

LSA POLICY MANUAL

Policy 206-Fees

Policy 206-1 YOUTH FEES

YOUTH DIVISION

REGISTRATION

| | |
|---|------------|
| Youth League Affiliation Fee | \$25.00 |
| Player Registration Fee (Fall/Spring 02/03) | \$15.00 |
| Player transfer fee | \$15.00 |
| International Player Clearance | No LSA fee |
| Interstate player release | \$5.00 |
| Guest Player | No LSA fee |

TEAM ENTRY FEES

| | |
|------------------------------|----------|
| Premier League fee | \$50.00 |
| USYS LSA State Cup entry fee | \$325.00 |
| Nokia Sugar Bowl entry fee | \$300.00 |

APPLICATION TO HOST U.S. TEAMS IN A TOURNAMENT/GAMES

LSA FEES:

| | |
|--|----------|
| Application to Host Tournament | |
| 180-90 days prior to event | No fee |
| 89-60 days prior to event | \$25.00 |
| 30-59 days prior | \$50.00 |
| less than 30 days prior | \$100.00 |
| Application to Host Friendly Games | |
| 14 days prior to event | No fee |
| 2-13 days prior to event (per day) | TBD |
| (No applications will be approved the day before the event.) | |

APPLICATION TO HOST FOREIGN TEAMS

| | |
|---|----------|
| LSA Foreign team application fee | \$25.00 |
| Hosting Foreign team(s) in a tournament | |
| USYS application fee | |
| less the 150, more than 90 days prior | \$25.00 |
| less than 90, more than 60 days prior | \$50.00 |
| less than 60, more than 30 days prior | \$75.00 |
| less than 30 days prior to event | \$100.00 |
| USSF application fee: | |
| 60 or more days in advance | \$50.00 |
| less than 60 days in advance | \$100.00 |

Hosting Foreign team(s) in Friendly Games

| | |
|--|----------|
| <i>USYS application fee:</i> | |
| <i>less than 60, more than 30 days prior</i> | \$25.00 |
| <i>less than 30 days prior</i> | \$50.00 |
| <i>USSF application fee:</i> | |
| <i>60 or more days in advance</i> | \$50.00 |
| <i>less than 60 days in advance</i> | \$100.00 |
| <i>(The above plus applicable LSA fees)</i> | |

YOUTH TRAVEL TO TOURNAMENT/GAMES

Notice of Travel – within the U.S. – *No LSA fee*
Notice of Travel must be received in the LSA office prior to the first day of travel

(See Policy 308 TRAVEL PROCEDURES)

| | |
|---|----------|
| <i>Application for Foreign Travel</i> | |
| <i>LSA – fees as stated above (*) apply</i> | |
| <i>USSF</i> | |
| <i>90 days prior to travel</i> | \$25.00 |
| <i>90-60 days prior</i> | \$50.00 |
| <i>60-30 days prior</i> | \$75.00 |
| <i>less than 30 days</i> | \$125.00 |

ADULT DIVISION

REGISTRATION

| | |
|--------------------------------|-------------|
| ADULT LEAGUE AFFILIATION FEE | \$25.00 |
| LSA PLAYER FEES | \$32.00 |
| PLAYER TRANSFER FEE | \$3.50 |
| INTERNATIONAL PLAYER CLEARANCE | AS REQUIRED |
| TRAVEL PERMIT FEE | \$5.00 |
| TEAM ENTRY FEES | TBD |
| STATE TOURNAMENT | TBD |
| NATIONAL CUP FEES | AS REQUIRED |

APPLICATIONS TO HOST N. AMERICAN TEAMS

| | |
|---------------------------------|---------|
| Applications to Host Tournament | |
| 120-90 days prior to event | No fee |
| 89-30 days prior to event | \$25.00 |
| less than 30 days prior | \$50.00 |

APPLICATIONS TO HOST FOREIGN TEAMS

| | |
|---|----------|
| Hosting foreign teams in a tournament/games | |
| LSA Fees | \$100.00 |

| | |
|------------------------------------|----------|
| USASA foreign team tournament fees | |
| 180 days or more in advance | No fee |
| 90-150 days prior | \$25.00 |
| 60-89 days prior | \$50.00 |
| 30-59 days prior | \$75.00 |
| 29 days or less in advance | \$100.00 |

| | |
|------------------------------|---------|
| USASA foreign team game fees | |
| 120-60 days prior | No fee |
| 30-59 days prior | \$25.00 |
| 29 days or less | \$50.00 |

