

PRESIDENTS CUP

2022

Rules of Competition



Maryland State Youth Soccer
Association

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The rules governing the US Youth Soccer President's Cup Series, as published by US Youth Soccer (USYS) will also govern the Maryland President's Cup, hosted by Maryland State Youth Soccer Association (MSYSA), for all gender and age groups with the modifications listed below.

Application Process

- a. All Cup applications will be completed online (see MSYSA Presidents Cup tab for directions) and must be received by the published deadline.
- b. A complete application consists of the online application form, entry fee, and a copy of the most recent MSYSA approved league roster. Please note that an approved Presidents Cup roster is not required for the Cup application.
- c. Only teams who have met all eligibility and other conditions will be accepted into the Maryland Presidents Cup. The acceptance is conditional, subject to verification of the requirements as set forth in the Team Eligibility section and verification of "good standing" for the club, team, and players.

Cup Draw

- a. Teams will be provided ample notice of the time and location of the Maryland Presidents Cup Draw. All teams will be responsible for information discussed and disseminated during the Cup Draw.

Competition Format

- a. Participation in the 12U Presidents Cup age bracket is limited to teams that are rostered as 12U teams, and whose roster include a majority of players born of the correct age for 12U.
- b. The competition will consist of three stages:
 - i. **Round One:** Single elimination "Play-In" round will be used to reduce the field to one or two round-robin groups of four teams. First round byes may be used when necessary to get each round-robin group to the required number of teams (a minimum of four (4) teams is required to make a bracket).
 - i. For those age groups with seven or less teams, a single elimination round will be used to reduce the field to a single round-robin group of four teams (any seeded teams will progress directly into the four team round-robin group)
 - ii. For those age groups with more than eight (8) teams, a single elimination round will be used to reduce the field to at most eight (8) teams (two round robin teams of four teams). Seeded teams will progress directly into one of the two round-robin groups
 - ii. **Round Two (Quarter and Semi-Finals):** Each team will play 3 games in a round robin format.
 - i. Age groups with four teams: Group winner and runner-up advance to the Championship Final
 - ii. Age groups with eight teams: Group winner and runner-up from each group will progress to a semi-final (Group A #1 vs Group B #2, Group A #2 vs Group B #1)
 - iii. **Semi-Final and Championship Round:**

- i. Age groups with two brackets will progress the group winner and runner-up from each group to a semi-final match. The winner of the semi-final will proceed to the Championship Final. ii. Age groups with one bracket will progress the group winner and runner-up into the Championship Final
- c. 12U brackets will play 9v9.
- d. For age group brackets with only two teams, it will be at the discretion of the Presidents Cup Committee on whether to hold these games. If the games are not held, the Presidents Cup fees will be refunded. For these age group brackets, the Presidents Cup Committee may select a team to represent Maryland at the Eastern Presidents Cup event (The selected team will be responsible for paying all Eastern Region entry fees), or a single Championship Final match may be held to determine the Maryland Presidents Cup Champion.
- e. The Finalist for each age group from the previous year, if entered, will be seeded into their older age group. To meet roster continuity requirements for seeding, 9 of the players from the previous year's team must be rostered to the current year's team.
- f. The Cup Director or Designee will announce the bracket size for each age group at the Cup Draw.
- g. The Cup Director has the prerogative to make changes to the competition format as needed

Player Eligibility

- a. Players must be properly registered and rostered players in accordance with the rules of US Youth Soccer (Policy on Players and Playing Rules, 201, 209, and 302) and MSYSA at the beginning of the Maryland Presidents Cup event for that age and gender.
- b. Players rostered to teams playing in the following leagues or competitions **ARE NOT ELIGIBLE** to play in the Maryland Presidents Cup:
 - i. The USYS National League P.R.O. division, Conference (South Atlantic Conference managed by EDP Soccer) Premier 1 divisions, NL Showcase Series
 - ii. Member of national level developmental academy
 - iii. A semi or final match of a National Championship Series competition
- c. A team that is found guilty of having an ineligible player on its roster or using an ineligible player forfeits each game involving the ineligible player.
- d. A club may add club pass players to their Presidents Cup roster in accordance with the policies outlined in the Rosters and Passes section
- e. A player may only play for one Presidents Cup team during the seasonal year.
- f. MSYSA will make a final determination of a players' eligibility to be rostered on a team participating in the Maryland Presidents Cup
- g. A player who has been suspended may play after the player's term of suspension has expired.

