

LSA POLICY MANUAL –Section 310

Policy 310- YOUTH STATE TOURNAMENTS

A. CLUB INVITATIONAL TOURNAMENTS / JAMBOREES

1. TOURNAMENTS

If a club wishes to host any type of tournament that will include teams from outside its own club, approval/sanction must be given by LSA at the annual winter scheduling meeting conducted prior to the LSA Winter Meeting. No tournament/jamboree will be approved the same dates as LSA State Tournaments. Requests to host tournaments for the following soccer year will be submitted on a form designated by LSA and will be considered at the meeting. The LSA Youth Vice President or his designee will conduct the meeting and take into consideration the number of referees required, conflicts with other events, and other tournaments hosted by the applying club. An approval may be denied where these factors might prevent the host club from offering a quality tournament. After approval at the scheduling meeting, a USYSA Application to Host Tournament or Games form and the USYSA Hosting Agreement form must be completed and sent to the LSA Youth Vice President. If a club fails to submit for tournament approval at the annual scheduling meeting, it may apply directly to the Youth Vice President. Upon review of the request, the Youth Vice President or his designee may approve or deny the application granting LSA sanction of the event. THERE IS NO INSURANCE COVERAGE OF NON-SANCTIONED EVENTS and penalties could result if teams outside your club participate. U10 or younger teams shall not be allowed to participate in LSA sanctioned tournaments, even if they register as an older team. Associations that permit U10 or younger teams to participate in their tournaments shall be denied permission to host a tournament with the offending age group the following year. Denial of approval to host may be appealed to the Youth Council at the next regularly scheduled meeting.

- a. The request to host must be signed by the Club President.
- b. All requests for modifications to the LSA Tournament Rules must be shown on the Application to Host form.
 - These may include changes in field size, game length, scoring, protest procedures and team size. The LSA Youth Vice President may deny the proposed rule modification if it is felt that the modifications are unjustified or would be detrimental to the game.
 - Any request for modifications made after the Application to Host Form has been approved must be submitted in writing to the Youth Vice President in advance of the event with an explanation of why these changes are needed and/or were not requested initially. This written request must also outline how these new modifications, if approved, will be announced to invited teams.
- c. Clubs hosting invitational tournaments may charge fees for parking or admission provided such fees are identified on the Application to Host submitted to LSA and are clearly identified on all advertisements or web pages containing information about the tournament. Clubs hosting state tournaments cannot impose fees without the approval of the LSA.
- d. Because the form is a USYSA form, it does contain some options not allowed under LSA policy. LSA does not allow Recreational All Star Teams. LSA does allow the use of guest players by LSA teams within the State of Louisiana. A maximum of three (3) guest players are allowed. More may be allowed if approved by LSA.

- e. In completing the USYSA Tournament Hosting Agreement form, pay particular attention to item #4, Requiring Medical Authorizations and item #14, Post Tournament Report.
 - 1. Medical Authorizations:

Coaches should be informed in the invitation that this is mandatory and will be verified at team check-in; however, that team's coach is to maintain custody of the actual permission forms. As the adult who has been entrusted with the 24-hour care of his/her players, he/she is the person who will need the signed document - not the tournament director. (There is a USYSA Medical Release Form for use in the Form Section of this manual.)
 - 2. Post Tournament Report:

In addition to the items listed in #14 of the form, also send the rosters of ALL teams attending and the travel permits from each out-of-state team. Tournament Directors should make a copy of the completed Hosting Agreement for their file in order to remember what to include in the Post Tournament Report.
- f. A copy of the TOURNAMENT HOSTING AGREEMENT AND THE APPROVED APPLICATION TO HOST MUST ACCOMPANY ALL INVITATIONS TO THE EVENT. Enough time should be allowed to fulfill this mandatory obligation as the tournament host.

2. JAMBOREES

Because LSA uses the USYSA Modified Playing Rules for the U-6, U-8 and U-10 age groups, the LSA tournament format was restructured to conform to a jamboree format.

If the jamboree is for teams within your club only, LSA approval is not required. However, these guidelines still apply. If teams outside the local club will be invited, the jamboree must be LSA sanctioned. A USYSA Application to Host Tournament or Games form and the Hosting Agreement must be signed by the LSA Youth Vice President. (Follow procedures outlined above.)

The USYSA Young Player Development Program, Modified Playing Rules of U-6, U-8 and U-10 will govern play in these age groups. U-6, U-8 and U-10 teams may only attend jamborees that follow the USYSA Modified Playing Rules.

a. Jamboree Format & Awards

- (1) If the number of teams warrants division into smaller groups, there should be no interdivisional play (i.e. semifinals and finals).
- (2) Awards should be given to all participants - no 1st or 2nd place trophies. Suggested awards might include certificates of participation, ribbons, small medals or pins, patches, etc.
- (3) Team awards are acceptable if they recognize the team's total performance not just win/loss record. Team awards might be soccer balls, practice cones, scrimmage vests, etc. that the team could use together.
- (4) Team sportsmanship awards are encouraged. Consideration should be given to sportsmanship, attitude, and conduct of the players, coaches and parents. See "Additional USYSA Recommendations" and the Youth Tournament Rules.

If time and space allow, a circuit of skills area might be set up where individual players could test their ability to master some of the basics such as dribbling, heading, throw-ins, shooting and passing.

Note: The hosting club Tournament/Jamboree Director must obtain approved travel permits from all out-of-state teams. Call the LSA office to secure the name of the person approving travel permits from other states.

b. Some general points of interest when considering hosting a Tournament/Jamboree:

- Hotel accommodations
- Restroom facilities
- Field Sizes
- Goal Sizes
- Number of teams to insure the quality (do not overcrowd)
- Referee availability (number of teams vs. number of referees)
- Community activities (festivals, conventions, etc.)

3. TOURNAMENT / JAMBOREE REQUIREMENTS

The general tournament rules contained in this section will govern soccer tournaments held in the State of Louisiana by clubs/associations affiliated with the Louisiana Soccer Association Youth Division. If an affiliated club/association deems it necessary to make changes or modifications to any general tournament rules for a tournament it will be hosting, that club/association shall submit the proposed changes or modifications and the reasons therefore in writing to the Louisiana Soccer Association Youth Division Executive Board at least sixty (60) days prior to the start of the subject tournament. If the LSA Youth Division Executive Board does not deem the reasons valid, the tournament will not be sanctioned.

a. Responsibilities of the Tournament Host Club and Host Tournament Director

- (1) Set team entry fees for club/association hosted invitational tournaments.
- (2) Set up games and playing schedules.
- (3) Prepare fields, including the spectator boxes.
- (4) Furnish game balls; however, each team must bring its own game ball and furnish it for games if requested to do so by the referee.
- (5) Provide for administration, registration, publicity, awards, etc.
- (6) Provide a Tournament Referee who will be free at all times to observe any game in question and to take the necessary steps to solve any problems. The Tournament Referee must be a USSF certified referee assessor or senior referee that has the approval of the LSA State Director of Referee Assessment.
- (7) Obtain a tournament referee coordinator from the local referee association who will coordinate with the State and local referee administrator to obtain referees for tournament games.
- (8) Provide at least one clearly identifiable field marshal per playing site. Prior to each game the field marshal will inspect the field to be sure that it is free from objects or conditions that may cause injury. If such condition exists which cannot be immediately corrected it shall be brought to the attention of the referee and the Host Tournament Director. The field marshal shall monitor the spectator sidelines and ensure that all LSA Tournament Rules are being observed. Infractions of the rules should be reported to the event Tournament Committee.

b. Tournament Committee

- (1) There shall be a tournament committee consisting of the Host Tournament Director (or his designee), the Tournament Referee and one member at large (from a neutral club other than the tournament hosting club).
- (2) The Host Tournament Director (or his designee) shall be responsible for the enforcement and interpretation of the Tournament Rules as published.
- (3) The Tournament Referee shall be responsible for the enforcement and interpretation of the FIFA Laws of the Game.
- (4) No member of the Tournament Committee shall be allowed to officiate during this event.
- (5) This committee shall hear protests and resolve other problems which arise during the tournament. Decision will be FINAL AND BINDING.

