



USYS
MIDWEST
-20- REGIONAL -25-
CHAMPIONSHIPS
OVERLAND PARK, KS

PRESENTED BY



**RULES & POLICIES FOR THE
US YOUTH SOCCER
MIDWEST REGIONAL CHAMPIONSHIPS**

May 1, 2025

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The US Youth Soccer Midwest Regional Championships will follow the US Youth Soccer National Championships Policy and/or as otherwise stipulated throughout this US Youth Soccer Midwest Regional Championships Policy. See Appendix IV.

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1.0. OVERVIEW

- 1.1. **Objective:** The US Youth Soccer Midwest Regional Championships, as part of the National Championships Series, is one of four regional competitions comprising the next-to-highest level of a nationwide competition whose objective is to determine regional and national champions in the age groups listed below.
- 1.2. **Scope:** As defined in the US Youth Soccer National Championships Policy, the age groups are 13 and Under, 14 and Under, 15 and Under, 16 and Under, 17 and Under, 18/19 and Under for both boys and girls.
- 1.3. **Progression:** The winners of the 13 and Under, 14 and Under, 15 and Under, 16 and Under, 17 and Under, and 18/19 and Under age groups will advance and represent the Midwest Region at the National Championships competition.
- 1.4. **Participation:** Each State Association may be represented by one (1) team in each division and any additional wildcards as prescribed herein the Midwest Regional Championships Policy. State Associations shall determine which age groups, and whether boys or girls, that it will conduct State Association level competitions for; and the teams that represent it for each boys and girls age groups at the Midwest Regional Championships. The format for the competitions at the State Association level to determine teams representing the State Association shall be a tournament format established by the State Association. League competition may not be considered a tournament format. Prior to the competitions at the State Association level, the schedule and plans for determining the State Association representatives shall be submitted for approval to the Midwest General Manager or Designee. The format from each State Association shall also be sent to the Regional Championships Committee (RCC) Chair. The rules governing team and player eligibility are set forth in the rules of the US Youth Soccer National Championships Policy.
- 1.5. **Membership:** The US Youth Soccer Midwest Region is one of four administrative regions comprising the United States Youth Soccer Association, Inc (US Youth Soccer) and is composed of the following 13 State Associations:
 1. Illinois Youth Soccer Association
 2. Indiana Soccer Association
 3. Iowa State Youth Soccer Association
 4. Kansas State Youth Soccer Association
 5. Kentucky Youth Soccer Association
 6. Michigan State Youth Soccer Association
 7. Minnesota Youth Soccer Association
 8. Missouri Youth Soccer Association
 9. Nebraska State Soccer Association
 10. North Dakota Soccer Association
 11. Ohio Soccer Association
 12. South Dakota State Soccer Association
 13. Wisconsin Youth Soccer Association
- 1.6. **Authority:** All National Championships Series games played at the state, regional and national levels are conducted under the authority of US Youth Soccer and are played and administered in accordance with the guidelines set forth in the US Youth Soccer National Championships Policy.
- 1.7. **Regional Protest and Appeals Committee**
 - 1.7.1. **Composition and Selection:** The Regional Protest and Appeals Committee shall consist of the RCC Chair and others that may be appointed by the RCC Chair or Designee. The RCC Chair shall serve as Chair of the Regional Protest and Appeals Committee.
 - 1.7.2. **Responsibilities, Authority and Procedures:** In accordance with the US Youth Soccer National Championships Policy, all questions related to qualifications of competitors, to interpretation of the rules, or any dispute or protest concerning the Midwest Regional Championships, shall be referred to the Regional Protest and Appeals Committee, whose decisions shall be final.
 - 1.7.3. **To be valid and eligible for consideration, each protest:**
 - 1.7.3.1. 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;