Team Eligibility

- a. At least 50% of the players on the Presidents Cup roster must be registered with MSYSA, be residents of Maryland or the District of Columbia, and the team must be in good standing.

- b. All players listed as a primary player on their respective team may participate in the Presidents Cup. Secondary rostered players are not permitted
- c. Each team may be required to provide volunteers to assist with Presidents Cup activities as directed by the Cup Committee.
- d. Teams must agree to honor all sponsorship/contractual obligations of MSYSA while participating. This includes required use of the MSYSA tournament balls provided for the competition.
- e. Teams and players may compete in only one President's Cup state level competition in a seasonal year. See rule 6.a.vii. for more specific information.
- f. Teams participating in the following leagues or competitions ARE NOT ELIGIBLE:
 - i. The USYS National League P.R.O. division, Conference (South Atlantic Conference managed by EDP Soccer) Premier 1 divisions, or NL Showcase Series are not eligible to apply for Maryland Presidents Cup.
 - ii. A team is not eligible to compete in Presidents Cup if it competed in the National Championship Series in which the team advanced to a round of 16, quarter, semi or finals in a National Championship Series competition. A "Play-in" match where the eliminated team moves into the President Cup qualifying event is not considered competing in the National Championship Series.
- g. The President's Cup champion from the previous year is not eligible if 9 or more players remain on the roster

Scheduling

- a. Presidents Cup games take precedence over all league games.
- b. All matches will be scheduled by MSYSA, **except for some play-in matches (where necessary)**. If play-in matches are not scheduled by MSYSA, the following procedure will be followed.
 - i. The home team may provide a field of their choice and schedule the match at a mutually agreed upon time.
 - ii. If agreed to by the home team and at the away teams' request, the away team may provide the home field for the match.
 - iii. Failure of the teams to schedule and complete games prior to the designated deadline may result in forfeiture of the game by both teams.
 - iv. Teams must notify the Cup Director no less than seven (7) days prior to the scheduled match of the match date, time, and location.
- c. Scheduled match date, time, or field are subject to change by the authority of the Cup Director.
However, every reasonable effort will be made to play the originally published schedule.
- d. **All reschedule requests are subject to the discretion of the Cup Director.**

Rosters and Passes

- a. Teams participating in the Maryland Presidents Cup will create a Presidents Cup roster for MSYSA approval.
 - i. The maximum roster size for 12u teams is 16 and will play 9 v 9.
 - ii. 13U and older teams shall not have more than 22 players on their rosters at any time during the seasonal year.
 - iii. Teams competing in the 12U-15U age groups cannot roster players that are more than two years younger than the roster age (Ex.: 11U is youngest allowable for 13U team). Teams competing in the 16U-18U age groups cannot roster a player that is younger than 14U.
- b. Additional players may be added as “Club Pass” players to the Presidents Cup roster following the Player Eligibility section and roster limits.
- c. A team may make changes to its roster, consistent with USYS and MSYSA policy no later than the freeze date specified each year in information distributed at the Cup Draw. Approval of roster changes before the roster freeze date is subject to the discretion of the MSYSA State Registrar. No roster changes will be permitted after the freeze date.
 - iv. It is the responsibility of the team to ensure their Presidents Cup roster is completely accurate before the freeze date.
 - v. After the freeze date, a team and its players are considered to have competed in the Presidents Cup for that seasonal year, whether or not the team or players actually played in a match.
- c. Team Official movement is not limited by the freeze date. They may be changed at any time in accordance with MSYSA procedures.
- d. Players shall be released from the team upon their request. Players released after the roster freeze date are not eligible for Presidents Cup play under any State Association for the current seasonal year.
- e. Players registered on secondary (multi-rostered) passes are not eligible to play in the Presidents Cup for the team of their secondary registration.
- f. A team must demonstrate continuity of rosters between the league and every level of the Presidents Cup competitions by maintaining a minimum of 9 players common to the roster of the team at every level of the US Youth Soccer Presidents Cup competitions.
- g. Players may only play on one team until it is eliminated from a President’s Cup competition and until the current Cup they are playing in is finished. Each Cup is a separate event – State, Regional, and National.
- h. Teams are advised to become familiar with US Youth Soccer Presidents Cup Rules regarding player eligibility and team roster changes. A copy of the US Youth Soccer Presidents Cup Rules is available on the USYS website at www.usyouthsoccer.org/presidents-cup/.