B. GENERAL TOURNAMENT RULES

1. RULES OF PLAY

Except as otherwise noted, the rules and procedures set forth in the FIFA "Laws of the Game" and the USSF "Official Administrative Rule-book, Youth Division" shall apply to all tournament games.

2. TEAM AND GAME ROSTERS

- a. Every team shall have a team roster and will present a game roster for each game played during the competition.
- b. Rosters must comply with LSA By Law Section 302 Player/Team Registration, subsection H.
- c. Team Rosters –
 1. The official team roster used for player verification and tournament eligibility shall be the roster provided to the tournament/LSA Office. All rosters furnished to LSA must conform to LSA standards, must be signed by both the club registrar and the coach and must be dated by the coach. Team rosters must have player's jersey number listed. Team rosters presented by coaches, managers or club officials at the tournament site are not acceptable.
 2. Team roster limits -LSA roster limits are as follows:

	<u>Min. No.</u>	<u>Max. No.</u>
Under 6	4	10
Under 8	5	12
Under 10	7	14
Under 11&12 (Recreation & Div 1)	7	16
Under 11 & 12 (Premier)	7	18
Under 13 – 15	7	18
Under 16-19	7	22

LSA ALLOWS NO EXCEPTIONS TO THE MAXIMUM ROSTER SIZE.

Once the above is done, players are registered with LSA. A file will be maintained on each club to be used to verify a player's registration, team eligibility to travel, etc. Please keep in mind, the travel permits, insurance claim forms, tournament requests, etc. will not be approved until the registration information has been received in the LSA Office.

(Refer to the Insurance Section of this manual for further information on land owners and goal/field inspection which is also a requirement of the total registration process and the Age Group Section on proof of birth requirements).

d. Game Rosters

Game rosters for **Premier** U16-19 teams shall be prepared for each game and submitted to the referee no later than 30 minutes prior to the start of each game. The roster shall be prepared for each game by taking a copy of the team roster and striking through the lines with the names and information about the players that are not playing that particular game, leaving at most 18 players on the game roster. Once submitted to game referee changes will not be accepted unless approved by tournament officials. Game rosters shall have a maximum of 18 players clearly identified with jersey numbers and every player listed must be on the team roster. Players serving a suspension must be identified and the game roster reduced accordingly. Additional players listed on the team roster, but not playing and are not on the game roster cannot be in uniform but may be seated with the team in the technical area. These non-playing persons of the team will be considered team officials. Although team officials cannot commit misconduct or be shown a card, they may be dismissed from the field for irresponsible behavior. Any player so ordered will not be allowed to participate in their next scheduled game and may be subject to additional penalties.

3. PLAYER AND COACH PASSES / MEDICAL RELEASE FORM

Each player shall have one and only one original USYSA ID pass and each coach shall have one and only one original USYSA ID pass for the team or teams he coaches (list all teams on one pass). This pass shall have the person's picture (of the current seasonal year), the date of birth (required for players only) and signature and be signed by a club official. All passes must be individually laminated. The coach must surrender all passes to the Tournament Director or his designee for verification and processing on the first day of the tournament at least 30 minutes prior to the team's first game. Failure to have verification prior to the first game may result in the team being deemed ineligible for the tournament and all bracket games being recorded as forfeits. After verification has taken place, failure of a team to present passes to the game official prior to the beginning of a game may result in that bracket game being recorded as a forfeit. No player or coach shall be allowed to enter the team sideline that does not have a pass, which has been validated by the Tournament Director (or his designee) even if it results in forfeiture of the game. All player passes shall be surrendered to the referee prior to the beginning of each game. The coach (es), a maximum of four (4) per team, shall maintain custody of their coach pass, and the pass shall be visually displayed while on the team sideline. Invalid passes will be confiscated by the Tournament Director and sent to the LSA Office. Coaches must have a Medical Release Form for each player participating in tournament play, which will be verified at team check-in; however, that team's coach is to maintain custody of the actual forms. Teams must have a rostered coach/team official to participate. If a rostered/credentialed team official is not present, the game is terminated.

4. MINIMUM FIELD SIZES

a. The following minimum field sizes shall apply to tournament play. (Maximum size is set forth in FIFA "Laws of the Game"). If the minimum field sizes cannot be met, the association hosting the tournament must notify the invited teams at least two weeks prior to the tournament. The invited teams shall then decide whether to participate or withdraw from the tournament and they will then

notify the tournament host at least ten days prior to the tournament. The tournament host will refund the team's entry fee if the team has complied with the provisions of this rule.

Age	Field	Goal
• U15 and older	110 yards by 60 yards	8 feet by 24 feet
• U13-14	100 yards by 60 yards	8 feet by 24 feet
• U11- 12	60 yards by 45 yards	7 feet by 21 feet

For U11 & U12 state tournaments and premier league play the fields must comply with the following:

Length: minimum 60 yds – maximum 80 yds
 Width: minimum 45 yds – maximum 55 yds

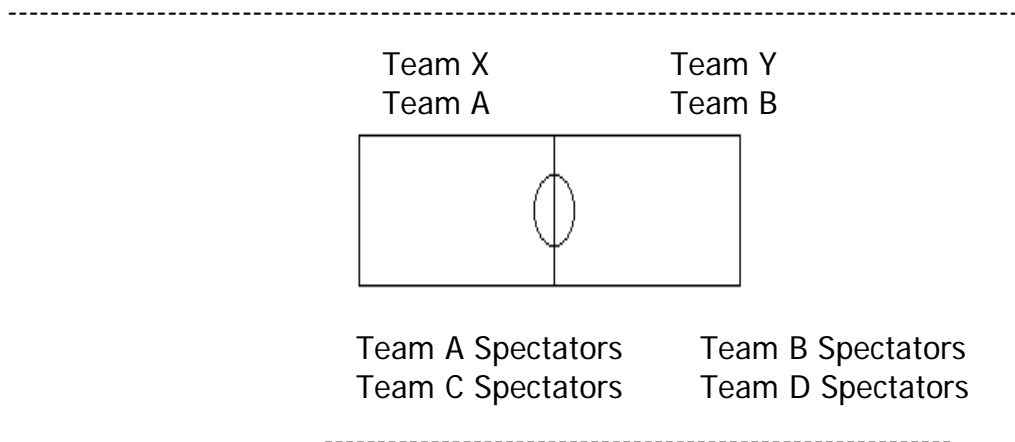
Goals: Conform to FIFA with the exception that the maximum distance between goal posts is twenty-one (21) feet and the maximum distance from the goal line to the bottom of the crossbar is seven (7) feet.

b. For applications of small-sided games and for players with disabilities, any or all of the following may be modified:

- Size of the field of play
- Size, weight and material of the ball
- Width between the goalposts and height of the crossbar from the ground
- The duration of the periods of play
- Substitutions

Further modifications are only allowed with the consent of the LSA Board or duly appointed committees having jurisdiction over play

c. The host club shall prepare the fields, including the spectator boxes. The following diagram illustrates team and spectator placement if using adjacent fields:



d. The host club shall furnish game balls; however, each team must bring its own game ball and furnish it for games if requested to do so by the referee.

5. REFEREES

Certified and currently registered USSF Referees must be used for all tournament games. The referee will use the three referee system and should be neutral whenever possible. A fourth official, if available may be used in all semifinal and final games.

6. HOME TEAM

The team listed first in each pairing shall be designated as the home team. The home team shall:

- a. Change jerseys if, in the opinion of the referee, there is a conflict.
- b. Select its side of the field (halfway line), if there is a choice.

7. GRACE PERIODS

It is the goal of the tournament to have every game decided on the field of play by the two opponents. However, circumstances may not allow this to take place. Teams are expected to be ready to play at the scheduled time of the match. Teams not ready to play at the scheduled start time of any match shall be granted a ten (10) minute grace period. For 11 v 11 games, a minimum of seven (7) players is needed to start a game. For 8 v 8 games, a minimum of five (5) players is needed to start a game.