- 1.7.3.2. Any protest must be presented in writing to the RCC Chair or his/her representative within one (1) hour of the completion of the game in protest. 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.
- 1.7.3.3. Decisions are by simple majority with the Chair authorized to vote only in case of a tie. Minutes of all meetings and decisions are recorded and shall be retained.
- 1.7.3.4. Committee members are to be present during all game days and to convene with one (1) hours' notice.
- 1.7.3.5. Members do not vote on decisions involving or affecting teams from states that the members represent.
- 1.7.3.6. The Committee may elect to hear from any and all witnesses wishing to testify and should solicit such testimony from game officials and teams.
- 1.7.3.7. All decisions are to be made in accordance with Laws set forth in IFAB Laws of the Game, the USSF Administrative Handbook, the US Youth Soccer National Championships Policy, and the Midwest Regional Championships Rules & Policies.
- 1.8. **Recording of Red and Yellow Cards**
 - 1.8.1. **Record:** The official scorekeeper maintains a record of all infractions that result in cautions (yellow cards) and dismissals (red cards). This record is compiled from the "Official Game Card" completed and submitted by game referees.
 - 1.8.2. **Penalties and Enforcement Procedures (Red Cards):** Dismissed players' US Youth Soccer member pass cards are retained until they are again eligible to participate.
 - 1.8.3. **Notification of States:** Within two (2) weeks following the end of the event, the RCC Chair or Designee reports red cards to all participating State Associations.
- 1.9. **Event Re-Draw**
 - 1.9.1. If a re-draw becomes necessary because of teams withdrawing, the RCC Chair shall appoint a three (3) person committee who shall witness the re-draw and certify the results. The new brackets will be forwarded to the State Association representative immediately after the results are certified.
- 1.10. **Housing Requirements**
 - 1.10.1. Each State Association must select their rooms through the official housing provider of the Midwest Regional Championships in order of the housing draw in Appendix II.
 - 1.10.2. Any State Association whose team(s) fail to utilize the minimum of 24 room nights (based on 8 rooms for 3 nights) of the selected rooms without approval of the Midwest NCS Program Manager shall be subject to a fine of \$1,500 per team not using said rooms. Those teams may also lose eligibility to participate in the competition.
 - 1.10.3. See Appendix III for Commute Housing Waiver State Verification Form.
- 1.11. **State Representatives**
 - 1.11.1. Each state is required to have an official State Representative at the Midwest Regional Championships. The State Representative shall represent the State Association in matters before the RCC. This State Representative or Designee must attend the State Representative meeting(s) as scheduled.
 - 1.11.2. On the evening proceeding the first day of competition, the RCC Chairman may hold a meeting of all state representatives and/or schedule a series of conference calls leading up to the competition. The purpose of the meeting(s) is to review and preview policies, procedures and points of emphasis.

2.0. REFEREE ADMINISTRATION

2.1. Responsibilities

- 2.1.1. The (Midwest) Regional Referee Administrator (RRA) is directly responsible for obtaining, training, assigning and assessing game officials. The Host Organization or LOC shall appoint a Referee Representative to represent the LOC at the event headquarters and field sites and serve as liaison to the RRA. Because of expected long hours, provisions may be made for more than one (1) person to fill this position. The Host Organization/LOC Referee Representative shall work with the RRA to make arrangements for lodging, transportation and social functions.
- 2.1.2. Specific responsibilities of the RRA include:
 - 2.1.2.1. Specifying requirements for referees and assessors,
 - 2.1.2.2. Specifying qualifications of referees and assessors,
 - 2.1.2.3. Developing and administering procedures for making game assignments,
 - 2.1.2.4. Developing and administering program for assessing game officials,
 - 2.1.2.5. Maintaining a listing of game officials, their qualifications and assignments,
 - 2.1.2.6. Developing and administering training programs and clinics,
 - 2.1.2.7. Developing and administering a mentor program,
 - 2.1.2.8. Ascertaining and communicating requirements for lodging and meeting space,
 - 2.1.2.9. Developing and administering a program for recognizing referees and their contributions,
 - 2.1.2.10. Developing and administering other operating procedures related to game officials,
 - 2.1.2.11. Overseeing the interaction of game officials with the Regional Protest and Appeals Committee.

2.2. Referees

- 2.2.1. Each State Association shall send 1.0 referees and 0.2 assessors or mentors per team playing in the Midwest Regional Championships. Any State Association that fails to send the required number of referees, assessor and/or mentors will be fined \$1,000.00 per referee, assessor and/or mentor not participating according to this established criterion.
- 2.2.2. NL will use the same formula to determine the required number of referees, assessors and/or mentors as stipulated in 2.2.1. and will pay \$1,000 per person rate to be used to reimburse expenses for their required number of referees, assessors and/or mentors.

- 2.3. **Official Game Card:** The official records of NCS games are the game cards filled out by the game referees and retained by the RCC Chair. The format and contents of the card are established by the USYS National Championships Committee and electronic scoring system.

3.0. SCORES & STANDINGS

- 3.1. **Scoring Method:** The standings of teams within brackets are based upon the number of points earned in qualifying games. Teams earn points as follows:

- 3.1.1. Three (3) points for a win (including forfeits)
- 3.1.2. One (1) point for a tie,
- 3.1.3. No (0) points for a loss.

