

The logo is a shield-shaped emblem. At the top, the word 'USYS' is in red. Below it, 'PRESIDENTS' is in large, bold, dark blue letters. Underneath that, 'CUP' is in red, flanked by two white stars on dark blue banners. The bottom of the shield features a red curved shape above a white soccer ball. A 'TM' trademark symbol is visible to the right of the ball.

USYS PRESIDENTS CUP

2023-2024 PRESIDENTS CUP | COMPETITION RULES



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RULE 101 SCOPE

The US Youth Soccer National Presidents Cup Competition Rules provided herein apply to the US Youth Soccer National Presidents Cup Regional and National levels of competition. Except as otherwise provided herein, IFAB Laws of the Game as modified by US Youth Soccer shall apply.

RULE 102 ADMINISTRATION

Section 1 There shall be a Presidents Cup Management Group (PCMG). The PCMG is responsible for and vested with all necessary power and authority to manage, regulate, supervise, administer, and conduct the US Youth Soccer National Presidents Cup competitions, including determination of any matter not otherwise provided for within the US Youth Soccer National Presidents Cup competitions, subject to review by the Board of Directors.

Section 2 Additionally, in order to ensure the safe and orderly progression of the competitions, the Event Management Team has the authority to modify any rule, protocol or guideline as deemed necessary, keeping in mind the safety and welfare of the players, coaches, referees, administrators, and spectators, as well as the best interests of US Youth Soccer and the US Youth Soccer Presidents Cup competitions. Any such decision of the Event Management Team is final and not subject to appeal.

RULE 103 CONCUSSION PROTOCOL

All US Youth Soccer concussion procedures and protocols, as well as any state or local laws regarding concussions, shall be adhered to.

RULE 104 ADDITIONAL ROSTERED PLAYERS

A limited number of additional players may be added to the roster of teams advancing to the National Presidents Cup Regional or National levels of competition. See Rule 301 for Additional Rostered Player requirements.

RULE 105 PLAYER PARTICIPATION

A player may be rostered to only one team at each level of the National Presidents Cup competitions during a seasonal year. See Rule 302 for player eligibility requirements.

RULE 106 TEAM PARTICIPATION

Depending on a team's league participation, it may be subject to eligibility constraints for the regional or national Presidents Cup competition. See Rule 303 for team eligibility requirements.

RULE 107 MATCH MANIPULATION

Teams failing to compete in the spirit of the competition or are involved in the manipulation of a match result are subject to forfeiture and disqualification from all levels of the National Presidents Cup competitions.

- If failing to compete is observed and confirmed, the competition authority representative will give notice to the offending team or teams.
- If corrective action is not taken, the team or teams will be subject to disqualification.



RULE 201 DISCIPLINE

Section 1 Players or team officials ejected from a match shall be automatically suspended for the next match. No substitution shall be permitted for a player who has been sent off during a match. The Event Management Team will review all ejections from a match and may impose additional penalties, suspensions or other punishment depending on the circumstances and severity of the infraction.

Conduct that is particularly malicious, deliberate, flagrant or egregious may result in a harsher sanction, ranging from a multiple match suspension up to and including disqualification from the National Presidents Cup competitions for the remainder of the seasonal year.

Section 2 Players ejected from a match may continue to sit in the technical/bench area unless removed by the referee for inappropriate behavior after they have been ejected.

Section 3 If a player is removed from the technical/bench area they **must** be accompanied by a credentialed team official. An Event Management Team member, Competition Official or other representative will escort the player and team official to a waiting area.

Section 4 Players who are serving a disciplinary suspension may sit on the team bench while dressed in street clothes and will be held responsible for their actions the same as any other participant. If additional disciplinary situations occur in which a suspended player is involved, the Event Management Team will impose additional penalties, suspensions or other punishment to be served either during the event or the following season of play.

Section 5 Any team official dismissed must leave the vicinity of the field (out of sight and sound) before the match will be restarted. **The team official may not return or have any contact with the team until the referees have left the field after the match.** If a dismissed team official returns prior to the end of the match, additional sanctions may be imposed by the Event Management Team, including but not limited to, additional suspensions and/or recommendations to the State Association.