If either or both teams are not on the field of play within the ten minute grace period, the referee shall notify the Tournament Committee the failure of the team to arrive within the grace period. The Tournament Committee shall review the circumstances surrounding the failure of a team to appear and may:

- a. Allow additional grace time
- b. Order the game to be played at another time and place of the Committee's choosing
- c. Award a forfeit to the other team if only one team has failed to appear

Only the Tournament Committee may decide that a forfeit will be awarded to a team. All participants in the match shall remain on the field of play until dismissed by the Tournament Committee. If a team leaves before being dismissed, that departure may be considered a forfeit. The decision of the Tournament Committee in this matter is final and not subject to appeal.

8. PLAYER'S EQUIPMENT (UNIFORMS)

- a. All players shall wear age appropriate sized-specific manufactured shin guards. Knee-high stockings, both of the same color, shall be worn over the shin guards and shall cover the same.
- b. All field players on a team shall wear similar color jerseys, similar color shorts, and similar color stockings. A legible non-duplicate number (6" min. height) on the back of each jersey is required. Teams will have jerseys that are distinguishable from each other at all scheduled games. Players and substitutes shall not change numbers or remove their jerseys prior to the completion of the game without specific permission of the referee. The color of a team's jerseys may be different from the color of the team's shorts and/or stockings.
- c. All players starting each half or entering the field as substitutes shall have their jerseys fully tucked into their shorts. Jerseys that come out during the course of play will not be cause for interference by the referee. The wearing of long sleeve shirts or jerseys under short sleeve jerseys is prohibited unless adverse conditions exist.
- d. The following items are NOT permitted:
 - (1) Hair control devices with any hard parts.

- (2) Earrings of any kind regardless of covering.
- (3) Jewelry of any sort.
- e. The following items are CONDITIONALLY permitted:
 - (1) Religious medals or medical tags which are taped to the body.
 - (2) Splints, casts, braces or other joint support devices which, in the referee's opinion, are not inherently dangerous or are padded with pliable materials to eliminate the dangerous condition.
 - (3) Goalkeeper hat with soft pliable brim for shielding eyes from direct sunlight.

9. LENGTH OF THE GAME, OVERTIME PERIODS, AND BALL SIZES

a. Age Group Game Length Overtime Ball Size

<u>PREMIER</u>			
U19(U18/U17)	2-45 min halves	2-15 min periods	#5
U16(U15)	2-40 min halves	2-15 min periods	#5
U14(U13)	2-35 min halves	2-10 min periods	#5
U12 (U11)	2-30 min halves	2-10 min periods	#4
<u>DIVISION 1 / RECREATIONAL</u>			
U19(U18/U17)	2-45 min halves	2-10 min periods	#5
U16(U15)	2-40 min halves	2-10 min periods	#5
U14(U13)	2-35 min halves	2-5 min periods	#5
U12 (U11)	2-30 min halves	2-5 min periods	#4

b. During single elimination competition (e.g., after round robin competition is completed) if a game ends in a tie, two complete overtime periods will be played at the end of normal playing time. If the game is still tied at the end of the overtime periods, FIFA kicks from the penalty mark will be used to decide the winner.

c. Stoppage of play:

If the referee determines that the game must be suspended due to weather conditions, the Tournament Committee will decide when the game is to be restarted.

Bracket – Round-robin competition (tied scores can stand)

If the game cannot be restarted within 60 minutes from the stoppage, the game will be terminated. A second stoppage of play due to weather conditions after a restart will automatically result in termination of the game. If the game is terminated the following will apply:

- (1) If one-half of the game has been completed prior to the termination, the result of the match at the time of termination will stand. The match WILL NOT be replayed.
- (2) If less than one-half of the match has been completed at the time of termination, the Tournament Committee will evaluate the Tournament Standings and decide if the terminated game is needed to determine final standings. If necessary a make-up game will be scheduled by the Tournament Committee at a time and place of their choosing.

Championship Games or games that cannot end in a tie

If the game cannot be restarted within 60 minutes from the stoppage of play, the Tournament Committee can:

- (1) Rule that if one-half of the game has been completed prior to the termination, the result of the match at the time of termination will stand; or
- (2) Waive the restart time limit and continue the game once conditions allow play to resume; or
- (3) Rule that if less than one-half of the match has been completed at the time of stoppage, the match will be replayed in its entirety at a time and place of the Tournament Committee's choosing.

10. SUBSTITUTIONS

Substitutions shall be unlimited, however the 50% play rule shall be followed for Recreational teams. Substitutions may be made with the consent of the referee, at the following times:

- a. Prior to a throw-in in your favor.
- b. Prior to a goal kick by either team.
- c. After a goal by either team.
- d. After an injury by either team when the referee stops play.
- e. At half time.
- f. When the referee stops play to caution a player, only the cautioned player may be substituted prior to the restart of the game.

11. CONDUCT OF COACHES, PLAYERS AND SPECTATORS

- a. Coaches are responsible for controlling the actions of their players and team officials. A referee has full authority to terminate a game if a player or a coach becomes unruly or physically menaces a referee or other player(s). If a spectator(s) becomes unruly or physically menaces a referee or player(s). The referee has full authority to temporarily suspend the match, pending the removal of the spectator(s). Any person reasonably construed as being associated with a team shall be subjected to the jurisdiction and authority of Tournament Director or his designee.
- b. All team's spectators must stay on the opposite side of the field from where their team's bench is located, and within the spectator boxes. The spectator boxes shall be two yards back from the touchline and twenty yards in length on either side of the halfway line.
- c. Coaching staff (not to exceed four non-playing persons) and players shall stay on the opposite side of the field from the spectators and within their designated team area. No one shall be on or in close proximity to the goal lines unless seated in bleachers.
- d. No coach or spectator may interfere with the opposing team in any way. The use of noise making, amplifying devices, or laser pointers is prohibited. If a coach walks off the field with his/her team during tournament play, before the game is terminated by the referee, for any reason other than for the health and safety of his players in the form of undue roughness or bad weather; that game shall be forfeited and the team will not be allowed to continue play in the tournament. The team's remaining scheduled games shall be recorded as forfeits.

However, if the coach feels his/her players are under unnecessary danger and the game is not under control, he should first, before leaving the field, request for the Tournament Referee to observe the game. Decisions of the Tournament Referee are final.

12. MISCONDUCT

a. Cautions

Cautions issued to players or coaches are not cumulative from game to game.

b. Send-offs

- (1) A player who is sent-off from a game shall be escorted from the team sideline to the tournament headquarters area by the field marshal. The player must remain at the headquarters area for the remainder of that game and will be escorted back to the team sideline by the field marshal at the conclusion of the game. A player may leave the headquarters area before the conclusion of the game only if accompanied by a parent, and only if they leave the soccer complex.
- (2) A coach who is sent-off shall give their coach's pass to the field marshal and may stay at the headquarters area until the conclusion of that game or may leave the soccer complex. The sent-off coach is prohibited from any further contact, direct or indirect, with the team for the remainder of the game. This includes providing any technical or tactical information in any visible or audible manner. This includes, but not necessarily limited to, the use of any form of electronic means (i.e. cell phone, 2-way radio, text messages) or communicating through a third party.

c. Suspensions

- (1) A player who is sent off from a game shall be suspended and as a minimum shall not be allowed to participate in his team's next scheduled playable tournament game of that tournament. The player may return to the complex for the next game but he/she must sit on the spectator side of the field as a spectator. He/she cannot use a bench pass to sit with the team.
- (2) A coach who receives a second cumulative caution or a send-off shall receive a minimum one game suspension. The coach is to serve the suspension at that particular team's next playable game. The suspension is not to penalize a different team, if the coach is coaching multiple teams. The coach may not be at the soccer complex in any capacity while serving the suspension unless coaching another team. If by the time the suspension is to be served, the coach no longer coaches the team with which he/she received the suspension, he/she will serve the suspension at their next State Cup game, regardless of team or club affiliation.
- (3) The Tournament Committee has the right to review all send-offs (referee assault will be dealt with by LSA) and add penalties and suspensions during the duration of the tournament.

d. Team Misconduct

A team shall forfeit a game if its conduct causes a game to be prematurely terminated or abandoned. Any cautions or send-offs in the forfeited game are still subject to the penalties outlined in parts a, b and c of this section. Such team shall also be subject to a hearing with the LSA Youth Council Executive Officers within twenty-one (21) days.

e. Procedure for Reporting Misconduct

At the completion of the match from which there was player/coach, team or spectator misconduct, the game referee shall complete a USSF Game Report and give a copy of that report to the Tournament Director or his designee. If the player or coach was sent-off, the referee (field marshal shall give the coach's pass to the game referee) shall also turn in the player's or coach's pass with the report to the Tournament Director or his designee. All tournament game reports shall be sent to the LSA Office by the Tournament Director.

f. Any misconduct occurring after the match is over must be reported immediately to the Tournament Committee for appropriate action to be taken.