- 3.2. **Tie Breakers:** In the event that teams are tied on the basis of points, the following tiebreakers will be considered in order until the tie is broken:

- a. Winner of head-to-head competition (This criterion is 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 of five goals per game. The team with the highest goal differential advances
- d. Fewest goals allowed. The team with the fewest goals allowed advances
- e. Kicks from penalty mark per IFAB Laws of the Game (as described in National Championships Rule 242 Section 2 (c))

* NOTE: If more than two teams are tied, the sequence will be followed from the Point "b" until a team is eliminated/advanced. The remaining teams will then restart the sequence at Point "b" above until the tie is broken, if needed.

If IFAB penalty kicks are required and there are more than two (2) teams tied after going through the Tie Breakers, there will be a draw by the Region Tournament Committee. 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 penalty kicks to determine the round robin winner. The bye team will be the home team. Each team competing will name eleven players eligible to participate in the penalty kick-off.

The same tiebreakers will be used to determine wildcard teams.

- 3.3. **Wildcard Team Selection:** For brackets requiring a wildcard for semifinal play, team placement will be determined in accordance with the following sequential criteria:
- 3.3.1. Teams with most points.
 - 3.3.2. Winner of head to head competition (this criterion not used if more than two teams tied).
 - 3.3.3. Winner of most games.
 - 3.3.4. Goal differential (goals scored minus goals against) with a maximum of five (5) goals per game.
 - 3.3.5. Fewest goals allowed.
 - 3.3.6. Kicks from the Penalty Mark (as described in Section 3.4).
- Note:* If more than two teams are tied, the sequence will be followed until a team advances or is eliminated. The remaining teams will then restart the sequence as stated in 3.3.3 until the tie is broken.
- 3.4. **Kicks from the Penalty Mark**
- 3.4.1. If Kicks from the Penalty Mark (as defined in the IFAB Laws of the Game) must be used to determine a semifinal or final round games, the procedure should follow IFAB Laws of the Game. If Kicks from the Penalty Mark must be used to determine a winner to advance from a bracket, the format will be as follows:
 - 3.4.2. If taking of 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.
 - 3.4.3. If Kicks from the Penalty Mark are to be taken by three (3) teams, there will be a draw by the RCC. 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.
 - 3.4.4. If Kicks from the Penalty Mark are to be taken by four (4) teams there will be a draw by the RCC. The first team drawn will compete against the second team drawn in the first contest of penalty kicks. The first team drawn will be the home team in this contest of penalty kicks. The third team drawn will compete against the fourth team drawn in the second contest of Kicks from the Penalty Mark. The third team drawn will be the home team in this contest of Kicks from the Penalty Mark. 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.

4.0. MIDWEST REGIONAL CHAMPIONSHIPS RULES & REGULATIONS

4.1. Team Entry

- 4.1.1. **Ages:** Each State Association may enter one boys and one girls team in each of the following age groups: 18/19 and Under, 17 and Under, 16 and Under, 15 and Under, 14 and Under and 13 and Under.
- 4.1.2. **Fees:** Each year the National Championships entry fee shall be established by US Youth Soccer.
- 4.1.3. **Regional Entry Fee:** A non-refundable entry fee will be established each year as part of the US Youth Soccer budget process. This entry fee shall be remitted directly to the National Office upon invoice after the state entries and wildcards have been determined.
- 4.1.4. **Withdrawal:** State Associations may withdraw any team(s) from the Midwest Regional Championships up to 60 days prior to the start of preliminary round games without penalty; however, the Regional entry fee shall not be returned for teams that withdraw. Any State Association that withdraws teams from the Midwest Regional Championships less than 60 days prior to the start of preliminary round of the competition shall be fined \$1,500.00 for each team withdrawn. If a team withdraws within 14 days of the start of the preliminary round of the competition, the fine shall be \$3,000.00.
- 4.1.5. **Forfeiture:** If any team forfeits any game in the Midwest Regional Championships, the team may be fined up to \$1,000.00 per game. Forfeitures will be determined by the RCC. The State Association shall be responsible for collecting any fine(s) from the teams that are penalized by fines. In the event a team in round-robin competition forfeits any match in group play, the official game scores for all of that team's games will be recorded as 3-0 losses. A team that forfeits a match will be considered to have withdrawn from the tournament.
Remaining teams in the bracket will receive:
- 3 points for the win
 - 3 goals for
 - Zero goals against
- The forfeiting team shall be awarded:
- Zero points for the loss
 - Zero goals for
 - 3 goals against
- 4.1.6. **Bad Standing:** Any State Association that does not pay the fine(s) assessed by US Youth Soccer shall be considered in bad standing, and no teams from that State Association shall be permitted to participate in future Regional Championships until the fines are paid.
- 4.1.7. **National Championships Withdrawal:** It is expected that teams who win the Midwest Regional Championships will represent the Midwest Region at the National Championships. If a team withdraws from the National Championships at any point following the Midwest Regional Championships, the team shall be fined \$5,000. The State Association shall be responsible for payment of any fine(s) and is responsible for collecting any fine(s) from the teams that are penalized by fines. If a team withdraws from the National Championships, the runner-up will be given the first opportunity to represent the region at the National Championships. If the runner-up is not available, the remaining semi-finalist teams will be given the opportunity in order of highest points in their respective brackets.