Section 6 Team officials 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 suspension.** A dismissed team official that is rostered to more than one team in the competition shall serve their suspension during scheduled match(es) of the team with which the ejection occurred. Any violations will result in additional sanctions being imposed by the Event Management Team, including but not limited to, additional suspensions and/or recommendations to the State Association.

Section 7 If a player or team official is dismissed from their team's last match, the Event Management Team will impose sanctions to be served at the next level of National Presidents Cup competitions or during the following season of play.

Section 8 Players or team officials that have displayed activities in violation of the competition's Code of Conduct, any US Youth Soccer rule or policy, and/or local ordinances or laws (including, but not limited to, theft or willful destruction of property) may be denied participation for the duration of the competition.

Section 9 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 an infringement of the Laws of the Game, shall have a **minimum** of one (1) match added to the suspension that would normally be levied by the Event Management Team.

Section 10 Cautions issued to players or team officials do not accumulate over the course of the competition.



RULE 202 ROSTERS & MEMBER PASSES

Section 1 Each team must submit a roster of not more than 22 players at each level of the National Presidents Cup competitions. All information listed on the submitted roster must be verified and approved by an appropriate official of the State Association in advance of the final roster freeze date, which is **7 days** before the first scheduled match of the competition.

Section 2 A team's National Presidents Cup competitions roster is set at the beginning of its State Qualifying event. A team must demonstrate continuity of rosters between the State Qualifying event and every level of the National Presidents Cup competitions by maintaining a minimum of 9 players common to the roster of the team at every level of the competition.

Section 3 All rostered players and team officials must possess a printed, current and valid US Youth Soccer member pass with a recent face on, passport style photograph. Member passes may be verified against the official event roster before the start of the competition. At each match, member passes must be provided to the referee.

- If a player or team official is listed on the official match card but does not have the appropriate member pass, they are ineligible to participate in the match.
- If a player or team official has their member pass but is not listed on the official match card, they are ineligible to participate in the match.

Section 4 If unusual, extenuating or other circumstances exist, electronic member passes may be utilized if approved by the Event Management Team or a designee. Printed member passes should be provided as soon as practical.

RULE 203 DURATION OF MATCHES

Age Group	Game Length	Halftime	Overtime Periods
12U*	Two 30-minute halves	10 minutes	Two 10-minute periods
13U	Two 35-minute halves	10 minutes	Two 10-minute periods
14U	Two 35-minute halves	10 minutes	Two 10-minute periods
15U	Two 40-minute halves	10 minutes	Two 15-minute periods
16U	Two 40-minute halves	10 minutes	Two 15-minute periods
17U	Two 45-minute halves	10 minutes	Two 15-minute periods
18U	Two 45-minute halves	10 minutes	Two 15-minute periods
19U	Two 45-minute halves	10 minutes	Two 15-minute periods

** Competitions may be organized for qualifying players in the 12U age group for both boys and girls as defined by Rule 104 of the US Youth Soccer Policy on Players and Playing Rules and will conclude at the Regional Presidents Cup level.*

RULE 204 KNOCKOUT ROUND MATCHES

Ties at the end of regulation time in semifinal or final matches will be determined first by the completion of two (2) equal overtime periods as outlined in Rule 203. There is no "Golden Goal" in any overtime period. If a match remains tied at the conclusion of both overtime periods the winner will be determined by Penalties (penalty shoot-out) per IFAB Law 10.3, utilizing the players on the field at the conclusion of the second overtime period.

RULE 205 SUBSTITUTIONS

Substitutions shall be unlimited and can be made in accordance with IFAB Laws of the game, with the consent of the referee, during any stoppage of play. Substitutes must be waiting at the half line when the referee calls for the substitution. **Substituted players must leave the field of play at the half line near the team benches.**



RULE 206 MATCH BALLS

The Event Management Team will supply match balls. In the unlikely event that match balls cannot be provided, the referee will make a choice from balls offered by both teams. 12U matches will be played with a size 4 ball. All other matches will be played with a size 5 ball.

RULE 207 FORFEITS & FAILURE TO APPEAR FOR A MATCH

Section 1 During group play, a team must forfeit any match where they fall below the required minimum number of players; seven (7) for 13U through 19U teams and six (6) for 12U teams. Subsequent matches will not be forfeited if the team has sufficient players.