Policy 206-3

REFEREE FEES

GAME FEES

| Age Group | Duration | LSA Rate Premier & Rec+ | | | Sub Regional | | |
|-----------|------------|-------------------------|-----|-----|--------------|-----|-----|
| | | CR | SAR | JAR | CR | SAR | JAR |
| U11 | 60 minutes | 20 | 10 | 10 | | | |
| U12 | 60 minutes | 20 | 10 | 10 | | | |
| U13 | 70 minutes | 25 | 15 | 15 | 40 | 20 | 20 |
| U14 | 70 minutes | 25 | 15 | 15 | 40 | 20 | 20 |
| U15 | 80 minutes | 30 | 20 | 20 | 45 | 25 | 25 |
| U16 | 80 minutes | 30 | 20 | 20 | 45 | 25 | 25 |
| U17 | 90 minutes | 35 | 25 | 25 | 50 | 25 | 25 |
| U18 | 90 minutes | 35 | 25 | 25 | 50 | 25 | 25 |
| U19 | 90 minutes | 35 | 25 | 25 | 50 | 25 | 25 |

ASSIGNMENT FEES

\$4 per game

TRAVEL

travel over 35 miles one-way

June 1, 2005

\$0.35/mile

\$0.405/mile

Policy 211-1 Hosting International Games

The USSF has very specific rules and regulations governing foreign team play and should we fail to properly follow their procedures to host international games we could lose our affiliation, be fined, etc. Notification of the request to host an international team must be submitted **one hundred eighty (180)** days prior to the event and there is a \$100 hosting fee for adult teams and a \$25 hosting fee for youth teams **payable to LSA** by the league or team wanting to host. Referees are also chosen by the Chairman, LSA State Referee Committee, not by the local leagues. In some cases, the strict FIFA LAWS OF THE GAME rules will apply such as substitution. DO NOT HOST A FOREIGN TEAM WITHOUT RECEIVING THE PROPER APPROVAL.

Policy 305-1 GUEST PLAYERS

A. LSA GUEST PLAYER POLICY

1. Guest players are allowed for friendly recreational games and invitational tournaments within the state when allowed by local tournament rules that are approved by LSA. Guest players are not allowed for premier league games or state Tournaments.
2. No more than three guest players may be used per team during a competition.
3. Under no condition can a player on a select/competitive (premier) or [Div 1 team](#) participate as a guest player for a Recreational team unless that team is playing in an open or competitive tournament.
4. U10 and younger players cannot become guest players on older teams.
5. Premier teams Age U17 and above may exceed the LSA three guest player limit for tournaments provided that the tournament host organization allows it and at least 50% of the tournament roster consists of players registered to the team.

B. PROCEDURES TO USE GUEST PLAYERS

1. When a team is traveling out of Louisiana for tournament games, LSA shall allow the use of no more than three guest players per team, providing the host organization allows this. To protect player eligibility and insurance coverage of LSA members, the use of guest players shall be in accordance with the following procedures:
 - a. Guest player release forms must be completed, signed by all appropriate parties, attached to the team roster, and submitted with the application to travel.
 - b. Guest players participating in tournaments necessitating the use of USYSA player ID cards will have such cards stamped "GUEST PLAYER" by the league registrar across the face of the card. Guest Player ID cards will be returned to the league registrar immediately following the tournament.
 - c. If a guest player is added to a roster after the travel permit has been approved, the guest player form and an updated roster (signed by the coach and league registrar) must be mailed or faxed to the LSA Office and postmarked prior to the team's departure. It is recommended that the coach bring the league approved guest player form to the event.
 - d. A player may only serve as a guest player on three (3) occasions during the soccer year (September 1 through August 31). This does not mean that a child is entitled to participate as a guest player three times per soccer year. Approval can only be given by the coach and the league. A separate guest player form is needed for each occasion.