4.2. Wildcard Teams

- 4.2.1. **Conference Representatives:** All wildcard teams will be filled by the Midwest/Great Lakes Conferences (NL) first. These positions will be filled according to the process set forth by the league manager with teams advancing as the National League Representative. These teams must have competed in the State Cup at their State Association level. The conference representatives are not subject to the requirements listed in 4.3 for drawn wildcards.
- 4.2.2. **State Association Representatives:** Each State Association (excluding the HSA) that entered and whose teams participated in all eligible divisions except 19 and Under in the prior year Midwest Regional Championships may elect to enter into the drawing to

complete any bracket(s) in which wildcard teams are needed that have not been filled by the Midwest / Great Lakes Conferences as stipulated in 4.2.1. to complete brackets in accordance with Midwest Regional Championships policy. A State Association may elect not to be included in a particular age group drawing without penalty.

4.3. **Drawn Wildcards**

4.3.1. **Rationale:** The purpose of permitting the State Associations to enter their second-best team in any bracket in which wildcard teams are needed based on Midwest Regional Championships Policy is to ensure that an even number of teams are playing in the Midwest Regional Championships. Even numbers will permit equity in scheduling games in World Cup Format competition.

4.3.2. **Blind Draw:** The blind draw to determine which State Association shall have the wildcard shall be conducted in all of the age groups in which the total number of teams entered is an odd number. This blind drawing will be conducted from the qualifying State Associations as described in 5.1. This procedure will determine which State Association may submit a second team into the Midwest Regional Championships.

4.3.3. **Withdrawal:** If a conference representative withdraws prior to the competition, the league manager will be responsible for designating the replacement.

4.3.4. If a team withdraws from a bracket that was even without the addition of a wildcard more than 60 days prior to the start of preliminary round of the competition, an additional blind draw shall be held among the eligible State Associations, as described in 5.1, to determine which State Association may enter a team to complete this bracket. If the selected State Association refuses the opportunity to enter a team, an additional drawing(s) shall be held to select a team. If all eligible State Associations refuse, the HSA shall be permitted to enter their second team.

4.3.5. If a team withdraws from a bracket that included a drawn wildcard more than 60 days prior to the start of preliminary round of the competition, the drawn wildcard will be dropped from the competition. If another team withdraws from the same division that the drawn wildcard was dropped, the drawn wildcard shall be asked to reenter the competition. If the previously dropped wildcard refuses to participate, the HSA shall be permitted to enter their wildcard.

4.3.6. If a team withdraws from a bracket that included a drawn wildcard less than 60 days prior to the start of preliminary round of the competition, the drawn wildcard team shall remain in the competition and the HSA may enter an additional team to keep the bracket even. If the HSA is unable to enter an additional team, a blind draw will be conducted among interested State Associations. If there are no interested State Associations, the conferences may enter an additional wildcard. No HSA may enter over one additional team per age division excluding their State Champion and drawn wildcard, if applicable.

4.3.7. **Regional Entry Fees:** All State Associations that enter a wildcard team in an age group shall pay the approved Regional entry fee for that team's entry. If any of the wildcards are forced to drop, only the Regional entry fee portion(s) shall be returned.

5.0. **SCHEDULING**

5.1. **Draw:** All teams shall be scheduled in the Midwest Regional Championships by a blind double draw unless specifically provided for in the scheduling section of this policy. The blind double draw is defined as the State Association or wildcard shall be drawn from one bowl and the bracket position is drawn out of another bowl.

5.2. **Seeding:** The prior year semifinalist states will be seeded in each of the four (4) competitive brackets. The two (2) finalists would be placed in brackets A and B, with the remaining state semifinalists placed in brackets C and D. The remaining slots would be drawn using the same double-blind draw currently used. In age divisions with only three (3) brackets, the two (2) finalists would be placed in brackets A and C with the best state semifinalist placed in the B bracket based on tie breaker criteria in the Midwest Regional Championships Policy. This would apply to the 14 and Under thru 18/19 and Under divisions.