13. POINT AWARDS FOR GAMES

a. The following points will be awarded for games played during the round-robin competition:

- (1) 3 points for a win
- (2) 1 point for a tie
- (3) 0 points for a loss

b. Forfeited round-robin games:

(1) The non-forfeiting team shall be accorded:

- (a) 3 points for the win
- (b) 4 goals for, 0 goals against

(2) The forfeiting team shall be accorded:

- (a) 0 points for the loss
- (b) 0 goals for, 4 goals against

14. TIEBREAKERS

At the completion of round-robin competition, if two or more teams are tied in the number of points awarded, advancement will be decided in the following sequential order (Note: bracket winners are determined first before wildcards or overall best second teams):

- a. Winner of head-to-head competition during round-robin competition. This applies for advancement only if teams have played one another. Head-to-Head is not used if more than two teams are tied. If more than two (2) teams are tied, the following sequence will be followed until a team is eliminated. The remaining teams will then restart the sequence at (b.) below, until the tie is broken.
In all cross bracket formats, if more than two teams are tied then head to head will be used if one team has defeated all other teams with which it is tied.
- b. Most wins
- c. Team with the greatest net goal difference (NGD) which is computed as "goals for" minus "Goals against" with a maximum of 4 NGD in each game.

Example: A team's 3 game scores vs. opponent are:

$$5 - 1 = +4$$

$$\begin{array}{r} 1 - 3 = -2 \\ \underline{2 - 2 = 0} \end{array}$$

Total goal difference = +2

- d. Team with the least goals against (there is NO limit on the number of goals that will be counted to determine this tiebreaker)
- e. Teams with most goals (maximum of 4 goals in each game).
- f. FIFA kicks from penalty mark

15. PROTEST

All protests shall be referred to the Tournament Committee of the tournament being played.

a. Procedure for submitting a protest

To be valid and eligible for consideration, each protest must be lodged only by the head coach within one hour of the end of the game under protest and include:

- (1) A fee in the amount of \$200.00. This fee shall be in cash, certified check, or money order and will be paid with the protest. Personal checks will not be accepted. A certified check or money order must be made payable to Louisiana Soccer Association or to the association/club hosting the invitational tournament.
- (2) A written copy of the protest giving full particulars of the grounds on which the protest is lodged.

b. Acceptable causes for protesting the game:

- (1) Ineligible Player - A team knowingly plays an unregistered, ineligible, or suspended player.
- (2) Misinterpretation of the Rules - There has been an obvious error made in the application of the "Laws of the Game" that directly affects the outcome of the match. No protests can be entertained if they are based on decisions made by the referee during play.
- (3) Grounds, Goal Posts, etc. - Any protest relating to the grounds, goal posts, or other appurtenances of the match shall not be entertained unless an objection has been lodged with the referee before the commencement of the match.

c. Notification of Other Parties

Upon receipt of a properly lodged protest, the Tournament Committee shall notify:

- (1) The team against whom the protest is made in order for it to defend itself
- (2) The referee of the match under protest, in order to obtain a copy of the game report.

d. Decisions of the Tournament Committee

- (1) Decisions on protests shall be final and binding on all the teams involved and not appealed to LSA or higher authorities.
- (2) The protest fee is not refundable if the protest is denied.

16. MONITORING THE 50% PLAY RULE IN RECREATIONAL TOURNAMENTS

The following rule shall apply to all invitational and State tournaments approved by LSA that have recreational teams participating.

Requests to monitor a team for violating the 50% play rule will only be entertained in the following manner:

- a. Prior to a game – Only the head coach of a team can request tournament officials to monitor a game in which they are playing for compliance with the 50% Play Rule. This must be requested at least two (2) hours before the game in question and the head coach must present in writing to the head tournament official a request to monitor the game accompanied by a fee in the amount of \$100.00. This fee shall be cash, certified check, or money order. Personal checks will not be accepted. A certified check or money order must be made payable to Louisiana Soccer Association for state tournaments or to the association/club hosting the invitational tournament. The Tournament Referee will assign a 4th official to the game in question who will record playing time and report the results to the Tournament Committee. If the Tournament Committee determines that a team violated the 50% play rule a fine of \$100.00 will be assessed the violating team(s) and forfeiture of the game. If the team other than the team requesting the monitoring is found in non-compliance then the requesting team will be refunded the balance of the \$100 fee less game official fees. Additional penalties such as expulsion from the tournament may be assessed for failure to pay all fines.
- b. After a game has started or is completed – the Tournament Committee will not consider protests concerning a team not adhering to the 50% play rule if reported after the game has started or is completed.

The Tournament Committee reserves the right to monitor any team for compliance with the 50% play rule and assess penalties for non-compliance.

C. TOURNAMENT FORMATS

1. NON-SEEDED SINGLE WEEKEND STATE TOURNAMENT FORMAT

(for LA Division 1 State Cup and other un-seeded tournaments)

TWO TEAMS – One Brackets (2)			
A			One-Weekend: Best two out of three games – Sunday game played if needed. No ties – overtime & FIFA kicks if necessary. Winner based on most points accumulated District – No District play – teams advance to championship.
1			
2			
3			
Saturday	Round 1	A1 v A2	
	Round 2	A2 v A1	
Sunday	Round 3	A1 v A2	

THREE TEAMS – One Brackets (3)		
A		One-Weekend: Round Robin Play – Each team plays 2 games. No ties – overtime & FIFA kicks if necessary. Winner based on most points accumulated
1		
2		

3			
	District – No District play – teams advance to championship.		
Saturday	Round 1	A2 v A3	
	Round 2	A3 v A1	
Sunday	Round 3	A1 v A2	

FOUR TEAMS – One Brackets (4)			
A	One-Weekend: Round Robin Play – Teams play 3 games, all crossover Two teams with most points advance to Finals		
1			
2			
3			
4			
	District – No District play – teams advance to championship.		
Saturday	Round 1	A2 v A3	A1 v A4
	Round 2	A3 v A1	A2 v A4
Sunday	Round 3	A1 v A2	A3 v A4

FIVE TEAMS – One Bracket (5)			
A	One-Weekend: Round Robin Play – Each team plays 4 games. Ties Stand. Winner based on most points accumulated		
1			
2			
3			
4			
5			
	District – four (4) teams with the most points advance to championship		
Saturday	Round 1	A5 v A2	A4 v A1
	Round 2	A3 v A5	
	Round 3	A1 v A3	A2 v A4
Sunday	Round 4	A5 v A1	A2 v A3
	Round 5	A4 v A5	
	Round 6	A1 v A2	A3 v A4

SIX TEAMS – Two Brackets (3,3)				
A	B	One-Weekend: Round Robin Play – Teams play 3 games, all crossover Two teams with most points advance to Finals		
1	1			
2	2			
3	3			
		District – four (4) teams with the most points advance to championship		
Saturday	Round 1	A1 v B3	B1 v A2	A3 v B2
	Round 2	B2 v A1	A2 v B3	B1 v A3
Sunday	Round 3	A1 v B1	A2 v B2	A3 v B3
	Final	MP1 v MP2		

SEVEN TEAMS – Two Brackets (3,4)		
A	B	One-Weekend: Round Robin Play – 4 team bracket play 3 games, 3 team bracket