- e. During the period of time covered by the guest player release form, a guest player may play only for the team on which he/she has been approved as a guest. The guest player cannot play for his/her registered team during this period.
 - f. Failure to abide by these established LSA guest player policy and procedures may result in the offending coach's suspension.
 - g. Guest Player forms may be faxed to the LSA office. The forms must be fully completed and received by close of business on the day preceding the event in which the player will guest play.
2. Intra-Club Guest Players— The rules relating to guest players on youth teams apply only to guest players playing for a team of another club and do not apply to guest players playing for another team of their own club. In case of guest players from teams within the same club:
- a. A team may use an unlimited number of guest players from other teams within the same club, subject only to the applicable rules of competition (including state competitions, including Premier League.)
 - b. No approval or authorization by LSA is required.
 - c. There is no limit on the number of times a player may participate as a guest player for teams within the player's own club.
 - d. Playing as a guest player on a team within the player's club does not affect the ability of the player to play for his/her own team if permitted by the applicable rule of competition.
 - e. Guest playing for another team within the same club does not affect the player's ability to transfer to the host team during the soccer season.

Policy 308 TRAVEL PROCEDURES

A. OUT OF STATE

Notification of Travel is mandatory for US Youth Soccer team activity outside of Louisiana. LSA affiliated teams are required to notify LSA of travel outside the state unless the event is specifically LSA sanctioned, such as US Youth Soccer Sub-Regional League play, US Youth Soccer Regional or National Championships or Directors Cup. LSA does not sanction or insure clubs, teams or individuals playing non US Youth Soccer affiliated teams, clubs or events. Club or teams wishing to play in non-US Youth Soccer matches or events are encouraged to seek coverage from other sources. Failure to notify LSA of travel to US Youth Soccer events may result in sanctions against the coach, the team or the club an/or the loss of medical insurance coverage.

Notice of Travel must be received in the LSA office prior to the first day of travel.

Procedures:

A team wishing to travel to a US Youth Soccer event should obtain the Notification of Travel form from their club or the LSA Website. The Notification of Travel form should be completed in full. Dates of travel should include all travel days, not just the days of the event. A Travel Roster of up to 18 US Youth Soccer registered players should be prepared. The completed Notification of Travel form along with the Travel Roster should then be submitted to the LSA office in either electronic (MSWord or PDF file), facsimile, or paper. No fee is required.

The LSA office will acknowledge receipt of the Notification of Travel in the same format as it is received. The Acknowledgement will operate as permission to travel for those events that require it. The Notification of Travel and the Travel Roster will be retained by the LSA office in an electronic file and will be proof that the activities are sanctioned by LSA for all purposes, including liability and medical coverage.

B. OUT OF COUNTRY

A youth team wishing to travel out-of-the-country to play friendly games or to play in a tournament is governed by USSF & USYSA guidelines and must receive permission from USSF. Contact LSA office for procedures.

PLEASE NOTE THAT THIS MUST BE DONE NINETY (90) DAYS PRIOR TO TRAVEL, WITH NO EXCEPTIONS. Travel out-of-country cannot occur without USSF approval.

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 not allow the use of guest players by LSA boy's teams within the State of Louisiana. (A maximum of three (3) guest players may be allowed by out-of-state teams if you choose.)

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. Upon approval, LSA will retain the Hosting Agreement form and return the white copy of the Application to Host form to the Tournament Director of the hosting club.

g. 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 US YSA 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 to host 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.
 - (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 ROSTERS

- a. Must comply with LSA By Law Section 302 Player/Team Registration, subsection H.
- b. The official 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. Rosters presented by coaches, managers or club officials at the tournament site are not acceptable.

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 will 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 will 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 in the 2005-2006 season the fields must comply with the following:

Length: minimum 60 yds – maximum 80 yds

Width: minimum 45 yds – maximum 55 yds

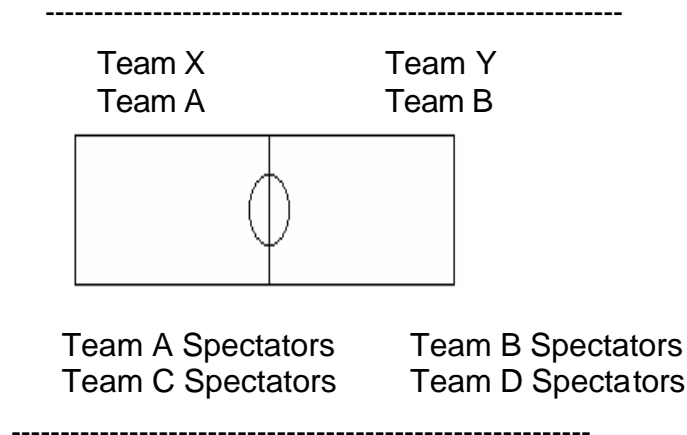
Goals: Conform to FIFA with the exception that the maximum distance between goal posts is twenty-one (21) feet and the maximum distance from the goal line to the bottom of the crossbar is seven (7) feet.