Section 2 If ineligible player(s) were rostered to or participated in a match with a team, the team must forfeit all matches involving the ineligible player(s). Any subsequent matches contested without the ineligible player(s) will not be forfeited.

Section 3 A team forfeiting a match for any other reason will result in all of their group matches being declared a forfeit.

Section 4 Forfeited matches will be reported as a 3-0 loss for scoring purposes. In circumstances where forfeited matches are involved in the determination of team advancement (i.e. tie breakers), all tie breaking criteria involving goal differential or fewest goals allowed will be determined on a per match average, excluding the results of the forfeited match.

Section 5 During knockout rounds, a team forfeiting a match will result in the opponent advancing.

Section 6 Should a team fail to appear for a match, regardless of circumstances, a fine of up to \$5,000.00 may be assessed.

RULE 208 SCORING METHOD

Group play matches that are tied at the end of regulation time will stand. The standings of teams within brackets are determined by the accumulation of points earned during group play matches. Teams earn points as follows:

- Three (3) points for a win (including forfeits, which are considered a 3-0 win);
- One (1) point for a tie;
- Zero (0) points for a loss.



RULE 209 TIE BREAKERS

Section 1 (Used when all teams played the same number of group matches)

In the event that teams are tied on total points accumulated at the conclusion of group play, each team's placement will be determined in accordance with the following sequential criteria:

- a. Winner of Head-to-Head competition. (Note, this criterion is not used if three (3) or more teams are tied on points)
- b. Winner of most matches in group play. (The team with the most wins advances)
- c. Highest goal difference in group play. (Goals scored minus goals against, with a maximum differential of five (5) per match. The team with the highest goal differential advances)
- d. Fewest goals allowed in group play with no limit per match. (The team with the fewest total goals allowed advances)
- e. Penalties (penalty shoot-out) per IFAB Law 10.3.
- f. If, in the opinion of the Event Management Team, other or additional steps are required to ensure the safe and fair conclusion of the competition are needed, those decisions will be communicated to all affected teams before they are implemented.

Note: If three (3) or more teams are tied, the sequence above will be followed, beginning at criterion "b", until a team is eliminated or advanced. The remaining teams will then restart the sequence at tiebreaker criterion "b" until the tie is broken.

In a situation where three teams remain tied, a draw between tied teams will be conducted by the Event Management Team to determine an order of contest between tied teams. The first team drawn will receive a bye; the next team drawn will be the home team against the remaining team in the first round of Penalties (penalty shoot-out). The winner of the first contest will then compete against the bye team in Penalties (penalty shoot-out) to determine the team that advances. The bye team will be the home team.

Section 2 (Used when teams played a different number of group matches due to an odd number bracket)

At the conclusion of group play in 7 and 11 team brackets, for teams that played two (2) group matches, the average number of points earned from those two (2) matches will be added to their point total for purposes of determining advancement. A tie or ties could result when determining teams that will advance to the semifinal round. In such cases, ties will be broken via Penalties (penalty shoot-out) procedure below.

If Penalties (penalty shoot-out) are necessary to determine advancement, eleven (11) players on the event roster will be selected by a credentialed team official to participate, and a referee will be assigned to break the tie on a field assigned by the Event Management Team. Players ejected in their last group match in a regional or national Presidents Cup competition are not eligible to participate in Penalties (penalty shoot-out).

- A. In a situation where two (2) teams are tied, Penalties (penalty shoot-out) will be utilized to determine the team that advances.
- B. In a situation where three (3) teams are tied, a draw between tied teams will be conducted by the Event Management Team to determine an order of contest between tied teams. The first team drawn will receive the bye; the next team drawn will be the home team against the remaining team in the first round of Penalties (penalty shoot-out). The winner of the first contest will then compete against the bye team in Penalties (penalty shoot-out) to determine the team that advances. The bye team will be the home team.



- C. In a situation where four (4) teams are tied, a draw between tied teams will be conducted by the Event Management Team to determine an order of contest.
- 1) The first two (2) teams drawn will contest Penalties (penalty shoot-out), with the team drawn first being designated the home team, to determine one team that will compete in a final round.
 - 2) The remaining two (2) teams drawn will also contest Penalties (penalty shoot-out), with the team drawn third being designated the home team to determine the second team that will compete in a final round.
 - 3) The winner of the first contest above will then compete against the winner of the second contest above in Penalties (penalty shoot-out) to determine the team that advances. The team from Section 2 Paragraph C Point 1 will be designated the home team.