1	1		plays 2 games. First place in each bracket advances to Semi-finals with Best 2nd & Best 3rd; SF1 = A v Best 2nd & SF2 = B v Best 3rd, unless Best 2nd is from A, then SF1 = A v Best 3rd & SF2 = B v Best 2nd To determine Best 2nd & Best 3rd , 2nd & 3rd place teams in 3 team bracket play another game		
2	2				
3	3				
	4				
Saturday	Round 1	A2 v A3	B2 v B3	B1 v B4	
	Round 2	A3 v A1	B3 v B1	B2 v B4	
	Round 3	A1 v A2			
Sunday	Round 4	2 nd A v 3 rd A	B1 v B2	B4 v B3	
	Semi-Final	SF1 = A v Best 2nd		SF2 = B v Best 3rd	
	Final	WSF 1 v WSF2			

EIGHT TEAMS – Two Brackets (4,4)						
A	B		One-Weekend: Round Robin Play – Each team plays 3 games Bracket winners advance to Finals			
1	1					
2	2					
3	3					
4	4	District – First and second team in each bracket advance to championship				
Saturday	Round 1	A2 v A3	B2 v B3	A1 v A4	B1 v B4	
	Round 2	A3 v A1	B3 v B1	A2 v A4	B2 v B4	
Sunday	Round 3	A1 v A2	B1 v B2	A4 v A3	B4 v B3	
	Semi-Final	1st A v 2nd B		1st B v 2nd		
	Final	WSF 1 v WSF2				

NINE TEAMS – Three Brackets (3,3,3)					
A	B	C		One-Weekend Round Robin Play Each team plays 2 games. First place in each bracket advances to Semi-finals with Best 2 nd . SF1 = A v Best 2 nd & SF2 = B v C, unless Best 2 nd is from A, then SF1 = A v C & SF2 = B v Best 2 nd	
1	1	1			
2	2	2			
3	3	3			
			District – winner of A, B, C & Best 2 nd advance to championship		
Saturday	Round 1	A2 v A3	B2 v B3	C2 v C3	
	Round 2	A3 v A1	B3 v B1	C3 v C1	
Sunday	Round 3	A1 v A2	B1 v B2	C1 v C2	
	Semi-Final	SF1 = A v Best 2 nd		SF2 = B v C	
	Final	WSF1 v WSF2			

TEN TEAMS – Three Brackets (3,3,4)					
A	B	C		One-Weekend: Round Robin Play – 4 team bracket plays 3 games, 3-team brackets play 3 games, all crossover. Four (4) teams with most points advance to Semi-Finals.	
1	1	1			
2	2	2			
3	3	3			

	4	District – four (4) teams with the most points advance to championship				
Saturday	Round 1	A1 v B3	B1 v A2	A3 v B2	C2 v C3	C1 v C4
	Round 2	B2 v A1	A2 v B3	B1 v A3	C3 v C1	C2 v C4
Sunday	Round 3	A1 v B1	A2 v B2	A3 v B3	C1 v C2	C4 v C3
	Semi-Final	1 v 4		2 v 3		
	Final	WSF1 v WSF2				

ELEVEN TEAMS – Three Brackets (3,4,4)							
A	B	C	One-Weekend: Round Robin Play – 4 team brackets play 3 games, 3 team bracket plays 2 games. First place in each bracket advances to Semi-finals with Best 2 nd SF1 = A v Best 2 nd & SF2 = B v C, unless Best 2 nd is from A, then SF1 = A v C & SF2 = B v Best 2 nd To determine Best 2nd, 2nd & 3rd place teams in 3 team bracket play another game				
1	1	1					
2	2	2					
3	3	3					
	4	4	District – winner of A, B, C & Best 2 nd advance to championship				
Saturday	Round 1	A3 v A1	B2 v B3	C2 v C3	B1 v B4	C1 v C4	
	Round 2	A2 v A3	B3 v B1	C3 v C1	B2 v B4	C2 v C4	
	Round 3	A1 v A2					
Sunday	Round 4	2 nd A v 3 rd A	B1 v B2	C1 v C2	B4 v B3	C4 v C3	
	Semi-Final	SF1 = A v Best 2 nd		SF2 = B v C			
	Final	WSF1 v WSF2					

TWELVE TEAMS – Three Brackets (4,4,4)							
A	B	C	One-Weekend: Round Robin Play – Each team plays 3 games First place in each bracket advances to Semi-finals with Best 2 nd SF1 = A v Best 2 nd & SF2 = B v C, unless Best 2nd is from A, then SF1 = A v C & SF2 = B v Best 2 nd				
1	1	1					
2	2	2					
3	3	3					
4	4	4	District – winner of A, B, C & Best 2 nd advance to championship				
Saturday	Round 1	A2 v A3	B2 v B3	C2 v C3	A1 v A4	B1 v B4	C1 v C4
	Round 2	A3 v A1	B3 v B1	C3 v C1	A2 v A4	B2 v B4	C2 v C4
Sunday	Round 3	A1 v A2	B1 v B2	C1 v C2	A4 v A3	B4 v B3	C4 v C3
	Semi-Final	SF1 = A v Best 2 nd		SF2 = B v C			
	Final	WSF1 v WSF2					

THIRTEEN TEAMS – Four Brackets (3,3,3,4)							
A	B	C	D	One-Weekend: Round Robin Play – 4 team bracket plays 3 games, 3 team brackets play 2 games Bracket winners advance to			
1	1	1	1				

2	2	2	2	Semi-finals (SF1 = A v D, SF2 = B v C)			
3	3	3	3				
			4	District – winner of A, B, C & D advance to championship			
Saturday	Round 1	A2 v A3	B2 v B3	C2 v C3	D2 v D3	D1 v D4	
	Round 2	A3 v A1	B3 v B1	C3 v C1	D3 v D1	D2 v D4	
Sunday	Round 3	A1 v A2	B1 v B2	C1 v C2	D1 v D2	D4 v D3	
	Semi-Final	SF1 = A v D		SF2 = B v C			
	Final	WSF1 v WSF2					

FOURTEEN TEAMS – Four Brackets (3,3,4,4)									
A	B	C	D	One-Weekend: Round Robin Play – Each team plays 3 games					
1	1	1	1	Bracket winners advance to Semi- finals					
2	2	2	2	(SF1 = A v D, SF2 = B v C)					
3	3	3	3						
		4	4	District – four (4) teams with the most points advance to championship					
Saturday	Round 1	A1 v B3	B1 v A2	A3 v B2	C2 v C3	D2 v D3	C1 v C4	D1 v D4	
	Round 2	B2 v A1	A2 v B3	B1 v A3	C3 v C1	D3 v D1	C2 v C4	D2 v D4	
Sunday	Round 3	A1 v B1	A2 v B2	A3 v B3	C1 v C2	D1 v D2	C4 v C3	D4 v D3	
	Semi-Final	1 v 4	2 v 3						
	Final	WSF1 v WSF2							

FIFTEEN TEAMS – Four Brackets (3,4,4,4)									
A	B	C	D	Round Robin Play – 4 team brackets play 3 games, 3 team bracket plays 2 games					
1	1	1	1	Bracket winners advance to Semi finals					
2	2	2	2	(SF1 = A v D, SF2 = B v C)					
3	3	3	3						
	4	4	4	District – winner of A, B, C & D advance to championship					
Saturday	Round 1	A2 v A3	B2 v B3	C2 v C3	D2 v D3	B1 v B4	C1 v C4	D1 v D4	
	Round 2	A3 v A1	B3 v B1	C3 v C1	D3 v D1	B2 v B4	C2 v C4	D2 v D4	
Sunday	Round 3	A1 v A2	B1 v B2	C1 v C2	D1 v D2	B4 v B3	C4 v C3	D4 v D3	
	Semi-Final	SF1 = A v D		SF2 = B v C					
	Final	WSF1 v WSF2							

SIXTEEN TEAMS – Four Brackets (4,4,4,4)									
A	B	C	D	One-Weekend: Round Robin Play – Each team plays 3 games					
1	1	1	1	Bracket winners advance to Semi- finals					
2	2	2	2	(SF1 = A v D, SF2 = B v C)					
3	3	3	3						

4	4	4	4	District – winner of A, B, C & D advance to championship					
Saturday	Round 1	A2 v A3	B2 v B3	C2 v C3	D2 v D3	A1 v A4	B1 v B4	C1 v C4	D1 v D4
	Round 2	A3 v A1	B3 v B1	C3 v C1	D3 v D1	A2 v A4	B2 v B4	C2 v C4	D2 v D4
Sunday	Round 3	A1 v A2	B1 v B2	C1 v C2	D1 v D2	A4 v A3	B4 v B3	C4 v C3	D4 v D3
	Semi-Final	SF1 = A v D		SF2 = B v C					
	Final	WSF1v WSF2							

2. SEEDED STANDARD SINGLE & TWO WEEKEND STATE TOURNAMENT FORMAT

(Note: Number below indicates tournament seeding. For example, in the six-team grouping, team A1 is the number one seeded team, team B2 is the number two-seeded team, etc. This format can be used for either Single-Weekend or Two-Weekend play.)