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. A minimum of seven (7) players constitutes a team.

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 light and dark jerseys 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.

| <u>Age Group</u> | <u>Game length</u> | <u>Overtime Periods</u> | <u>Ball Size</u> |
|------------------|--------------------|-------------------------|------------------|
| U19(U18/U17) | 2-45 min. halves | 2-10 min halves | #5 |
| U16(U15) | 2-40 min. halves | 2-10 min halves | #5 |
| U14(U13) | 2-35 min. halves | 2-10 min halves | #5 |
| U12(U11) | 2-30 min. halves | 2-10 min halves | #4 |

b. During single elimination competition (e.g., after round-robin competition is completed) if a game ends in a tie overtime period(s) will be played at the end of normal playing time. All overtime periods shall be sudden death. The first team to score a goal wins (Golden

Goal) . 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

a. 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 any stoppage of play with the referee's permission.

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 are not cumulative from game to game. For receiving the second cumulative caution during the tournament, a coach shall receive a one game suspension.

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.

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 be on the spectator's side of the field while serving the suspension.
- (2) A coach who receives a second cumulative caution or a send-off shall receive a minimum one game suspension. The coach may not be at the soccer complex in any capacity while serving the suspension. If the coach has checked in with the Tournament Committee as the coach of multiple teams, the coach must serve the suspension for his next scheduled playable game (any team) and may not be at

the soccer complex until the game served as the suspension has been completed.

- (3) The Tournament Committee has the right to review all send-offs (referee assault will be dealt with by LSA) and add additional 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) 3 goals for, 0 goals against
- (2) The forfeiting team shall be accorded:
 - (a) 0 points for the loss
 - (b) 0 goals for, 3 goals against

14. BRACKET STANDINGS

At the completion of round-robin competition, if two or more teams are tied in the number of points awarded, the final bracket standing 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 overall from all brackets only if all involved teams have played one another (this criteria not used if more than two teams are tied).

b. Highest total goal difference for all games ("goals for" minus "goals against"), 3 goal maximum difference per game.

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

$$5 - 1 = +3$$

$$1 - 3 = -2$$

$$2 - 2 = 0$$

Total goal difference = +1

c. Fewest goals allowed in all games, no maximum per game.

d. FIFA kicks from penalty mark. Note: If three or more teams are tied through 'fewest goals allowed', the Tournament Director or his designee shall randomly draw the pairings for the FIFA kicks. The last team drawn in odd numbered situations gets a bye and competes in the second round of the FIFA kicks.

e. Toss of coin.

f. Once bracket winners are determined all remaining teams are evaluated for wildcard or overall best second slots if needed. If more than two teams are tied, the sequence starting at a. above will be followed with only the tied teams considered until the tie is broken.

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 NOKIA SUGAR BOWL 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 | | |
| 1 | | | |
| 2 | District – No District play – teams advance to championship. | | |
| 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 | | | |
| 1 | Two teams with most points advance to Finals | | | |
| 2 | | | | |
| 3 | District – No District play – teams advance to championship. | | | |
| 4 | | | | |
| 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. | | | |
| 1 | Winner based on most points accumulated | | | |
| 2 | | | | |
| 3 | District – four (4) teams with the most points advance to championship | | | |
| 4 | | | | |
| 5 | | | | |
| 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 plays 2 games. First place in each bracket advances to Semi-finals with Best 2 nd & Best 3 rd SF1 = A v Best 2 nd & SF2 = B v Best 3 rd , unless Best 2 nd is from A, then SF1 = A v Best 3 rd & SF2 = B v Best 2 nd To determine Best 2 nd & Best 3 rd , 2 nd & 3 rd place teams in 3 team bracket play another game | | | |
| 1 | 1 | | | | |
| 2 | 2 | | | | |
| 3 | 3 | | | | |
| | 4 | District – winner of A, B, & Best 2 nd & Best 3 rd advance to championship | | | |
| 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 2 nd | SF2 = B v Best 3 rd | Semi-Final | |
| | Final | WSF1 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 | 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 |
| | Final | WA v WB | | | |