1. Club Pass Players

- i. A team may add club pass players to their Presidents Cup roster in accordance with the policies outlined above.
- j. A player, if added to another team for Presidents Cup, would not be eligible to play in Presidents Cup with his primary rostered team.
- k. A player may only play for one Presidents Cup team during the seasonal year.

2. Game Day Roster

- I. The Maryland Presidents Cup Game Day Roster is a copy of the approved Presidents Cup roster.

- m. 13u-19u, the Maryland Presidents Cup Game Day Roster shall have a maximum of 18 players and a minimum of 7 players. For 12u, the Maryland Presidents Cup Game Day Roster shall have a maximum of 16 players and a minimum of 7 players.
 - n. Only players listed on the approved MSYSA Presidents Cup Roster are eligible to be listed on the Maryland Presidents Cup Game Day Roster.
 - o. Any team failing to provide both the MSYSA Approved Presidents Cup and the Maryland Presidents Cup Game Day Roster will forfeit that Presidents Cup match.
- 3. USYS Passes**
- p. All player passes shall be individually laminated and must be brought to every match and be checked against the Game Day Roster by the referees.
 - q. Player passes shall be secured by the referee crew during the matches.

Matchday Rules of Play

- a. The FIFA Laws of the Game will apply to all age group competitions except as noted herein or in the USYS Presidents Cup Rules.
- b. A plea of ignorance to the rules and regulations of the Presidents Cup Competitions is not sufficient grounds for a protest or appeal.
- c. Enforcement of procedural rules as outlined in this section shall be the responsibility of the Presidents Cup Committee for all matches scheduled by MSYSA. Enforcement for matches scheduled by clubs at the direction of MSYSA shall be the responsibility of Team Officials for both teams.
- d. Head Injury
 - i. Pursuant to Maryland law, coaches, referees, medical staff, or tournament officials must remove a player that has sustained an injury and exhibits signs and/or symptoms of a concussion.
 - ii. The player is not permitted to return to play until they have been assessed by a licensed health care provider that is trained in concussions. Referees will only allow the player to return in the event they receive direct communication from the designated tournament medical staff that the player is cleared.
 - iii. If a player is not cleared to return to play before the end of the game, the players card must be turned over to the Cup Director or Designee by the referee crew.
 - iv. MSYSA must receive written clearance signed by a licensed medical doctor or doctor of osteopathy specializing in concussion treatment and management. Upon receipt, the players card will be returned to the team and the player will be permitted to return to play.
- e. **Technical Area**
 - i. Teams should be placed on the same side of each field.
 - ii. Designated technical areas for coaches and players should be clearly marked and placed between the goal line and halfway line.
 - iii. Substitutes should remain in the technical area unless warming up. Coaches are restricted to the technical area. If no technical area is marked, it shall be defined as the area in front of the team bench and extends one yard on either side of the bench and one yard away from the touchline. See rule 9.a. vi.
 - 1. Substitutes shall wear pinnies while warming up.

