

## **800. NISL / US CLUB STATE CUP TOURNAMENT**

Tournament dates and locations are available from the NISL Calendar of Events.

The NISL / US Club State Cup is restricted to US Club Soccer Clubs and League Members. However, if slots are available, members from other USSF-affiliated organizations may apply to participate. If accepted, any such non-members shall register that team, and receive player cards and tournament insurance from NISL / US Club Soccer. The Tournament Authority shall ensure that all US Club Soccer St teams play with their US Club Soccer Cards.

There are no minimum league games required to enter the Tournament.

Entry fees will be determined by the League Office.

### **801. Tournament Format**

#### **801a. First Round – Round Robin**

All teams entered into the Tournament will be ranked and placed in a Round Robin for the first round. A blind draw will place teams equally into brackets within their age groups (similar to the World Cup Draw). Three (3) games are guaranteed through this round, with the winner of each bracket within each age group advancing to a Double Elimination Round.

##### **801a.1 Game Locations**

The designated Home Team will provide fields and contact their local assignor for providing referees. The NISL will pay the center referees – it is the Club's responsibility to pay the linespeople.

##### **801a.2 Team Points/Placement**

The first round will consist of the following points:

- Win – Three (3) points
- Tie – One (1) point
- Loss – Zero (0) points
- Forfeit Win – Two (2) points

Based upon these results, the winner of each bracket within each age group will advance to a Double Elimination Round.

Standings with regard to a tie at the end of the first round will be determined by, and in order of: (1) Points, (2) Head to Head, (3) Goals Against, (4) Goals For, and finally (5) Coin Toss

#### **801b. Second Round – Double Elimination**

All teams advancing to the second round of the tournament will continue play in a Double Elimination format. This eliminates errors made in seeding and teams are not eliminated by their play in one game.

##### **801b.1 Game Locations**

For all matches before the Semi-Final and Final games, the Home Team will provide fields and contact their local assignor for providing referees. The NISL will pay the center referees – it is the Club's responsibility to pay the linespeople.

Semi-Final and Final games will be played at a neutral location set up by the league office with NISL-certified referees.

##### **801b.2 Team Points/Placement**

In the result of a tie during the Double Elimination Round, the teams will immediately begin

PKs. If neither team is a winner after the initial five (5) PKs, the teams proceed to a sudden death PK.

There will be an Upper Bracket (for the winning teams) and a Lower Bracket (for the losing teams). Once a team has two losses, they are out of the tournament.

### **801b.3 Final Game Procedure**

If the team from the Lower Bracket wins the initial Final Game against the team from the Top Bracket (who would have no losses at this point), a Blitz Game will be played. This game takes place immediately after the initial Final Game to determine a winner.

For the U9-U12 age groups, the Blitz game will consist of two 10-minute halves.

For the U13-U18 age groups, the Blitz game will consist of two 15-minute halves.

## **802. Regulations**

### **802a. Officials**

Each Home Team must provide three referees per game who is knowledgeable on the "Laws of the Game" for each match. They must report to the field 15 minutes prior to the game. All matches must use referees certified by the U.S. Soccer Federation.

### **802b. Rosters & Passes**

There are no restrictions on rosters. Players become "Cup-tied" to a team. A player may not play for different teams in different age divisions of the Cup. Players may move up at any time, but immediately become Cup-tied to that team for the tournament and cannot move to a lower age bracket.

Each player shall have a US Club Player Pass to participate in the Tournament. Player passes must be used for all games.

No guest players from another Club are permitted.

The maximum number of players per team will maintain standard NISL regulation.

The starting lineup should be on the field and ready to start at the predetermined time listed on the schedule.

### **802c. Playing Numbers**

Playing numbers will proceed as follows:

U9-U10	-	7v7
U11-U12*	-	9v9
U13-U18	-	11v11

\*Special Note: For the U12 age group, the first round (Round Robin) will be played 9v9, and the second round (Double Elimination) will be played 11v11.

### **802d. Game Balls**

Game balls will be provided by the home team listed on the schedule, subject to referee approval. Sizing will maintain standard NISL Regulation.

### **802e. Home/Away Team Procedure**

The first team listed is the home team, and will kick off. The Away Team must change in case of color conflict and will have the choice of the direction of play.

Both teams must check in with the Referee at the assigned field 15 minutes prior to each game.

**802f. Game Times**

Games will be started on time. Any team over fifteen (15) minutes late will forfeit 2-0.

**802g. Prohibitions & Protests**

Red-carded players will be disqualified for the next scheduled game.

Protests are allowed to ineligible players only.

**802h. Referee Regulations**

The referee will keep on time all matters relating to the game.