| 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. District – four (4) teams with the most points advance to championship | | | | | |
| 1 | 1 | 1 | | | | | | |
| 2 | 2 | 2 | | | | | | |
| 3 | 3 | 3 | | | | | | |
| | | 4 | | | | | | |
| 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 2 nd , 2 nd & 3 rd place teams in 3 team bracket play another game District – winner of A, B, C & Best 2 nd advance to championship | | | | | |
| 1 | 1 | 1 | | | | | | |
| 2 | 2 | 2 | | | | | | |
| 3 | 3 | 3 | | | | | | |
| | | 4 | | | | | | |
| 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 2 nd is from A, then SF1 = A v C & SF2 = B v Best 2 nd District – winner of A, B, C & Best 2 nd advance to championship | | | | | |
| 1 | 1 | 1 | | | | | | |
| 2 | 2 | 2 | | | | | | |
| 3 | 3 | 3 | | | | | | |
| | | 4 | | | | | | |
| 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 Semi-finals (SF1 = A v D, SF2 = B v C) | | | |
| 1 | 1 | 1 | 1 | | | | |
| 2 | 2 | 2 | 2 | | | | |
| 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 Bracket winners advance to Semi- finals (SF1 = A v D, SF2 = B v C) | | | | | |
| 1 | 1 | 1 | 1 | | | | | | |
| 2 | 2 | 2 | 2 | | | | | | |
| 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 Bracket winners advance to Semi finals (SF1 = A v D, SF2 = B v C) | | | | | |
| 1 | 1 | 1 | 1 | | | | | | |
| 2 | 2 | 2 | 2 | | | | | | |
| 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 Bracket winners advance to Semi- finals (SF1 = A v D, SF2 = B v C) District – winner of A, B, C & D advance to championship | | | | | | |
| 1 | 1 | 1 | 1 | | | | | | | |
| 2 | 2 | 2 | 2 | | | | | | | |
| 3 | 3 | 3 | 3 | | | | | | | |
| 4 | 4 | 4 | 4 | | | | | | | |
| 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 Bracket (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 | | |
| 1 | | | |
| 2 | | | |
| Saturday | Round 1 | A1 v A2 | |
| | Round 2 | A2 v A1 | |
| Sunday | Round 3 | A1 v A2 | |

| THREE TEAMS – One Bracket (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 | | | |
| Saturday | Round 1 | A2 v A3 | |
| | Round 2 | A3 v A1 | |
| Sunday | Round 3 | A1 v A2 | |

| FOUR TEAMS – One Bracket (4) | | | | |
|-------------------------------------|---|---------|---------|--|
| A | One-Weekend: Round Robin Play – Each team plays 3 games. No ties – overtime & FIFA kicks if necessary. Winner based on most points accumulated | | | |
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| Saturday | Round 1 | A2 v A3 | A1 v A4 | |
| | Round 2 | A3 v A1 | A2 v A4 | |
| Sunday | Round 3 | A1 v A2 | A4 v A3 | |

| FIVE TEAMS – One Bracket (5) | | | | |
|-------------------------------------|---|--------------------|---|--|
| ONE WEEKEND FORMAT | | | | |
| A | Round Robin Play – Each team plays 4 games. Ties Stand. | | | |
| 1 | Winner based on most points accumulated. | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 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 | |
| TWO WEEKEND FORMAT | | | | |
| PRELIMINARY WEEKEND | | | | |
| Saturday | Round 1 Round 2 | A5 v A4 A5 v A3 | Round Robin Play 3 rd through 5 th with top 2 teams designated as Preliminary Weekend Winner "PWW 1 & 2" and advances to the second weekend. Games cannot end in a tie- Overtime and FIFA kicks if necessary. | |
| Sunday | Round 3 | A3 v A4 | | |
| FINAL WEEKEND | | | | |
| Saturday | Round 1 | A2 v PWW1 | A1 v PWW2 | Round Robin- Each teams plays 3 games No Ties- Overtime and FIFA kicks if necessary Winner based on most points accumulated |
| | Round 2 | PWW1 v A1 | A2 v PWW2 | |
| Sunday | Round 1 | A1 v A2 | PWW2 v PWW1 | |

