at the end of regulation, the winner will be determined by FIFA kicks from the mark immediately after regulation play to determine the team advancing to Colorado Presidents Cup pool play.

Play-in Teams who do not advance through competition into pool play will receive 60% of their registration fee.

The Play-In Game roster will be frozen on a date specified by CSA. The players of the teams that do not advance to Pool Play may be assigned to rosters of teams that are participating in Colorado

Presidents Cup Pool Play or other cup competition if eligible, so long as it is prior to the roster freeze date and does not violate any Colorado Cup rules.

SCORING:

3 points for a win

1 point for a draw

0 point for a loss

In the event of a forfeit, a 3-0 win shall be awarded to the affected team.

Possible 1 point deduction in case of dismissal from technical area.

Possible 1 point deduction in case of dismissal of spectator/s.

DETERMINATION OF WILDCARD TEAMS: When determining of the wildcard, the standings from each bracket will be compared.

The top wildcard is the team that finished with the second most points outside of the bracket winners.

OFFICIALS: The CSA State Referee Assignor shall select the referees for all Colorado Presidents Cup Competition games. Every effort will be made to supply (3) three referees. However, club lines shall be used in extreme situations.

LATE WITHDRAWALS: Teams who are accepted to the competition and then withdrawal prior to their first scheduled match will forfeit their entry fee.

NO SHOWS: Any Presidents Cup team failing to appear for a single scheduled cup will be assessed a forfeit, and the Presidents Cup Committee shall review the circumstances of the no show for possible disciplinary review and/or a fine up to \$1000.00.

TEAM EXPULSION: A team removed from Cup Competition for any team fault for one or more matches shall be required to post a bond of no less than \$2,000 in certified funds with the CSA office prior to being admitted to any future State or Presidents Cup championship competitions. The bond will only be refunded after the team has played in all Cup matches for whom it qualifies.

PLAYER/COACH/SPECTATOR MISCONDUCT:

Penalties received by players/coaches in Presidents Cup Competition will be served only within the context of Cup play and will not carry over into league or other tournament play. If applicable, penalties will be served in Regional/National competition or carried over to the players/coaches next State or Presidents cup enrollment regardless of their team affiliation or Cup they participated in. If the coach is participating in both State and Presidents Cup, the penalty will be applied to the event in which it occurred.

If a bench personnel (coach, asst coach, DOC, trainer,..) is dismissed from a particular game, he/she needs to sit out at least the particular team's next game and is NOT allowed to participate in any club's games within the event until the sit out is served.

If a game is abandoned due to coach/spectator/player, the team for which the coach/spectator/player is with shall forfeit the game and other team awarded points based on the score or 3-0 victory whichever is greater and could be fined up to \$1000.00.

If a player/coach/spectator is sent off/dismissed for misconduct, the referee will submit the game report to CSA. The player/coach/spectator shall be subject to penalties described below and shall be ineligible until he or she is reinstated by CSA.

IMMEDIATE SUSPENSION FROM CURRENT GAME AND A MINIMUM ONE (1) GAME SUSPENSION FROM THE NEXT SCHEDULED COLORADO PRESIDENTS CUP GAME.

S1: Serious foul play (SFP). Examples include but are not necessarily limited to: when a player, in a violent or dangerous manner intentionally trips, holds, pushes, charges, or tackles an opponent from behind.

S4: Denial of goal or goal-scoring opportunity by deliberately handling the ball. This does not apply to a goalkeeper within his/her own penalty area (DGH).

S5: Denial of obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or penalty kick (DGF).

S6: Using offensive, insulting, or abusive language and/or gestures (AL). Examples include but are not necessarily limited to: language uttered in frustration and, in the referee's opinion loud enough to be heard. Derogatory Language or inappropriate gestures displayed and directed at others. If persistent in obstinate behavior, CSA can enforce additional penalties.

S7: Receiving a second caution in the same game (2CT).

IMMEDIATE SUSPENSION FROM CURRENT GAME AND A ONE (1) OR MORE GAME SUSPENSION FROM THE NEXT SCHEDULED COLORADO PRESIDENTS CUP GAME UPON REVIEW

S2: Violent conduct (VC). Examples include but are not necessarily limited to: Striking or attempting to strike another player, team official or spectator, unlawfully entering the field of play during an altercation.