RULE 210 UNIFORMS

Section 1 Each team must have two (2) uniform sets, **including socks**, (one light color and one dark color at **each match** during the competition. Generally accepted light colors include, but are not limited to, white, light grey, sand, sky blue, yellow, gold, pink, and light green. Generally accepted dark colors include, but are not limited to, black, dark grey, dark brown, navy blue, red, maroon, dark green and deep purple.

- The home team (listed first in the schedule) is required to wear their light color jersey and socks.
- The away team (listed second in the schedule) is required to wear their dark color jersey and socks.
- Matching shorts **are not** required. The same color shorts can be utilized for both uniforms.

Section 2 If, in the opinion of the referee, there is a jersey or sock color conflict, the **team causing the conflict** must change. The referee's decision is final. Any failure to comply may result in sanctions and/or fines levied against the offending team. **Reminder, teams are required to bring both color uniforms and socks to all matches.**

Section 3 Any material on or covering player socks must be the same color as the part of the sock it covers (this applies to all materials and not just tape). Undershorts and/or tights must be the same color as either the main color of the shorts or the lowest edge/bottom (hem) and all members of the team must wear the same color. Enforcement is at the discretion of the referee.

Section 4 Each field player must have a number permanently affixed to the back of their jersey which must be clearly visible. Uniforms numbers must be a minimum of six (6) inches in size. **Duplicate and/or taped numbers are not permitted.** Goalkeepers must wear colors that distinguish them from other players and referees. Numbered jerseys for goalkeepers are optional; however, are recommended. It is suggested that teams utilizing multiple goalkeepers have numbered jerseys.



RULE 211 MARKINGS AND LOGOS

Section 1 At every level of the National Presidents Cup competitions, a player or team official intending to participate in a match or associated activity may only have on the outerwear of the player or team official a name, logo, or other identifying mark of a youth soccer organization that is US Youth Soccer, a State Association or other member of US Youth Soccer, a member of a State Association, or an organization that is a member of an organization that is a member of a State Association. A name, logo, or other identifying mark of any other youth soccer organization must be removed, replaced, or covered before the player or team official may continue to remain at the match field for the match or associated activity.

Section 2 If a player or team official chooses to not remove a name, logo, or other identifying mark of any other youth soccer organization, it must be completely covered by another patch. USYS can supply semi-permanent patches to cover non-compliant markings or logos (cost is \$50.00 per team or \$5.00 per patch). **Covering non-complaint marks with tape is not permitted.**

Section 3 A player or team official may have a mark and/or name on their clothing if it is related to an item or service that is appropriate for youth. Any inappropriate mark or name on a team member's uniform must be removed, replaced, or **permanently** covered (tape is not permitted) before the player or team official may participate. An example of an inappropriate mark or name would include, but is not limited to, tobacco products or alcoholic beverages. If there is any question about a logo, marking or sponsor, it is **strongly** suggested that an inquiry be made well in advance of the start of the competition in order to avoid an issue at the match field.

RULE 212 GRACE PERIOD

Teams are required to be at the match field a minimum of 15 minutes prior to the scheduled start time. A minimum of seven (7) players constitutes a team. Teams not ready to play at the scheduled start time of any match shall be granted a 10-minute grace period. The match may be forfeited if a team is not at the match field and prepared to play after the grace period expires. All situations in which a team is not ready to play will be assessed by the Event Management Team. If unusual or extenuating circumstances exist, the grace period may be extended before the Event Management Team makes a final determination.

RULE 213 TECHNICAL/BENCH AREA

Players and team officials will be located in the technical/bench area on one side of the field. A maximum of four (4) team officials (i.e., coach, assistant coach, manager, or trainer) may be in the technical/bench area. Team officials must wear the Bench Pass provided by the Event Management Team around their neck to be permitted on the team sideline. No coaching is allowed from other than the technical/bench area.

RULE 214 TEAM OR CLUB TRAINERS

A team may use their own Athletic Trainer as one of their four (4) credentialed team officials. The competition Athletic Trainers are primary to any team or club trainers, who are deemed secondary.