5.3. NL representatives and State Association drawn wildcards will continue to be treated as teams that are used to fill in competition in order to reach bracket sizes per the Midwest Regional Championships Policy. Therefore, the NL representatives cannot be seeded in the top four (4). If a

- NL representative or drawn wildcard was a semifinalist in the prior year, that slot will be filled using the current double-blind draw process.
- 5.4. If a State Association has the opportunity to enter a second team into the Midwest Regional Championships at the time of the original draw, each team shall be placed into the blind draw.
 - 5.5. If a State Association is forced to drop their second team due to a withdrawal of a team from another State Association, a new blind draw shall be conducted.
 - 5.6. If a State Association withdraws after the original draw and another State Association or NL is permitted to enter a second team, the second team shall be placed in the same draw location as the team from the State Association that dropped from the Midwest Regional Championships.
 - 5.7. If a second team is drawn into a bracket with the same State Association, that position would exchange positions with the comparable position in the bracket to the right in an A-B-C-D or A-B-C scenario. The NL representative would also be treated as a State Association in that two (2) NL teams would not be in the same drawn bracket. During the initial draw, NL placeholders will be drawn into bracket locations as defined above. Upon receipt of the final qualifying NL representatives, a subsequent blind draw will be conducted to place the NL representatives into the NL placeholder bracket locations. If a NL representative is drawn into a bracket with a team from the same State Association, that position would exchange positions with the NL placeholder position in the bracket to the right until there are no conflicts as defined above.
 - 5.8. **Brackets:** All divisions shall be scheduled as shown on Appendix I.
 - 5.9. **Games:** Teams cannot be scheduled to play more than two (2) games on any one (1) day. In the event of rain, weather and/or field challenges causing cancelled games, a second game may be moved to the last day along with the finals. If necessary due to weather or field problems, games may be rescheduled on additional days, including games on the Rest Day between preliminary round and the semi-finals.

6.0. PLAYING RULES

- 6.1. **Application:** All games shall be played under IFAB Laws of the Game as modified by USSF and/or US Youth Soccer.
- 6.2. **Red Cards:** Any player or coach dismissed from a game shall be ineligible to participate in the team's next game. At the discretion of the Regional Protest and Appeals Committee, the suspension may be increased and could result in ineligibility for more than one (1) game. No substitution shall be permitted for a player who has been sent off during a particular game.
- 6.3. **Official Game:** Midwest Regional Championships unfinished games due to any cause shall be replayed providing neither team is at fault and play has not begun in the second half. If play is stopped during the second half and if play cannot be resumed and provided neither team is at fault, the game may be deemed as complete by the RCC. However, should play be stopped at any time due to one of the teams being adjudged at fault it shall be at the discretion of the RCC as to whether the game is to be re-played or declared a forfeit.
- 6.4. **Grace Period / Forfeiture:** A minimum of seven (7) players constitutes a team. A 10-minute grace period shall be extended beyond the scheduled kick off time if seven (7) players are not available at the scheduled kick off time. A team of seven (7) players must start the game as soon as seven (7) players are at the field after the originally scheduled start time. If at the end of the 10-minute grace period the team does not have seven (7) players, the referee shall suspend the game and report the failure of the team to appear to the RCC Chair. The RCC Chair may declare a forfeit.
- 6.5. **Uniform**
 - 6.5.1. All teams must wear uniforms that conform to National Championships Policy Rule 241 Section 3.
 - 6.5.2. Each team shall wear the "State Champion" patch presented to them at their state championships on the right sleeve of one (1) set of jerseys.
 - 6.5.3. Each player shall have a number on the player's jersey. The number shall be affixed to the back of the jersey and shall be clearly visible. Each player on a team must wear a number different from the number of every other player on the team. No taped or altered numbers will be allowed.
 - 6.5.4. Games may be suspended by the referee or the RCC Chair, if in his/her judgment uniforms worn by the team are not acceptable for competition per Midwest Regional

Championships Policy.

- 6.5.5. The team shall be given an opportunity to change uniforms.
- 6.5.6. The RCC Chair shall forfeit the game if the RCC Chair agrees the uniforms are unacceptable.
- 6.6. **Colors:** The home team shall wear light colors and the away team shall wear dark colors. In the event of a color conflict, the home team shall change to an alternate set of uniforms. The home team shall be determined by the RCC Chair.
- 6.7. **Ball:** All teams shall play each game with balls that will be provided US Youth Soccer. A team may use their own ball if approved by the referee.
- 6.8. **Scoring:** See Section 3 of the Midwest Regional Championships Policy.
- 6.9. **Substitution:** All games shall be played with the substitution rules outlined in the National Championships Policy, including suspected head injury substitution policy (Rule 242 Section 3), with the following exceptions:
 - 6.9.1. For 15 and Under and older age groups
 - 6.9.1.1. Substitution may occur on any stoppage of play with the approval of the referee.
 - 6.9.1.2. If a player is removed from the game and no substitute enters the game for the player (team plays short), the original player may re-enter the game. Entry shall be at a normal substitution point (with approval of referee) or at any point during the game if the referee signals for the player's re-entry. If the goalkeeper is dismissed by the referee, the referee may allow the team to replace the goalkeeper with a player from the bench provided they have a substitution available. The team; however, must still play short with another player leaving the field of play.
- 6.10. **Team Credentials**
 - 6.10.1. **Team Passes:** Each player and team official listed on a team roster must have a valid US Youth Soccer member pass at the competition. The US Youth Soccer member pass must carry a current photograph of the player or team official. All member passes shall be laminated. Teams without US Youth Soccer member passes shall not be allowed to participate in the Midwest Regional Championships.
 - 6.10.2. **Bench Personnel:** Bench Personnel are limited to four (4) individuals (this includes trainers, head coaches, assistant coaches, managers, club coaches, and/or any other team officials) per technical area per game. Each individual must have a valid US Youth Soccer pass and wear a "Bench Pass" credential at all times while in the technical area.