Pushing in an act of aggression, striking or attempting to strike a referee, linesperson or fourth official will result in immediate suspension and upon CSA Disciplinary Committee review a potential minimum of one (1) year suspension from all CSA sanctioned activities, unless serious injuries are inflicted then the minimum suspension period will be at least five (5) years.

S3: Spits at an Opponent or any other Person (S3). Examples include but are not necessarily limited to spitting or other unseemly acts on or at another person.

Miscellaneous: Any player, substitute or coach who refuses the referee's request for their name, or gives a false name, while the referee is gathering data to report an infringement of the "Laws of the Game", involving them, shall have a minimum of one (1) game added to the suspension that would normally be levied by the Disciplinary Committee. Actions listed above are to be regarded as minimum suspensions.

Team personnel carded from the game are guilty of irresponsible behavior (IB). A report written by the referee will be provided about the incident. A team official will serve a one game suspension at minimum. Based on the severity of the incident, CSA may refer the incident to the CSA Disciplinary Committee for further review and action, which may result in more than a one game suspension.

In specific situations, CSA may place an individual on probation in addition to the suspension. The probationary period is to be served immediately following the suspension period and is intended to monitor the individual's degree of reform. Should an individual on probation be sent off the field of play and shown the red card during the probationary period the matter shall be referred to CSA for evaluation.

CONCUSSION PROTOCOL:

If a player is evaluated by medical trainers present at the field and is found to exhibit concussion-like symptoms, Colorado Presidents Cup will adhere to the USYS Concussion Procedures and Protocol.

The player will be evaluated by on-site medical trainers and if a suspected head injury is determined, the player's pass will be pulled and given to a CSA designated staff member. The player and parents will receive information documents from the medical trainer and will need to be evaluated and cleared by a medical professional before participating in any further league or cup matches. Once the clearance paperwork is sent to the CSA office, the player pass will be provided to the club via USPS Mail so the player can resume participation in league and cup games.

KICK OFF AND WAITING TIME: Kick off will be at the time shown on the tournament schedule. A 15-minute grace period will be allowed from the scheduled kick off time. If a team is not ready for play at the end of the grace period or passes are not produced, the game is a FORFEIT and a fine of

\$1000.00 could be assessed.

THE TECHNICAL AREA (SIDELINES): The technical area is a designated area for rostered substitutes and no more than four (4) technical staff members.

No more than four (4) rostered technical staff members are allowed in the designated area during the game. Team or Club Medical or Sports Management Trainers are considered one of the four staff members on the sideline. Clubs are responsible for ensuring that Medical or Sports Management Trainers are certified in their expertise.

Both teams shall be located on the same side of the field. Spectators of both teams shall occupy the opposite side of the field from the teams and coaches. Teams and spectators will not occupy a common side of adjacent fields.

Teams are responsible for keeping their technical area clear of balls, trash, and debris. All balls should be put away and team equipment (i.e. backpacks,) should be neatly aligned.

All players on the bench need to wear a penny when not on field.

Spectators must sit on designated side of the field and not behind goals or in-between designated technical area touchlines.

Spectators are to sit directly across the field from their respective team benches

Video cameras such as the Veo must be placed on the spectators' side with the beet or base no closer than 4 yards to the touchline.

DURATION OF GAME:

11-12U 60 minutes (half-time 5 minutes) (overtime ONLY at FINALS 2x10 minutes)

13-14U 70 minutes (half-time 5 minutes) (overtime ONLY at FINALS 2x10 minutes)

15-16U 80 minutes (half-time 5 minutes) (overtime ONLY at FINALS 2x15 minutes)

17-19U 90 minutes (half-time 5 minutes) (overtime ONLY at FINALS 2x15 minutes)

No Overtime Periods for Play-In Games or Pool Play Games or quarterfinals or semifinals. If a play-in game is tied at the end of the second half, the winner will be determined by FIFA kicks from the mark immediately after regulation play. If a pool play game ends in a tie after regulation, the result will be recorded as a draw. Tied Quarterfinal/semifinals will be decided by kicks from the mark (no overtime).