| SIX TEAMS – Two Brackets (3,3) | | | | |
|--|------------|---|---------------------------------------|--|
| ONE WEEKEND FORMAT | | | | |
| A | B | Round Robin Play – Each team plays 2 games. | | |
| 1 | 2 | Bracket winners advance to Finals | | |
| 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. 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 WEEKEND | | | | |
| Saturday | Semi-Final | 1 st A v 2 nd B | 1 st B v 2 nd A | |
| | Final | WSF1 v WSF2 | | |

| SEVEN TEAMS – Two Brackets (3,4) | | | | | |
|---|------------|--|---------------------------------------|---------|--|
| ONE WEEKEND FORMAT | | | | | |
| A | B | Round Robin Play – 4 team bracket plays 3 games, 3 team bracket plays 2 games. Bracket winners advance to Finals. | | | |
| 1 | 2 | | | | |
| 4 | 3 | | | | |
| 5 | 6 | | | | |
| | 7 | | | | |
| Saturday | Round 1 | A4 v A5 | B3 v B6 | B2 v B7 | |
| | Round 2 | A5 v A1 | B6 v B2 | B3 v B7 | |
| Sunday | Round 3 | A1 v A4 | B2 v B3 | B7 v B6 | |
| | Final | WA v WB | | | |
| TWO WEEKEND FORMAT | | | | | |
| Round Robin Play – 4 team bracket plays 3 games, 3 team bracket plays 2 games. Top Two Teams in each Bracket advance to Final Weekend. | | | | | |
| PRELIMINARY WEEKEND | | | | | |
| Saturday | Round 1 | A4 v A5 | B3 v B6 | B2 v B7 | |
| | Round 2 | A5 v A1 | B6 v B2 | B3 v B7 | |
| Sunday | Round 3 | A1 v A4 | B2 v B3 | B7 v B6 | |
| FINAL WEEKEND | | | | | |
| Saturday | Semi-Final | 1 st A v 2 nd B | 1 st B v 2 nd A | | |
| | Final | WSF1 v WSF2 | | | |

| 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 | WA v WB | | | | | | | |
| TWO WEEKEND FORMAT | | | | | | | | | |
| Round Robin Play – Each team plays 3 games Top Two Teams in each Bracket advance to Final 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 | 1 st A v 2 nd B | 1 st B v 2 nd A | | | | | | |
| | Final | WSF1 v WSF2 | | | | | | | |

| NINE TEAMS – Three Brackets (3,3,3) | | | | | |
|--|------------|-------------|--|---------|--|
| ONE WEEKEND FORMAT | | | | | |
| A | B | C | Round Robin Play – Each team plays 2 games. First place in each bracket advances to Semi-finals with Best 2 nd . | | |
| 1 | 2 | 3 | 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 . | | |
| 6 | 5 | 4 | | | |
| 7 | 8 | 9 | | | |
| Saturday | Round 1 | A6 v A7 | B5 v B8 | C4 v C9 | |
| | Round 2 | A7 v A1 | B8 v B2 | C9 v C3 | |
| Sunday | Round 3 | A1 v A6 | B2 v B5 | C3 v C4 | |
| | Semi-Final | SF1 | SF2 | | |
| | Final | WSF1 v WSF2 | | | |
| TWO WEEKEND FORMAT | | | | | |
| 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 . | | | | | |
| PRELIMINARY WEEKEND | | | | | |
| Saturday | Round 1 | A6 v A7 | B5 v B8 | C4 v C9 | |
| | Round 2 | A7 v A1 | B8 v B2 | C9 v C3 | |
| Sunday | Round 3 | A1 v A6 | B2 v B5 | C3 v C4 | |
| FINAL WEEKEND | | | | | |
| Saturday | Semi-Final | SF1 | SF2 | | |
| | Final | WSF1 v WSF2 | | | |