- i. The bench area shall be limited to players and Team Officials. Teams may be issued credentials for team officials listed on the official Presidents cup roster. If credentials are provided, they must be worn at all times while in the team area of the field.
 - 1. Players that are listed on the Presidents Cup roster but not on the Game Day roster may be on the team bench. They must NOT be in uniform. Credentials may be issued for these players and, if so, must be worn at all times while in the team area of the field. A suspended player cannot be on the team bench.
- ii. The home team will choose which side of midfield it will occupy.
- iii. Teams are strongly encouraged to roster a **minimum** of two (2) credentialed team officials. As outlined, there may be situations when a credentialed team official is required to leave the technical area and all teams must always have at least one (1) credentialed team official in the technical area during a match.
- iv. After each match, teams should ensure that the bench area is clean and that they vacate the technical area as quickly as possible to allow the next participants to prepare for their match.

f. Spectators

- i. The spectators affiliated with a team are considered part of the team, and the actions of these individuals are the responsibility of Team Officials appearing on the roster.
- ii. Team parents and spectators will be on the opposite side of the field as their players. Parents and spectators should be positioned in the opposite half (on the same side) from their team to keep families together.
- iii. Any spectator asked to leave by a Referee or Tournament Official must immediately depart and remain out of sight and sound of the match until teams are no longer the responsibility of the referee.

g. Game Balls & Timing

- a. The MSYSA Presidents Cup Committee will supply game balls. In the unlikely event the MSYSA Presidents Cup Committee does not provide the game ball, the referee will make the decision from game 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. Once the game begins, a protest cannot be lodged because of an illegal ball.

3. The length of matches and ball size for each age group shall be as follows:

Age	Half Length	Half time	Overtime Periods	Ball
17-19U	45 min	10 min	Two 15 min periods	5
15-16U	40 min	10 min	Two 15 min periods	5
13-14U	35 min	10 min	Two 10 min periods	5
12U	30 min	10 min	Two 10 min periods	4

h. Scoring Method

- i. Ties at the end of regulation time during group play will stand. Team Standings are determined by the accumulation of points in qualifying matches.

- ii. Teams earn points as follows: three (3) points for a win (including forfeits, which are considered a 4-0 win), one (1) point for a tie and Zero (0) points for a loss. i.

Substitutions

- i. Unlimited substitutions may be made during any stoppage of play.
- ii. A stoppage in play does not guarantee the allowance of a substitution by the referee.
- iii. **Once beckoned by the referee, substitutes must enter the game.**

j. Elimination Rules

- i. Matches in the play-in, semifinal and final rounds of the competition must have a winner. Games in the quarterfinal/group round that end in a tie shall remain tied.
- ii. During a semifinal and final match, if a tie score exists at the end of regulation, two overtime periods will be played in their entirety.
- iii. If the game is still tied at the end of the second overtime period, FIFA “Kicks from the Penalty Mark” rules will apply in order to determine the winner, utilizing the players on the field at the conclusion of the second overtime period

b. Grace Period

- i. For 12u, a minimum of six (6) players constitutes a team. For 13u and above, 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 Presidents Cup Director. If unusual or extenuating circumstances exist, the grace period may be extended before declaring the match a forfeit.

c. Forfeits

- i. During group play, a team must forfeit any match where they fall below the required minimum number of players. Subsequent matches will not be automatically forfeited.
 - ii. Forfeited matches will be reported as a 4-0 loss for scoring purposes.
 - iii. During single elimination rounds, a team forfeiting a match will result in the opponent advancing..
- k. Noise making devices (i.e. drums, horns, cowbells, etc.) are prohibited.
 - l. No alcoholic beverages are permitted at the match site. The result of alcohol being found in possession of players, Team Officials, and spectators will disqualify the team from the Presidents Cup competition.
 - m. Smoking, including e-cigarettes, is not permitted at any of the Presidents Cup match sites. Multiple violations will result in removal from the site.
 - n. Dogs are not allowed on the field sites with the exception of service animals.
 - o. In compliance with USYS policy, the use of unmanned aircraft (drones) is prohibited. Any person violating this policy shall be immediately removed from the event