7.0. ALCOHOL, TOBACCO & ILLEGAL DRUGS

- 7.1. Players in Midwest Regional Championships are prohibited from using alcohol, tobacco (including vape / e-cigarettes) or illegal drugs at any playing site or event site associated with the Midwest Regional Championships. Penalty for violation by player participants is disqualification from the competition.
- 7.2. The use of alcohol, tobacco (including vape / e-cigarettes) or illegal drug by all individuals at any playing site or event associated with the Midwest Regional Championships is prohibited.

8.0. AWARDS

- 8.1. **Team Awards:** US Youth Soccer shall provide plaques for teams finishing in first and second place as determined by the National Championships Series budget.
- 8.2. **Player Medals:** US Youth Soccer provides individual medals for first and second place finishers in each age group as determined by the Midwest Regional Championships budget.
- 8.3. **Awards Ceremony:** All first and second place finishers are required to attend the awards ceremony following their championship match at the designated (stage) area. Failure to participate can result in a fine of \$1,000 and/or the club being placed in bad standing for the following year.

9.0. GUIDELINES FOR REGIONAL CHAMPIONSHIPS COMMITTEE

9.1. Credentials

9.1.1. **Purpose and Objective:** The process for validating the credentials of teams, players, coaches and/or team officials is intended to assure compliance with the National Championships Policy regarding team eligibility, player eligibility, entries and player US Youth Soccer member passes and rosters.

9.1.2. **Chair:** The RCC Chair serves as Chair of the Credentials Committee. The responsibility of this job is to assure that the process is followed and that the National Championships Policy is applied fairly. Decisions as to eligibility may be appealed to the Regional Protest and Appeals Committee.

9.2. **Process:** The registration and validation process consists of four (4) components:

9.2.1. Submission of electronic entry forms and payment of fees,

9.2.2. Submission of electronic official, certified league roster,

9.2.3. Submission of electronic final state game report,

9.2.4. Validation of team credentials by the State Association.

9.3. **Timetable:** The registration and validation process takes place according to the following calendar:

9.3.1. January TBA: State Associations to submit their team entries using the Midwest Regional Championships official online entry form. Invoices will be sent to each participating State Association for the approved competition entry fees after all state entries have been received and any wildcards have been determined.

9.3.2. 14 Days Prior to First Game: State Association sends RCC Chair or Designee final game report, all team league rosters, and State Cup roster.

APPENDIX I

TWELVE TEAM DIVISION

<u>Group A</u>	<u>Group B</u>	<u>Group C</u>
A1	B1	C1
A2	B2	C2
A3	B3	C3
A4	B4	C4

<u>Round One</u>				<u>Round Two</u>				<u>Round Three</u>			
1.	A1	vs.	A2	7.	A4	vs.	A2	13.	A1	vs.	A4
2.	A3	vs.	A4	8.	A3	vs.	A1	14.	A2	vs.	A3
3.	B1	vs.	B2	9.	B4	vs.	B2	15.	B1	vs.	B4
4.	B3	vs.	B4	10.	B3	vs.	B1	16.	B2	vs.	B3
5.	C1	vs.	C2	11.	C4	vs.	C2	17.	C2	vs.	C3
6.	C3	vs.	C4	12.	C3	vs.	C1	18.	C1	vs.	C4

Semi-Finals

- 16. Winner "A" vs Winner "B"
- 17. Winner "C" vs Wildcard

If Wildcard comes from Group C, then

- 19. Winner "A" vs Winner "C"
- 20. Winner "B" vs Wildcard

Championship

- 21. Winner Game 19 vs Winner Game 20

FOURTEEN TEAM DIVISION

<u>Group A</u>	<u>Group B</u>	<u>Group C</u>	<u>Group D</u>
A1	B1	C1	D1
A2	B2	C2	D2
A3	B3	C3	D3
A4	B4		