Overtime Periods for FINALS only: If a final game is tied at the end of the second regulation period, there shall be two full overtime periods. If a final game is still tied at the end of the second overtime period, the winner shall be determined by FIFA kicks from the mark.

TIE BREAKING PROCEDURES: Should there be a tie at the completion of a round that determines advancement, the tie will be broken by the following order of criteria:

Head to Head results

Note: If more than two teams are tied, the sequence will be followed beginning with the second tiebreaker until a team is either advanced or eliminated. The remaining teams will then be compared, beginning with the second tiebreaker to determine final placement

Cumulative goal differential between goals scored and goals allowed.

Goals For.

Least goals allowed.

Kicks from the penalty mark per IFAB Laws of the Game:

Note: If two teams are tied on all tiebreakers and the two teams in question are playing each other the final pool play game, the game will go straight to kicks from the mark. No overtime periods will be played.

PROTESTS AND APPEALS:

To be valid and eligible for consideration, protests shall be lodged verbally with the referee and the opposing coach at the game site immediately after the end of the game, except protests relating to the grounds, goal posts, bars, and their appurtenances of the game must be in writing and submitted to the referee and opposing coach prior to the start of the game.

All protests must be made in writing within two hours after the end of the game in which the protest incident occurred, accompanied by a non-refundable \$200.00 protest fee to a CSA staff member or designated representative.

A judgement decision of a game official cannot be protested, only the misapplication of the laws of the game.

If these conditions are not met in full, the protest will not be considered.

Upon receiving a properly filed protest, CSA or designate will determine the time and location of the protest hearing and shall designate the members of the protest committee. This committee will meet in a closed meeting to make a ruling on the protest. A hearing will be held immediate upon receiving field protest and protest fee if it requires immediate action. Otherwise, a decision will be rendered within 48 hours.

A plea of ignorance to the rules and regulations of the Colorado Presidents Cup competitions is not sufficient grounds for a protest or appeal. Violators may expect appropriate action by CSA.

In Colorado Presidents Cup competitions at the State Association level, decisions made on protests and appeals by CSA and protest committee authority are binding and allow the competition to proceed.

Video evidence will not be considered.

UNFINISHED GAMES:

Any game that is stopped for any cause except team fault will either be restarted at the time of stoppage on same day or rescheduled and played from the time of stoppage.

If a game is abandoned due to coach/spectator/player behavior, the team for which the coach/spectator/player is with shall forfeit the game. The other team will be awarded 3-0 or the game score whichever is greater.

RULES OF PLAY: The playing rules of the Colorado State Presidents Cup competitions shall conform to the IFAB "Laws of the Game" except as provided within these rules.

HOME TEAM DETERMINATION: The home team is always listed first on the cup schedule. If both teams are wearing similar jerseys, the home team shall wear dark jerseys and the visiting team shall wear light colored jerseys. If the visiting team does not carry a light-colored jersey, then the visiting team shall wear an alternate dark color that does not conflict with the home team's colors. Either team's goalkeeper shall change jerseys as the referee directs regardless of home/visitor status. Each team will provide a game ball for the match, subject to referee approval. Spectators of each team must stay on the other side opposite of their teams only.

SUBSTITUTIONS: All age groups have unlimited substitutions at any stoppage of play with the referee's permission. Substitutes must exit and enter the field of play at the halfway line when the stoppage occurs.

AWARDS: CSA provides awards for teams finishing as Champion and Finalist. Both teams in the final should plan to stay at least one hour after the final whistle for an awards presentation. The Champion of each age group will receive a trophy to keep in their possession. The finalist of each age group will receive a plaque to keep in their possession. Each rostered player and coach will receive a medal for their placement in Colorado Presidents Cup.

MATTERS NOT COVERED:

Any matter not addressed in these rules, or the US Youth Soccer National Presidents Cup Rules will be decided by CSA. Decisions in such matters specific to Presidents Cup Rules will be final and binding.

If a party has reasons to appeal a decision made by CSA other than what is covered within these rules, an appeal may be filed with the CSA Board of Directors which must follow the Appeal process as described within CSA Rules and Procedures.

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