Inclement Weather & Unfinished Matches

a. Unfinished games due to any cause shall be replayed in its entirety if neither team is at fault and play has not begun in the second half. If play is stopped during the second half, play cannot be resumed, and neither teams is at fault, the game is considered complete. However, if the game is stopped in the second half and the score is tied, the game will be replayed in its entirety.

i. The Cup Director or Designee will notify the teams and the Referee Assignor of decisions in reasonable time.

ii. If play is stopped at any time due to one of the teams being judged to be at fault, it is at the discretion of the Presidents Cup Director or Designee whether the game is to be replayed or declared a forfeit.

Uniforms

- a. Teams shall wear contrasting uniforms, with the home team wearing light-colored shirts and socks, and the visiting team wearing dark-colored shirts and socks.
 - i. Both teams shall have a complete set of alternate shirts and socks to avoid a color conflict. If, in the judgement of the referee, the team's uniforms are not sufficiently distinguishable, the home team shall change to a contrasting color. The referee's decision is final. Failure to abide by the referee's decision to change may result in the team forfeiting the match.
 - ii. All players must have clearly visible numbers at least six inches in height on the back of uniform shirts. Numbers shall be the same number that corresponds to the number that appears on the Game Day Roster.
 - iii. Duplicate and/or taped numbers are not permitted.
 - iv. Referees should have an alternate jersey available to distinguish themselves from the jersey color of the teams
 - v. Goalkeepers shall wear a color that contrasts from both teams and the referee crew.
- b. Shin guards must be worn by all players. Players in violation of this rule will be removed by the Referee. The player may return during a dead ball situation after being checked by a member of the referee crew for proper attire and being beckoned by the referee.
- c. There are no restrictions as to the tape color used on the socks.
- d. Player jerseys must be tucked into their shorts, unless manufactured to be untucked, and socks must completely cover shin guards.
- e. Undergarments
 - i. Teams wearing dark jerseys may wear black undergarments while teams wearing light jerseys may wear white undergarments.
 - ii. Goalkeepers are permitted to wear contrasting undergarments.
- f. A player with blood on their uniform shall be removed from the field by the referee. The player may not return to the field until the blood has been removed from the jersey or neutralized by a disinfecting agent.
 - i. It is recommended that teams carry a "blood kit" for use in situations involving blood on a uniform. Blood kits consist of an extra pair of shorts, socks, and a jersey with a number not rostered to a player on the team. A player with blood on their uniform may use the blood kit to replace their own to re-enter the field.

- ii. Players removed by the referee for blood cannot return until they have been inspected by a member of the referee crew for being free of blood on their uniform and beckoned to return by the referee.

Uniform enforcement will be at the sole discretion of the referee

Fields

- a. Field
 - i. Fields must meet the standards established under Law 1 of the FIFA Laws of the Game.
 - ii. The home team shall be required to provide all necessary equipment for the field including goals, nets, corner flags, and proper field lining.
 - iii. Fields must be in good condition, including keeping the grass cut.
 - iv. Goals must be properly anchored.
 - v. An “observers’ line” shall be marked 2 yards outside of each touch line and is recommended on all fields-
 - vi. If a field does not have a technical area for a team/coaches, each team must supply eight cones/discs no less than 30 minutes prior to the match to the midfield line for the field marshal/referee to use in the creation of a technical area.

Tiebreakers

- a. Head to head competition (disregard if more than two teams are tied).
- b. Most wins.
- c. Goal Differential – Awarded for goal differential for each game, up to four.
- d. Fewest goals allowed.
- e. Kicks from the Penalty Mark
- f. In the event of a tie among more than two teams, a tie is broken by the above system, but if ties among remaining teams still must be decided, those ties would be broken by starting again from the top of the tie-breaking procedure.
 - i. Ties at the end of regulation time in group play will stand. Ties at the end of regulation time in semi-final and/or final matches will be determined first by the completion of two (2) equal overtime periods as outlined above. 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 Kicks from the Penalty Mark utilizing the players on the field at the conclusion of the second overtime period.