<u>Round One</u>				<u>Round Two</u>				<u>Round Three</u>			
1.	A1	vs.	A2	8.	A4	vs.	A2	15.	A1	vs.	A4
2.	A3	vs.	A4	9.	A3	vs.	A1	16.	A2	vs.	A3
3.	B1	vs.	B2	10.	B4	vs.	B2	17.	B1	vs.	B4
4.	B3	vs.	B4	11.	B3	vs.	B1	18.	B2	vs.	B3
5.	C1	vs.	D1	12.	D1	vs.	C3	19.	C1	vs.	D3
6.	C2	vs.	D2	13.	D2	vs.	C1	20.	C2	vs.	D1
7.	C3	vs.	D3	14.	D3	vs.	C2	21.	C3	vs.	D2

Semifinals

22. Winner "A" vs Team with Highest Points from Brackets C and D combined
23. Winner "B" vs Team with Second Highest Points from Brackets C and D combined

Championship

24. Winner Game 22 vs Winner Game 23

Two groups of four (4) teams and two groups of three (3) teams. The 4-team groups play a round robin to determine standings. The 3-team groups cross over and play the opposite group to determine standings. The 4-team group winners and the two (2) highest point totals from the 3-team groups combined advance to the semifinal round. Semifinal pairings are Group A Winner vs. Highest Points and Group B Winner vs 2nd Highest Points.

SIXTEEN TEAM DIVISION

Group A

A1
A2
A3
A4

Group B

B1
B2
B3
B4

Group C

C1
C2
C3
C4

Group D

D1
D2
D3
D4

Round One

1.	A1	vs.	A2
2.	A3	vs.	A4
3.	B1	vs.	B2
4.	B3	vs.	B4
5.	C1	vs.	C2
6.	C3	vs.	C4
7.	D1	vs.	D2
8.	D3	vs.	D4

Round Two

9.	A4	vs.	A2
10.	A3	vs.	A1
11.	B4	vs.	B2
12.	B3	vs.	B1
13.	C4	vs.	C2
14.	C3	vs.	C1
15.	D4	vs.	D2
16.	D3	vs.	D1

Round Three

17.	A1	vs.	A4
18.	A2	vs.	A3
19.	B1	vs.	B4
20.	B2	vs.	B3
21.	C1	vs.	C4
22.	C2	vs.	C3
23.	D1	vs.	D4
24.	D2	vs.	D3

Semifinals

25. Winner "A" vs Winner "C"

26. Winner "B" vs Winner "D"

Championship

27. Winner Game 25 vs Winner Game 26

APPENDIX II REGIONAL DRAW FOR HOUSING

Draw in 2003		2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031
A	OS	1	14	2	13	3	12	4	11	5	10	6	9	7	8
B	MN	14	2	13	3	12	4	11	5	10	6	9	7	8	1
C	MI	2	13	3	12	4	11	5	10	6	9	7	8	1	14
D	KS	13	3	12	4	11	5	10	6	9	7	8	1	14	2
E	MO	3	12	4	11	5	10	6	9	7	8	1	14	2	13
F	NE	12	4	11	5	10	6	9	7	8	1	14	2	13	3
G	IA	4	11	5	10	6	9	7	8	1	14	2	13	3	12
H	IL	11	5	10	6	9	7	8	1	14	2	13	3	12	4
I	IN	5	10	6	9	7	8	1	14	2	13	3	12	4	11
J	KY	10	6	9	7	8	1	14	2	13	3	12	4	11	5
K	WI	6	9	7	8	1	14	2	13	3	12	4	11	5	10
L	ND	9	7	8	1	14	2	13	3	12	4	11	5	10	6
M	ON	7	8	1	14	2	13	3	12	4	11	5	10	6	9
N	SD	8	1	14	2	13	3	12	4	11	5	10	6	9	7
		2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031
	1	OS	SD	ON	ND	WI	KY	IN	IL	IA	NE	MO	KS	MI	MN
	2	MI	MN	OS	SD	ON	ND	WI	KY	IN	IL	IA	NE	MO	KS
	3	MO	KS	MI	MN	OS	SD	ON	ND	WI	KY	IN	IL	IA	NE
	4	IA	NE	MO	KS	MI	MN	OS	SD	ON	ND	WI	KY	IN	IL
	5	MRL	IL	IA	NE	MO	KS	MI	MN	OS	SD	ON	ND	WI	KY
	6	WI	KY	NL	IL	IA	NE	MO	KS	MI	MN	OS	SD	ON	ND
	7	OS	ND	WI	KY	NL	IL	IA	NE	MO	KS	MI	MN	OS	SD
	8	SD	ON	ND	WI	KY	IN	IL	IA	NE	MO	KS	MI	MN	OS
	9	ND	WI	KY	IN	IL	IA	NE	MO	KS	MI	MN	OS	SD	ON
	10	KY	IN	IL	IA	NE	MO	KS	MI	MN	OS	SD	ON	ND	WI
	11	IL	IA	NE	NL	KS	MI	MN	OS	SD	ON	ND	WI	KY	IN
	12	NE	MO	KS	MI	MN	OS	SD	ON	ND	WI	KY	IN	IL	IA
	13	KS	NL	MN	OS	SD	ON	ND	WI	KY	IN	IL	IA	NE	MO
	14	MN	OS	SD	ON	ND	WI	KY	IN	IL	IA	NE	MO	KS	MI
	15	IN (Host)	MI (Host)	IN (Host)	MO (Host)	IN (Host)	Host TBD	Host TBD	Host TBD	Host TBD	Host TBD	Host TBD	Host TBD	Host TBD	Host TBD