RULE 215 SPECTATORS

- a) Spectators (parents, relatives and/or other individuals) who may be reasonably construed as being associated with a team are subject to the jurisdiction and authority of US Youth Soccer and the Event Management Team. The actions of these individuals are the responsibility of the credentialed team officials appearing on the roster.
- b) Any spectator entering the field of play without authorization and/or interfering with a match while it is being contested is subject to sanctions, which may include any or all of the following. Additional sanctions may also be imposed by US Youth Soccer.
 - Banishment of the spectator from the field complex for the duration of the competition.
 - Referral to local law enforcement.
 - Recommendations to the Club or State Association for further action.
 - Ejection of the team from the competition.
- c) No spectators are permitted anywhere behind the goal line during a match. Each team's spectator area is located on the opposite side of the field directly across from their team's technical/bench area, and behind a line marked 3 yards beyond the touchline and extending from a point 3 yards from the center line down to the corner flag. If these line(s) are not visible, then spectators must remain at least 3 yards from the touchline and 3 yards from the half line. Spectators must remain in this area, in the half of the field directly across from their team's bench, subject to the following exception.
- d) It is expected that respect for the game and players will prevail 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 the designated spectator area and restrict any further sideline movement of spectators.
- e) Technical instruction from any part of the spectator area, or provocative 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.
- f) **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.
- g) The use of personal recording devices is permitted on the spectator side of the field, directly opposite the team bench and behind all spectators. The recording device may not interfere with any other spectators' view of the match. Additionally, if any recording device is elevated over 6 feet in height, the device must be properly secured with weights and anchors. If a competition official requests that the device be lowered, full cooperation is mandatory.



RULE 216 DELAYED OR UNFINISHED MATCHES

If inclement weather or other circumstances causes play to be suspended or otherwise affects the scheduled progression of a regional or national Presidents Cup competition, the Event Management Team has the authority to make decisions and/or modifications to match length, starting times or any other criteria deemed necessary in order to ensure the safe and orderly progression of the competition. Any such decision of the Event Management Team is final and not subject to appeal.

In no particular order, the options available to the Event Management Team include, but are not limited to, the following:

- a) Matches may be started earlier or later than scheduled.
- b) Teams may play more than one (1) match in a day.
- c) Team warm up time before a match may be reduced.
- d) Halftime length may be reduced.
- e) Match length may be reduced.
- f) If the start of play was delayed and a match which requires a winner to advance in the competition is tied at the conclusion of the second half, overtime periods may be eliminated, and the match will proceed directly to Penalties (penalty shoot-out). This decision will be communicated before the match starts.
- g) If play is stopped or suspended at any time **before** first half concludes and cannot be resumed after a reasonable delay, as determined by the Event Management Team, the match will be replayed in its entirety.
- h) If play is stopped or suspended at any time **after** first half concludes and cannot be resumed as determined by the Event Management Team, the score stands, and the match will be deemed as complete. If the match is tied and requires a winner to advance in the competition, the Event Management Team will determine the safest method to determine the advancing team.
- i) Matches that have no bearing on advancement out of group play may be cancelled.
- j) If additional steps are needed to ensure the safe and orderly progression of the competition of a regional or national Presidents Cup competition, reasonable efforts will be made to communicate those decisions to a rostered team official before they are implemented.



RULE 301 ADDITIONAL ROSTERED PLAYERS

A limited number of additional players may be added to teams advancing to the National Presidents Cup Regional and National levels of competition. Additional Rostered Players must be properly registered with US Youth Soccer and the advancing team's State Association at the beginning of the State qualifying event. Additional Rostered Players may be from any other member club in good standing and recognized as a member by the State Association.

Section 1 Additional Rostered Players must meet all other National Presidents Cup competitions player eligibility requirements. See Rule 302.

Section 2 A team may utilize a total of five (5) Additional Rostered Players in a seasonal year.

Section 3 Additional Rostered Players must appear on the official US Youth Soccer Event Management System roster and be so designated.

Section 4 Additional Rostered Players must possess a current, valid US Youth Soccer Member Pass.

Section 5 13U through 19U teams must maintain a roster continuity of nine (9) continuous players throughout the State, Regional and National levels of the National Presidents Cup competitions. For regions that host competitions in the 12U age group, 12U teams must maintain a roster continuity of eight (8) continuous players throughout the State and Regional Presidents Cup competitions.