TWO TEAMS – One Brackets (2)			
A		One-Weekend: Best two out of three games – Sunday game played if needed. No ties – overtime & FIFA kicks if necessary. District – No District play – teams advance to championship.	
1			
2			
3			
Saturday	Round 1	A1 v A2	
	Round 2	A2 v A1	
Sunday	Round 3	A1 v A2	

THREE TEAMS – One Brackets (3)			
A		One-Weekend: Round Robin Play – Each team plays 2 games. No ties – overtime & FIFA kicks if necessary. Winner based on most points accumulated District – No District play – teams advance to championship.	
1			
2			
3			
Saturday	Round 1	A2 v A3	
	Round 2	A3 v A1	
Sunday	Round 3	A1 v A2	

FOUR TEAMS – One Brackets (4)			
ONE WEEKEND FORMAT			
A		Round Robin Play – Each team plays 3 games.No ties – overtime & FIFA kicks if necessary.	
1			
2			
3			
4			

Saturday	Round 1	A1 v A4	A2 v A3	
	Round 2	A3 v A1	A4 v A2	
Sunday	Round 3	A1 v A2	A3 v A4	
	Final	1st v 2nd		
TWO WEEKEND FORMAT				
Round Robin Play – Each team plays 3 games. Matches may end in a tie. Top two teams advance to Finals weekend.				
PRELIMINARY WEEKEND				
Saturday	Round 1	A1 v A4	A2 v A3	
	Round 2	A3 v A1	A4 v A2	
Sunday	Round 3	A1 v A2	A3 v A4	
	Final	1st v 2nd		
FINAL WEEKEND				

FIVE TEAMS – NO BRACKET – Play-in game required to 4 Team schedule

There will be a play in game between teams ranked 4th and 5th after Premier League play.

The winner of that game becomes the Fourth seed in the **Four Team Format**.

This game will be played prior to the start of Premier State Cup.
See Play-in instructions following this section.

SIX TEAMS – Two Brackets (3,3)				
ONE WEEKEND FORMAT				
A	B	Round Robin Play – Each team plays 2 games. Bracket winners advance to Finals		
1	2			
4	3			
5	6			
Saturday	Round 1	A4 v A5	B3 v B6	
	Round 2	A5 v A1	B6 v B2	
Sunday	Round 3	A1 v A4	B2 v B3	
	Final	WA v WB		
TWO WEEKEND FORMAT				
Round Robin Play – Each team plays 2 games. Games can end in a tie. The Top Two Teams in each Bracket advance to Final Weekend				
PRELIMINARY WEEKEND				
Saturday	Round 1	A4 v A5	B3 v B6	
	Round 2	A5 v A1	B6 v B2	
Sunday	Round 3	A1 v A4	B2 v B3	
	Final	WSF1 v WSF2		
FINAL WEEKEND				
Saturday	Semi-Final	1 st A v 2 nd B	2 nd A v 2 nd B	
Sunday	Final	WSF1 v WSF2		

SEVEN TEAMS – NO BRACKET – Play-in game required to 6 Team schedule

There will be a play in game between teams ranked 6th and 7th after Premier League play.

The winner of that game becomes the Sixth seed in the **Six Team Format**.

**This game will be played prior to the start of Premier State Cup.
See Play-in instructions following this section.**

EIGHT TEAMS – Two Brackets (4,4)

ONE WEEKEND FORMAT

A	B	Round Robin Play – Each team plays 3 games. Bracket winners advance to Finals.			
1	2				
4	3				
5	6				
8	7				
Saturday	Round 1	A4 v A5	B3 v B6	A1 v A8	B2 v B7
	Round 2	A5 v A1	B6 v B2	A4 v A8	B3 v B7
Sunday	Round 3	A1 v A4	B2 v B3	A8 v A5	B7 v B6
	Final	Winner A v Winner B			

TWO WEEKEND FORMAT

Round Robin Play – Each team plays 3 games. Matches may end in a tie. Top two teams advance to Finals weekend.

PRELIMINARY WEEKEND

Saturday	Round 1	A4 v A5	B3 v B6	A1 v A8	B2 v B7
	Round 2	A5 v A1	B6 v B2	A4 v A8	B3 v B7
Sunday	Round 3	A1 v A4	B2 v B3	A8 v A5	B7 v B6

FINAL WEEKEND

Saturday	Semi-Final	1st A v 2nd B	1st B v 2nd A
Sunday	Final	WSF1 v WSF2	

NINE TEAMS – NO BRACKET – Play-in game required to 8 Team schedule

There will be a play in game between teams ranked 8th and 9th after Premier League play.

The winner of that game becomes the Eighth seed in the **Eight Team Format**.

This game will be played prior to the start of Premier State Cup.

See Play-in instructions following this section.

TEN TEAMS – NO BRACKET – Play-in game required to 8 Team schedule

There will be a play in game between teams ranked 7th and 10th after Premier League play.

The winner of that game becomes the Seventh seed in the **Eight Team Format**

There will be a play in game between teams ranked 8th and 9th after Premier League play.

The winner of that game becomes the Eighth seed in the **Eight Team Format**.

This game will be played prior to the start of Premier State Cup.

See Play-in instructions following this section.

ELEVEN TEAMS – NO BRACKET – Play-in game required to 8 Team schedule

There will be a play in game between teams ranked 6th and 11th after Premier League play

The winner of that game becomes the Sixth seed in the **Eight Team Format**.

There will be a play in game between teams ranked 7th and 10th after Premier League play.

The winner of that game becomes the Seventh seed in the **Eight Team Format**.

There will be a play in game between teams ranked 8th and 9th after Premier League play.

The winner of that game becomes the Eighth seed in the **Eight Team Format**.

This game will be played prior to the start of Premier State Cup.

See Play-in instructions following this section.

TWELVE TEAMS – Three Brackets (4,4,4)

ONE WEEKEND FORMAT

A	B	C	Round Robin Play – Each team plays 3 games. First place in each bracket advances to Semi-finals with Best 2nd SF1 = A v Best 2nd & SF2 = B v C, unless Best 2nd is from A, then SF1 = A v C & SF2 = B v Best 2nd				
1	2	3					
6	5	4					
7	8	9					
12	11	10					
Saturday	Round 1	A6 v A7	B5 v B8	C4 v C9	A1 v A12	B2 v B11	C3 v C10
	Round 2	A7 v A1	B8 v B2	C9 v C3	A6 v A12	B5 v B11	C4 v C10
Sunday	Round 3	A1 v A6	B2 v B5	C3 v C4	A12 v A7	B11 v B8	C10 v C9
	Final	Winner A v Winner B					

TWO WEEKEND FORMAT

Round Robin Play – Each team plays 3 games. Matches may end in a tie. Top two teams advance to Finals

weekend.								
PRELIMINARY WEEKEND								
Saturday	Round 1	A6 v A7	B5 v B8	C4 v C9	A1 v A12	B2 v B11	C3 v C10	
	Round 2	A7 v A1	B8 v B2	C9 v C3	A6 v A12	B5 v B11	C4 v C10	
Sunday	Round 3	A1 v A6	B2 v B5	C3 v C4	A12 v A7	B11 v B8	C10 v C9	
FINAL WEEKEND								
Saturday	Semi-Final	Semi-Final 1		Semi-Final 2				
Sunday	Final	WSF1 v WSF2						

THIRTEEN TEAMS – NO BRACKET – Play-in game required to 12 Team schedule

There will be a play in game between teams ranked 12th and 13th after Premier League play.