| TEN TEAMS – Three Brackets (3,3,4) | | | | | |
|--|------------|---------------------------------------|--|---------|----------|
| ONE WEEKEND FORMAT | | | | | |
| A | B | C | Round Robin Play – 4 team bracket plays 3 games, 3 team brackets play 2 games. First place in each bracket advances to Semi-finals with Best 2 nd . | | |
| 1 | 2 | 3 | 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 . | | |
| 6 | 5 | 4 | To determine Best 2 nd , 2 nd & 3 rd place teams in 3 team brackets play another game. | | |
| 7 | 8 | 9 | | | |
| | | 10 | | | |
| Saturday | Round 1 | A6 v A7 | B5 v B8 | C4 v C9 | C3 v C10 |
| | Round 2 | A7 v A1 | B8 v B2 | C9 v C3 | C4 v C10 |
| | Round 3 | A1 v A6 | B2 v B5 | | |
| Sunday | Round 4 | 2 nd A v 3 rd A | 2 nd B v 3 rd B | C3 v C4 | C10 v C9 |
| | Semi-Final | SF1 | SF2 | | |
| | Final | WSF1 v WSF2 | | | |
| TWO WEEKEND FORMAT | | | | | |
| Round Robin Play – 4 team bracket plays 3 games, 3 team brackets play 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 2 nd , 2 nd & 3 rd place teams in 3 team brackets play another game | | | | | |
| PRELIMINARY WEEKEND | | | | | |
| Saturday | Round 1 | A6 v A7 | B5 v B8 | C4 v C9 | C3 v C10 |
| | Round 2 | A7 v A1 | B8 v B2 | C9 v C3 | C4 v C10 |
| Sunday | Round 3 | A1 v A6 | B2 v B5 | | |
| | Round 4 | 2 nd A v 3 rd A | 2 nd B v 3 rd B | C3 v C4 | C10 v C9 |
| FINAL WEEKEND | | | | | |
| Saturday | Semi-Final | SF1 | SF2 | | |
| | Final | WSF1 v WSF2 | | | |

| ELEVEN TEAMS – Three Brackets (3,4,4) | | | | | | | |
|---|------------|---------------------------------------|--|---------|----------|----------|--|
| ONE WEEKEND FORMAT | | | | | | | |
| A | B | C | Round Robin Play – 4 team bracket plays 3 games, 3 team brackets play 2 games. First place in each bracket advances to Semi-finals with Best 2 nd | | | | |
| 1 | 2 | 3 | SF1 = A v Best 2 nd & SF2 = B v C, unless Best 2 nd is from A, | | | | |
| 6 | 5 | 4 | then SF1 = A v C & SF2 = B v Best 2 nd | | | | |
| 7 | 8 | 9 | To determine Best 2 nd , 2 nd & 3 rd place teams in 3 team brackets play another game. | | | | |
| | 11 | 10 | | | | | |
| Saturday | Round 1 | A6 v A7 | B5 v B8 | C4 v C9 | B2 v B11 | C3 v C10 | |
| | Round 2 | A7 v A1 | B8 v B2 | C9 v C3 | B5 v B11 | C4 v C10 | |
| | Round 3 | A1 v A6 | | | | | |
| Sunday | Round 4 | 2 nd A v 3 rd A | B2 v B5 | C3 v C4 | B11 v B8 | C10 v C9 | |
| | Semi-Final | SF1 | SF2 | | | | |
| | Final | WSF1 v WSF2 | | | | | |
| TWO WEEKEND FORMAT | | | | | | | |
| Round Robin Play – 4 team bracket plays 3 games, 3 team brackets play 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 2 nd , 2 nd & 3 rd place teams in 3 team brackets play another game. | | | | | | | |
| PRELIMINARY WEEKEND | | | | | | | |
| Saturday | Round 1 | A6 v A7 | B5 v B8 | C4 v C9 | B2 v B11 | C3 v C10 | |
| | Round 2 | A7 v A1 | B8 v B2 | C9 v C3 | B5 v B11 | C4 v C10 | |
| Sunday | Round 3 | A1 v A6 | | | | | |
| | Round 4 | 2 nd A v 3 rd A | B2 v B5 | C3 v C4 | B11 v B8 | C10 v C9 | |
| FINAL WEEKEND | | | | | | | |
| Saturday | Semi-Final | SF1 | SF2 | | | | |
| | Final | WSF1 v WSF2 | | | | | |