RULE 302 PLAYER ELIGIBILITY

Section 1. The US Youth Soccer National Presidents Cup competitions are intended for properly registered and rostered players in accordance with the rules of US Youth Soccer (Policy on Players and Playing Rules, 201 and 209) and the State Association at the beginning of the State's qualifying event for that age and gender. Players that register with a state association after the beginning of the state qualifying event or have other unusual circumstances may submit a request for a waiver to the Regional Presidents Cup Program Manager.

Section 2. National League Elite 64 and P.R.O. players ***are not eligible*** to club pass on to a Presidents Cup roster.

Section 3. Primary rostered players to a US Youth Soccer National League Elite 64 Regional League team ***are not eligible*** to compete at the regional or national level of the National Presidents Cup competitions.

Section 4. Players that are primary rostered to a Presidents Cup team may club pass to a National League Conference, Elite 64 Regional League, P.R.O., or Elite 64 team without affecting their eligibility at the regional or national level of the Presidents Cup competitions.

Section 5. National League Conference players must choose which USYS Cup Series (National Championship Series or Presidents Cup) state level they want to participate in and remain tied to that Cup series at the regional and national levels of competition.

Section 6. If a State Association holds a separate and distinct qualifying event to identify the team advancing to the regional level of the National Presidents Cup competitions, a player who was rostered to a team that competed in the semifinal or final matches at the state or regional level of a designated US Youth Soccer National Championship Series event (NCS) is not eligible to participate at the regional or national level of the National Presidents Cup competitions.

Section 7. A club may issue a club pass to any youth player who is a registered youth player of the club before the team to which such youth player is to be rostered for the State Association level of the National Presidents Cup competitions submits its roster for its first competition at the State Association level.

Section 8. A player may be rostered to only one team at each level of the National Presidents Cup competitions during a seasonal year.

Section 9. State Associations shall confirm the eligibility of each player to be rostered on a team participating at the regional or national level of the National Presidents Cup competitions. A State Association must comply with all roster or player eligibility rule(s) established within the US Youth Soccer National Presidents Cup Policy, the US Youth Soccer Policy on Players and Playing Rules, the US Youth Soccer Presidents Cup Competition Rules or any other official document relating to the National Presidents Cup competitions.

Section 10. A player who has been suspended may play after the player's term of suspension has expired.



RULE 303 TEAM ELIGIBILITY

Section 1. The National Presidents Cup competitions shall be open to any team whose players are registered with US Youth Soccer through a State Association if the team is in compliance with all of 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, must not be under sanction by their State Association or US Youth Soccer, and must be in compliance with, and have not violated any of the bylaws and policies of their State Association or US Youth Soccer.
- (3) The team must meet all requirements established by its state association.
- (4) The Presidents Cup Management Group (Event Management Team) shall publish annually documents outlining the eligibility for players and teams to compete at the regional or national level of the US Youth Soccer Presidents Cup competitions, based on their participation in the US Youth Soccer National League.
- (5) In order for its teams to compete at the regional or national level of the National Presidents Cup competitions, a State Association shall hold a qualifying event of its choosing (tournament or other event) in order to identify the team advancing to the regional level of the National Presidents Cup competitions.
 - I) If the Presidents Cup qualifying event is separate and distinct from any other state competition:
 - a) A team is not eligible to compete at the regional or national level of the National Presidents Cup competitions if it competed in the US Youth Soccer National Championship Series. A "Play-in" or similar one-off match where the eliminated team moves into the state Presidents Cup qualifying event is not considered competing in the National Championship Series.
 - b) Advancement shall be offered to teams in the order of finish from the qualifying event until the slot is filled, unless a team is prohibited from advancing based on its National League participation as outlined in paragraph (4) above.
 - II) If the Presidents Cup qualifying event is a combined competition to identify teams advancing to both the regional US Youth Soccer National Championships Series (NCS) and regional National Presidents Cup competitions:
 - a) The team advancing to the regional NCS shall be determined first.
 - b) Advancement to the regional National Presidents Cup competition shall then be offered to the remaining teams that finished lower in the final event standings than the team that accepted the regional NCS berth, unless a team is prohibited from advancing based on its National League participation as outlined in paragraph (4) above.
 - c) If a state chooses not to send a team to the NCS competition in a particular age group/gender, then advancement to the regional National Presidents Cup competition shall be offered to the teams in order of finish, unless a team is prohibited from advancing based on its National League participation as outlined in paragraph (4) above.
 - d) Where appropriate, a request for a waiver may be submitted to the Presidents Cup Management Group if unusual circumstances exist that could impact a team that has been identified to advance from a combined qualifying competition via paragraph (b) or (c) in this section.