The winner of that game becomes the Twelfth seed in the **Twelve Team Format**.

This game will be played prior to the start of Premier State Cup.
See Play-in instructions following this section.

FOURTEEN TEAMS – NO BRACKET – Play-in game required to 12 Team schedule

There will be a play in game between teams ranked 11th and 14th after Premier League play.

The winner of that game becomes the Eleventh seed in the **Twelve Team Format**.

There will be a play in game between teams ranked 12th and 13th after Premier League play.

The winner of that game becomes the Twelfth seed in the **Twelve Team Format**.

This game will be played prior to the start of Premier State Cup.
See Play-in instructions following this section.

FIFTEEN TEAMS – NO BRACKET – Play-in game required to 12 Team schedule

There will be a play in game between teams ranked 10th and 15th after Premier League play.

The winner of that game becomes the Tenth seed in the **Twelve Team Format**.

There will be a play in game between teams ranked 11th and 14th after Premier League play.

The winner of that game becomes the Eleventh seed in the **Twelve Team Format**.

There will be a play in game between teams ranked 12th and 13th after Premier League play.

The winner of that game becomes the Twelfth seed in the **Twelve Team Format**.

This game will be played prior to the start of Premier State Cup.

See Play-in instructions following this section.

SIXTEEN TEAMS – Four Brackets (4,4,4,4)											
ONE WEEKEND FORMAT											
A	B	C	D	Round Robin Play – Each team plays 3 games (SF1 = A v D, SF2 = B v C) Bracket winners advance to Semi-finals							
1	2	3	4								
8	7	6	5								
9	10	11	12								
16	15	14	13								
Saturday	Round 1	A8 v A9	B7 v B10	C6 v C11	D5 v D12	A1 v A16	B2 v B15	C3 v C14	D4 v D13		
	Round 2	A9 v A1	B10 v B2	C11 v C3	D12 v D4	A8 v A16	B7 v B15	C6 v C14	D5 v D13		
Sunday	Round 3	A1 v A8	B2 v B7	C3 v C6	D4 v D5	A16 v A9	B15 v B10	C14 v C11	D13 v D12		
	Final	Winner A v Winner B									
TWO WEEKEND FORMAT											
Round Robin Play – Each team plays 3 games. Matches may end in a tie. Top two teams advance to Finals weekend.											
PRELIMINARY WEEKEND											
Saturday	Round 1	A8 v A9	B7 v B10	C6 v C11	D5 v D12	A1 v A16	B2 v B15	C3 v C14	D4 v D13		
	Round 2	A9 v A1	B10 v B2	C11 v C3	D12 v D4	A8 v A16	B7 v B15	C6 v C14	D5 v D13		
Sunday	Round 3	A1 v A8	B2 v B7	C3 v C6	D4 v D5	A16 v A9	B15 v B10	C14 v C11	D13 v D12		
FINAL WEEKEND											
Saturday	Semi-Final	Semi-Final 1			Semi-Final 2						
Sunday	Final	WSF1 v WSF2									

Play-In Games – Procedure

(To be used in certain age groups with 5, 7, 9, 10, 11, 13, 14, & 15 teams. All other age group proceed to Premier State Cup with their seeding as determined only by Premier League play)

Play-in games are part of the Louisiana State Cup and are completed after Premier League play has been is completed for the year. The rankings are determined by Premier League play. Play-in games are scheduled by the team finishing highest in League Play. Games must be played on weekends, or a date that is mutually agreeable to BOTH teams, as established at the Premier Committee meeting at the Winter AGM, when the Premier League and Premier State Cup dates are set, preceding the soccer year. Games may not begin before 10 am and must start by 4 pm in the afternoon, unless mutually agreeable to BOTH teams. Both team managers must notify the LSA office of the game date, time and location within 5 days after League Play is completed. Games not set by then will be scheduled by LSA. The State Referee Committee will assign the referees for all play-in games. The Premier Commissioner will have the discretion regarding changing the time and location of Play-in Games in order to provide adequate LSA Administrative and Referee coverage.

For U11-U13 Teams:

For U11-U13 Teams, National Championship Rules do not apply. Therefore rankings and eligibility are determined only by the results of Premier League play. Teams eliminated due to standings will have their State Cup entrance fee returned in full.

For U14-U18 Teams:

For U14-U18 Teams, National Championship Rules apply. Therefore play-in games will be utilized for elimination purposes. A refund of \$225.00 of the State Cup entrance fee will be made to all teams eliminated due to play-in games; this is because this is their only participation in State Cup. The teams that are required to participate in play-in games are determined by the team rankings at the end of Premier League play.

D. HOSTING STATE TOURNAMENTS

The LSA Youth Division only has State Championships for Div 1 and Premier teams, Under 11 through Under 19. These State sponsored tournaments are hosted by various clubs throughout the State. LSA will solicit proposals from clubs wishing to host a state competition by November 1st of the current soccer year. The invitation to bid will include an estimate of the number of teams participating and field requirements as well as the dates of the games. Bids to host must be returned to LSA by December 1st and must include:

1. A list of available fields with map showing location
 2. A list of blocked hotel/motel rooms and the number of rooms
 3. A statement from the local referee assignor that they have reviewed the bid and can cover the estimated games (LA Division 1 State Cup). Host for Premier games must obtain a statement from the LSA State Games & Cup Assignor as to the availability of referees for their location.
 4. If a local club desires to impose fees for admission, parking, programs, etc. their request must be submitted with their bid to host. LSA has final approval of imposed fees therefore if a bid is contingent upon a fee this also must be noted.
- A meeting of the Youth Council will be scheduled the Saturday before the Winter Business Meeting where a vote will be taken to select the sites to host state tournaments for the current soccer year. LSA, in consultation with the host, reserves the right to modify the dates and locations of State Tournaments and weather-induced re-scheduling.

1. Requirements:

- a. Clubs wishing to host a State Tournament can do so by submitting the following information on an "LSA Youth Division State Tournament Bid Form" by the required date:
 - (1) Number of fields available.

- (2) Length and width of each field to be used.
- (3) Goal sizes of each field.
- (4) Whether outside referees will be needed.
- (5) The name, address and phone number of the Host Tournament Director.
- (6) The hotel(s) name, location and number of rooms blocked for the tournament. Whenever possible, a complimentary room should be booked for the LSA State Tournament Director (or his designee) and the Tournament Referee if out-of-town representatives are to be used.

- b. Tournament Hosts shall provide participating Clubs a list of blocked hotels, contact persons (including name, address and phone number) room rates and cutoff dates.
- c. Tournament Hosts should attempt to assign neutral referees for Final, Semifinal, and Round-Robin games wherever possible.
- d. Tournament Hosts should schedule shoot-outs on the first day of tournament play and a time will be set so that everyone will know in advance when shoot-outs, if necessary, will be scheduled.
- e. The Host Tournament Director for each tournament will submit a complete tournament report to the LSA Tournament Director within one week of the event.

E. LSA YOUTH STATE TOURNAMENTS

1. GENERAL

LSA affiliated clubs may host State Tournaments in accordance with USYSA rules and the LSA rules as set forth herein. LSA sponsors two levels of State Tournaments, Div 1 and the Premier State Cup for Premier teams vying to advance to Regional or National Competitions as the LSA State Champions. Entry into the LSA Div 1 tournament requires application through the team's club. Entry into the Premier State Cup requires participation in the statewide Premier League or Sub-Regional Premier League and application to enter. Teams participating in either tournament are limited in the number of player transfers during the soccer year, September 1st through the end of competition. For players registering from another state or country all clearances must be secured and on file with LSA as of roster freeze dates. **Teams and /or players may enter or play in only one State Tournament in a seasonal year.**

Playing rules and tournament formats are policies of LSA and are set by the committees overseeing the competitions respectively. See Policy 311-1 Division 1 State Tournament and Policy 311-2 Premier League/Premier State Cup Tournament.