Referees

- a) The diagonal system of control will be used for all Cup matches. USSF certified referees will be used for all matches, consistent with USYS rules.

The State Youth Referee Administrator will have the responsibility for assignment of all Cup matches

Match Report

- a) The Match Report will be provided to the home team at least one hour prior to the start time of the Cup match.
- b) Both teams must submit their Presidents Cup Game Day Roster to the referee prior to the match. A Team Official from each team must sign the Match Report at the conclusion of the match. Player passes shall not be returned without a signature.
- c) The winning team submits the completed Referee Report and Game Day Rosters to the Cup Director or Designee.

Discipline

- a) Players ejected or team officials dismissed 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 Presidents Cup Director will review all such dismissals and may impose additional penalties, suspensions or other punishment depending on the circumstances and severity of the infraction.
- b) 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. Any persistent issues with the disqualified player while on the bench shall be handled by the on-site MSYSA Cup staff.
- c) If a player is removed from the technical/bench area they must be accompanied by a credentialed team official.
- d) Players who are serving a disciplinary suspension may not sit on the team bench.
- e) Any team official dismissed must leave the vicinity of the field before the match will be restarted. The team official may not have any contact with the team until the referees have left the field after the match.
- f) Team officials serving a disciplinary suspension will be barred from the sideline and having any contact, electric or otherwise, during matches while they serve the full term of their 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 may result in additional sanctions being imposed by the Presidents Cup Director, including but not limited to, additional suspensions and/or recommendations to the State Association.
- g) If a player or team official is dismissed from their team's last match, the suspension will be served at the next level of National Presidents Cup competition or during the following season of play regardless of what team the individual is rostered to.
 - h) Players or team officials that have displayed activities in violation of the competition's Code of

- a. Conduct, any US Youth Soccer rule or policy and/or local ordinances or laws (including, but not
- b. limited to, theft or willful destruction of property) may be denied participation for the duration of the competition.
- i) Team Officials or spectators who have been removed from a match are required to be “out of sight and sound” before play will resume.
- j) The referee may terminate a match for unsporting behavior or use of foul language by players, Team Officials, or spectators. The referee may request that Tournament Officials remove any person violating this rule from the site
- k) MSYSA Presidents Cup Director reserves the right to review all match conduct and ejections. The minimum one match suspension for being sent off will automatically be imposed. Further penalties may be imposed. A team’s poor behavior can affect their future participation in Presidents Cup play.
- l) Teams of clubs not in “good standing” with MSYSA will not be accepted into the Presidents Cup Competition.

Financial

- a. All Cup applications will be completed online (see MSYSA President’s Cup tab for directions) and must be received by the published deadline.
- b. A complete application consists of the online application form and a copy of the most recent MSYSA approved league roster. Please note that an approved Presidents Cup roster is not required for the Cup application.
- c. Only teams who have met all eligibility and other conditions will be accepted into the MSYSA Presidents Cup. The acceptance is conditional, subject to verification of the requirements as set forth in rule 2.a. and verification of “good standing” for the club, team, and players.
 - d. Financial Conditions
 - i. The appropriate fees must accompany each application for the team entered as set forth in the Presidents Cup Announcement.
 - ii. Any penalties for non-performance that are assessed on MSYSA at the Regional or National levels will be passed along to the team/club.
 - 7. Any fine assessed to a team for violation of competition rules must be paid in full prior to the teams next scheduled match.
 - iii. Game fees are due online by Thursday prior to your scheduled match or 48 hours, whichever is earlier. Each team is responsible for paying their portion of the referee fee, in cash, prior to the start of the match. The referee fees for each match are listed in the table below. A team unable to pay its portion of the referee fees will forfeit the match.

iv.

v. Referee fees:

Age	Fees per team
17U-19U	\$95
15U-16U	\$90
13U-14U	\$85
12U	\$80

Withdrawals

- a) Notice of intent to withdraw must be made in writing to the Cup Director or Designee.
- b) A team may withdraw and have the application fee (minus \$25 processing fee) returned if notice is given PRIOR to the published Presidents Cup application closing date.
- c) Refunds will not be given after the published application closing date and one week prior to the published Presidents Cup Draw date.
- d) A team that withdraws less than one (1) week prior to the published Presidents Cup Draw date will be subject to forfeiture of the Presidents Cup entry fee and may be considered ineligible to participate in future competitions in addition to a \$500 fine.
- e) A team that withdraws after the Presidents Cup Draw shall forfeit its entry fee, be fined \$750, and may be declared ineligible to participate in future competitions.
- f) If a team wins the Maryland Presidents Cup Championship and does not go on to the
- g) Regional competition, it will be considered a forfeit. The team will be fined an additional \$1,000 and may be declared ineligible to participate in future competitions. This fine is above any fine amount the Region may impose.
- h) A team that forfeits the Eastern Region Championship by their refusal to participate in National Competition will be ineligible for Presidents Cup Competition the following seasonal year if more than 50% of players return to any one roster.

Regional/National Competition

- a. Winners of the Maryland Presidents Cup will represent MSYSA at the US Youth Soccer Eastern Presidents Cup competition. The Presidents Cup Champions are expected to compete in the Eastern Region championships.
- b. Finalist and semifinalists should be prepared to represent MSYSA in the event the Presidents Cup champion is unable to attend.
- c. 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 MSYSA 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 MSYSA. This is different than club pass players.
- d. A team may utilize a maximum of five (5) Additional Rostered Players in a seasonal year in either the Regional and/or National Presidents Cup competitions.

- e. Additional Rostered Players must possess a current, valid US Youth Soccer Member Pass and must meet all other National Presidents Cup competition player eligibility requirements. See Rule 302 within the US Youth Soccer Presidents Cup 2021-2022 Competition Rules.
- f. The team must maintain its roster continuity of nine (9) continuous players throughout the State, Regional and National levels of the National Presidents Cup competitions.
- g. If the Eastern Region has additional openings for teams to compete in the Eastern Presidents Cup Championship, MSYSA may ask the finalist and/or semifinalists to represent Maryland at the Eastern Presidents Cup Championships. Finalist and semifinalists should be prepared for the possibility to attend.
- h. Entry into the Presidents Cup competition acknowledges the above and also represents an agreement to participate in the Eastern Region and National Presidents Cup Championship competitions. Should the Maryland Presidents Cup champion (or their replacement) not attend these competitions, the championship will be forfeited, and the team will be subject to a \$1,000 fine from MSYSA. In addition, the team will be responsible for any fines or fees assessed to MSYSA as a result of their non-performance at the Eastern Region or US Youth Soccer National competitions. If the fine and fees are not paid, the team and, at the discretion of MSYSA, the sponsoring organization (including all of its teams, players, etc.) will be considered in “bad standing” until the fines and fees have been paid.

Appeal and Protest Procedures

- a. All questions relating to the qualifications of competitors, to interpretation of the rules, or any dispute or protest concerning the Maryland Presidents Cup competition, shall be referred to the Presidents Cup Director.
- b. Protests based upon field conditions, including field layout and dimensions must be registered with the Cup Director or designee no less than 45 minutes prior to the start of the match and noted on the Presidents Cup Match Report. The Cup Director or designee will provide direction to the referee and will include this note on the Match report.
- c. All protests lodged by a team regarding player eligibility may be emailed directly to the Cup Director and must be submitted in writing to the Cup Director at the MSYSA office with a \$500 protest fee, payable to MSYSA within 48 hours after the conclusion of the match. Mail postmarked after this will not be considered. Metered mail will not be acceptable proof of timeliness.
- d. The Cup Director can investigate and rule on any player eligibility questions at any time.
- e. Any team found to be in violation of player eligibility rules shall automatically forfeit the match where the violation occurred.