RULE 401 PROTESTS AND APPEALS

All questions relating to the qualifications of competitors, interpretation of the rules, or any dispute, protest or appeal concerning the National Presidents Cup competitions, shall be referred to the Regional Event Management Team (EMT) at the regional level or the Presidents Cup Management Group (PCMG) at the national level.

1. A protest or appeal may be lodged for a misapplication of the Laws of the Game by the Referee which materially affected the outcome of the match,
2. Any protest or appeal of a decision made by, or the judgement of a Referee will not be heard.
3. Any party to a protest or appeal shall be accorded the right to be assisted in the presentation of the party's case at the protest or appeal proceeding.
4. A plea of ignorance to the rules and regulations of the National Presidents Cup competitions is not sufficient grounds for a protest or appeal.

Protests

To be valid and eligible for consideration at the National Presidents Cup competitions, any protest:

- a) must be filed by a party to the match in question.
- b) relating to the grounds, goal posts, bars, or other appurtenances of the match shall be entertained only if a **written objection** has been lodged with **both** the referee and the opposing coach prior to the start of the match.
- c) relating to any other aspect of the match must be **orally lodged** by a team official listed on the match roster with **both** the referee and the opposing coach at the field of play or at the conclusion of the match before leaving the match field, and
- d) must be filed with the within 2 hours of the completion of the match being protested, and be accompanied by:
 - i. a cash **protest fee** in the amount of \$500.00;
 - ii. one (1) electronic or two (2) written copies of the protest, which must include full particulars of the grounds on which the protest is lodged; along with one (1) electronic or two (2) written copies of any evidence or information to be presented by witnesses.
 - iii. Any video evidence submitted will be reviewed for possible referral to the State Association for action, but due to inequitable access and/or availability of video services, will not be considered.
- e) Upon receipt of a valid protest, the team against which the protest is made shall be immediately notified and be provided a copy of the protest and all particulars to that team, which will then have the right to defend its case, with or without witnesses.
- f) A Protest Committee will be convened to hear all evidence and make a ruling on the protest. If the protest is upheld, the protest fee will be returned.



Appeals

To be valid and eligible for consideration at the National Presidents Cup competitions, any appeal of a protest decision:

- a) must be filed within 2 hours of the receipt of the protest decision, and be accompanied by:
 - i. a cash ***appeal fee*** in the amount of \$500.00;
 - ii. one (1) electronic or two (2) written copies of the appeal.
- b) Upon receipt of a valid appeal, an Appeal Committee will be convened. No new evidence may be presented, and the appeal must persuade the Appeal Committee that the decision of the Protest Committee was flawed or in error, and that its decision should be reversed. If the appeal is upheld, the appeal fee will be returned.



CHANGE LOG

Rule 102: Reworded for clarity.

Rule 201, section 1: Slight rewording.

Section 10: Added to clarify that cautions do not accumulate.

Rule 202: Expansion and clarification on eligibility to participate in a match if missing a member pass or not listed on the match card.

Rule 207: Expansion and clarification on match forfeits or failure to appear for a match.

Rule 208: Clarification of scoring method.

Rule 209, section 1: Modification of tiebreaking criteria to comply with IFAB changes to wording.

Rule 210, section 1: Re-Addition of sock requirement.

Rule 211, section 2: Addition of the option to purchase USYS supplied patches to cover non-compliant markings.

Rule 215: Expansion and clarification.

Addition of sanctions for spectator interference with a match.

Addition on the use of personal recording devices.

Rule 216: Expansion and clarification.

Rule 302, section 2,3,4: Updated player eligibility rules for National League E64 and P.R.O. and addition of E64-RL eligibility.

Rule 401: Reworded for clarity.

Section (d) (iii): Added clarification on the use of video evidence.