These competitions are only for the Under 11 through Under 19 boys and girls. Age divisions for each are:

U19 B&G	U18 B&G	U17 B&G
U16 B&G	U15 B&G	U14 B&G
U13 B&G	U12 B&G	U11 B&G

The Div1 and Premier Committees shall meet to discuss survey and review the current rules of their respective tournaments. Upon their findings, they make recommendations for changes to be presented and approved by the State Youth Council. The Youth Premier and Div1/Recreational Commissioners shall serve as the State Cup Directors of their respective tournaments.

a. RESPONSIBILITIES OF THE LSA DIV1 AND PREMIER COMMITTEES, HOST CLUB AND HOST TOURNAMENT DIRECTOR

- (1) The LSA Youth Council will set the fees for participation in State Championship Tournaments. (See Policy 206-1 Youth Fees)
- (2) The LSA Div1 and Premier Committees will establish the playing schedules in coordination with the Host Club. The Host Club will furnish a schedule of fields and time slots to the LSA Office. The Div1 Committee will conduct a random draw to decide the brackets for all LSA Youth Div1 Tournaments with an automatic separation of two teams from the same club. The Div1 Committee shall then insert the brackets and games in the field schedule and post the schedule to LSA's web site. The LSA web site shall be the official tournament schedule. Schedules will not be mailed to individual teams. The games schedule shall include time and location of FIFA kicks, if required to determine bracket winners. FIFA kicks must be held after all bracket games are complete.
- (3) The LSA Div1 and Premier Committees will be responsible for validating registration and tournament awards. The Host Club will provide personnel for administrative functions such as check-in and recording scores, publicity, concessions, etc. The Host Club must provide a tournament T-shirt for sale to the participants.
- (4) LSA's Tournament Referee Coordinator will coordinate all tournament referees. Local assignors will assign games with the assistance and approval of the LSA Tournament Referee Coordinator. A Tournament Referee Assignor must be on site the entire tournament to coordinate the referee assignments and report results. If LSA does not provide a Tournament Referee the local club will provide one to sit on the Event Tournament Committee to interpret FIFA Laws of the Game. Per LSA Rules the Tournament Referee and the Tournament On-Site Assignor will not officiate tournament matches. The Tournament Referee will be compensated per LSA guidelines. Travel, lodging, meals and refreshments for referees are the responsibility of the host club unless approved in advance by the State Games Assignor or SRC. All games will use three (3) officials. Use of 4th Officials is at the discretion of the LSA Tournament Representative or SRC. Problem games should be identified and use of a 4th official pre-approved.
- (6) The Host Club shall provide at least one clearly identifiable field marshal per playing site. Prior to each game, the field marshal will inspect the field to be sure that it is free from objects or conditions that may cause injury. If such conditions exist which cannot be immediately corrected it shall be brought to the attention of the referee and the Host Tournament Director. The field marshal shall monitor spectator sidelines and ensure that all LSA Tournament Rules are being observed. Infractions of the rules should be reported to the Tournament Committee. The field marshal will verify the scores with the game officials immediately after each game.

b. EVENT TOURNAMENT COMMITTEE

- (1) There shall be an event tournament committee consisting of LSA Commissioner responsible for the competition (or his designee), the LSA Vice President Youth (or other designated LSA Board member) the LSA Tournament Referee or the host Tournament Senior Referee.
- (2) The LSA Tournament Director (or his designee) shall be responsible for the enforcement and interpretation of the LSA Tournament Rules as published.
- (3) The LSA Tournament Referee or the host Tournament Senior Referee shall be responsible for the enforcement and interpretation of the FIFA Laws of the Game.
- (4) No member of this Tournament Committee shall be allowed to officiate during this event. This committee shall hear protests and resolve other problems which arise during the tournament. Decision will be FINAL AND BINDING.

c. EXPENSES OF THE STATE TOURNAMENTS

Budgets will be set each year by the LSA Div1 and Premier Committees. LSA appreciates local clubs hosting state competitions and agrees to compensate the host in the following way:

- (1) Host Fees— \$75 per team scheduled to play (based on official published game schedule – teams that drop out prior to release of schedule will not be counted) One half of the fee will be paid in advance and the balance will be paid upon receipt of all required tournament reports.
- (1) Assignor Fees— assignors will be paid (per LSA adopted tournament pay scale) One half of the fee in advance for games on the officially published game schedule and the balance will be paid at the conclusion of the tournament if all reports are submitted subject to the following adjustments:
 - (a) Game assignment fee will be reduced 1/3 for each referee absent from a game.
 - (b) No game assignment fee will be paid if the required completed LSA Tournament Score Card is not submitted or incomplete or a required USSF Referee Report is not submitted for a game.
- (2) Referee Game Fees— (per LSA adopted tournament pay scale) for games on the officially published game schedule and adjusted as indicated below:
 - (a) Fees will not be paid for games cancelled at least 24 hours in advance (LSA must notify the host – failure to notify timely the host will result in LSA paying the fees)
 - (b) Fees for games cancelled during the tournament will be paid provided referees were scheduled for those games.
 - (c) Standby referees (use of only approved by LSA) will be compensated per LSA's adopted tournament pay scale and if needed for a game will receive either the game fee or the standby fee, not both fees.

d. TOURNAMENT REFEREES

All fees associated with the assignment of referees to tournament games should be built into the tournament costs by the LSA Div1 and Premier Committees. LSA is not responsible for providing refreshments, lodging or travel for officials unless approved in advance.

State Tournament referee assignors must:

- (1) Be currently registered with USSF
- (2) Use only registered referees for tournament games
- (3) Be available at the field during the entire tournament
or have representation at the field.
- (4) Cannot officiate during the tournament (if officiates, then not eligible for pay)

The LSA Div1 and Premier Committees and the LSA State Referee Administrator hereafter referred to as LSA-SRA, will set a statewide pay scale for all State Tournament games.

e. AWARDS -- STATE TOURNAMENTS

The Div1 and Premier Committees determine the awards to be presented for their respective competitions within approved LSA tournament budgets.

(1) Champion and Runner-up

Awards (trophies or medals) will be given to each player and coach of the first and second place teams in all age groups of State Tournaments.

(2) Fair Play Award

In 1988-89, the LSA Youth Tournament Committee decided to institute a Fair Play award for teams participating in the LSA State Tournaments. The LSA Fair Play Awards are based on the Region III and USYSA guidelines. LSA wishes to develop "Fair Play" in addition to building athletic ability. Winning a game is not everything, nor the only thing! It's how you handle yourself in victory and defeat, whether it is sports, your job, your family, or any unforeseen crisis. Each player on the team receives an individual patch (pin) and the coach receives a plaque or trophy.

(a) The Objectives of the Fair Play Award are:

- Respect for self and others through fair play,
- Elimination of violence,
- Promotion of safety and development of skills,
- Appreciation of opponents, without whom there would be no game,
- Respect for officials who ensure fair and safe play.

(b) Point System

All teams participating in LSA State Tournaments will be rated on each game by the Referee. Points will be awarded in the following categories:

(i) COOPERATION OF PLAYERS

- Playing by the rules,
- Enthusiasm for the game,
- Playing hard to win, not just for winning,

- Respect for teammates, officials, and opponents,
- Controlling temper.

(ii) COOPERATION OF COACHES

- Reasonable demands made on players,
- Respect for officials, players, and opponents,
- Spectator control,
- Safe and proper equipment,
- Knowledge of the game,
- Setting a good example of Fair Play.

(iii) OVERALL GAME CONDUCT

- Uniform appearance,
- Cooperation and teamwork,
- Respect for teammates, officials, and opponents.

Excessive off-field misbehavior may disqualify a team from the Fair Play competition at any time during the tournament. This misbehavior will be reported to the LSA Tournament Committee.

All teams will be rated during round-robin play and the LSA State Cup Director will determine the winners for each division. Any team selected for the Fair Play award that continues to play through the semi-finals or finals could lose the award if problems arise during those games. Inclusion of the Fair Play award for State Tournaments is optional and determined by the Committees overseeing each competition.