The Host State Association always takes position #15 and the National League Conferences takes the position of the Host State Association.

[Revision 09/01/2017]

**APPENDIX III
COMMUTE HOUSING WAIVER
STATE VERIFICATION FORM**



The following team requests the Midwest Regional Championships Commute Housing Waiver:

Age Group: _____ and Under **Gender:** _____ **State Association:** _____

Team Name: _____

Team Representative: _____

Email Address: _____ **Phone:** _____

In accordance with the Midwest Regional Championships Rules & Policies, teams wishing to commute **IN ORDER** to waive the required event housing may do so **ONLY** if they qualify for the following exemption. The **MAJORITY** of their Midwest Regional Championships roster **MUST RESIDE** within 100 miles of the venue site.

*I have read and understand the Midwest Regional Championships Rules & Policies governing **forfeitures** and **grace period** as outlined on page 2. I understand that failing to show up for a scheduled game may result in **forfeiture** and a **fine**. Delays for any cause, including but not limited to, weather, construction, traffic, road conditions, road closures, detours, etc. due to the team opting to commute, will not be accepted.*

Team Representative	Role	Date
<i>I have reviewed the team roster and verify that it meets the criterion for the Commute Housing Waiver.</i>		

State Association Official	Title	Date
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Upon completion of the aforementioned team's State Cup and verification by the State Association Official, **this form must be received not less than three (3) days prior to the official housing provider's last day to book rooms** via email to jfickett@usyouthsoccer.org. In the event adverse weather conditions prevent a State Cup from timely completion, an exception may be made at the discretion of the Midwest NCS Program Manager or designee.

NL conference representative teams must have this form verified and signed by their State Association Official. The State Association will be responsible for submitting the completed form to the Midwest NCS Program Manager and will provide the NL League Manager a copy of the approved Commute Housing Waiver.

Midwest NCS Program Manager Approval	Title	Date
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The following US Youth Soccer Midwest Regional Championships Rules & Policies stipulated below shall be mutually understood when applying for the "Commute Housing Wavier".

1.10. Housing Requirements

- 1.10.1. Each State Association must select their rooms through the official housing provider of the Midwest Regional Championships in order of the housing draw in Appendix III.
- 1.10.2. Any State Association whose teams fail to utilize the selected rooms without approval of the Midwest NCS Program Manager shall be subject to a fine of \$1,500 per team not using said rooms. Those teams may also lose eligibility to participate in the competition.

4.1. Team Entry

- 4.1.5. **Forfeiture:** If any team forfeits any game in the Midwest Regional Championships, the team may be fined up to \$1,000 per game. Forfeitures will be determined by the RCC.
- 4.1.6. **Bad Standing:** Any State Association that does not pay the fine(s) assessed by US Youth Soccer shall be considered in bad standing, and no teams from that State Association shall be permitted to participate in future Midwest Regional Championships until the fines are paid. The State Association shall be responsible for collecting any fine(s) from the teams that are penalized by fines.

6.0. Playing Rules

- 6.4. **Grace Period / Forfeiture:** A minimum of seven (7) players constitutes a team. A 10-minute grace period shall be extended beyond the scheduled kick off time if seven (7) players are not available at the scheduled kick off time. A team of seven (7) players must start the game as soon as seven (7) players are at the field after the originally scheduled start time. If at the end of the 10-minute grace period the team does not have seven (7) players, the referee shall suspend the game and report the failure of the team to appear to the RCC Chair. The RCC Chair may declare a forfeit. Any team that forfeits a game will not be allowed to advance out of their group and may be fined up to \$1,000 per game.