| TWELVE TEAMS – Three Brackets (4,4,4) | | | | | | | | |
|--|------------|-------------|--|---------|----------|----------|----------|--|
| ONE WEEKEND FORMAT | | | | | | | | |
| A | B | C | Round Robin Play – Each team plays 3 games. | | | | | |
| 1 | 2 | 3 | First place in each bracket advances to Semi-finals with Best 2 nd | | | | | |
| 6 | 5 | 4 | SF1 = A v Best 2 nd & SF2 = B v C, unless Best 2 nd is from A, | | | | | |
| 7 | 8 | 9 | then SF1 = A v C & SF2 = B v Best 2 nd | | | | | |
| 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 | |
| | Semi-Final | SF1 | SF2 | | | | | |
| | Final | WSF1v WSF2 | | | | | | |
| TWO WEEKEND FORMAT | | | | | | | | |
| 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 2 nd is from A; then SF1 = A v C & SF2 = B v Best 2 nd | | | | | | | | |
| 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 | SF1 | SF2 | | | | | |
| | Final | WSF1 v WSF2 | | | | | | |

| THIRTEEN TEAMS – Four Brackets (3,3,3,4) | | | | | | | | |
|--|------------|-------------|----------|--|----------|-----------|--|--|
| ONE WEEKEND FORMAT | | | | | | | | |
| A | B | C | D | Round Robin Play – 4 team bracket plays 3 games, 3 team brackets play 2 games. | | | | |
| 1 | 2 | 3 | 4 | Bracket winners advance to Semi-finals (SF1 = A v D, SF2 = B v C) | | | | |
| 8 | 7 | 6 | 5 | | | | | |
| 9 | 10 | 11 | 12 | | | | | |
| | | | 13 | | | | | |
| Saturday | Round 1 | A8 v A9 | B7 v B10 | C6 v C11 | D5 v D12 | D4 v D13 | | |
| | Round 2 | A9 v A1 | B10 v B2 | C11 v C3 | D12 v D4 | D5 v D13 | | |
| Sunday | Round 3 | A1 v A8 | B2 v B7 | C3 v C6 | D4 v D5 | D13 v D12 | | |
| | Semi-Final | SF1 | SF2 | | | | | |
| | Final | WSF1v WSF2 | | | | | | |
| TWO WEEKEND FORMAT | | | | | | | | |
| Round Robin Play – 4 team bracket plays 3 games, 3 team brackets play 2 games. Bracket winners advance to Semi-finals (SF1 = A v D, SF2 = B v C) | | | | | | | | |
| PRELIMINARY WEEKEND | | | | | | | | |
| Saturday | Round 1 | A8 v A9 | B7 v B10 | C6 v C11 | D5 v D12 | D4 v D13 | | |
| | Round 2 | A9 v A1 | B10 v B2 | C11 v C3 | D12 v D4 | D5 v D13 | | |
| Sunday | Round 3 | A1 v A8 | B2 v B7 | C3 v C6 | D4 v D5 | D13 v D12 | | |
| FINAL WEEKEND | | | | | | | | |
| Saturday | Semi-Final | SF1 | SF2 | | | | | |
| | Final | WSF1 v WSF2 | | | | | | |

| FOURTEEN TEAMS – Four Brackets (3,3,4,4) | | | | | | | | | |
|--|------------|-------------|----------|--|----------|-----------|-----------|--|--|
| ONE WEEKEND FORMAT | | | | | | | | | |
| A | B | C | D | Round Robin Play – 4 team bracket plays 3 games, 3 team brackets play 2 games. Bracket winners advance to Semi-finals (SF1 = A v D, SF2 = B v C) | | | | | |
| 1 | 2 | 3 | 4 | | | | | | |
| 8 | 7 | 6 | 5 | | | | | | |
| 9 | 10 | 11 | 12 | | | | | | |
| | | 14 | 13 | | | | | | |
| Saturday | Round 1 | A8 v A9 | B7 v B10 | C6 v C11 | D5 v D12 | C3 v C14 | D4 v D13 | | |
| | Round 2 | A9 v A1 | B10 v B2 | C11 v C3 | D12 v D4 | C6 v C14 | D5 v D13 | | |
| Sunday | Round 3 | A1 v A8 | B2 v B7 | C3 v C6 | D4 v D5 | C14 v C11 | D13 v D12 | | |
| | Semi-Final | SF1 | SF2 | | | | | | |
| | Final | WSF1v WSF2 | | | | | | | |
| TWO WEEKEND FORMAT | | | | | | | | | |
| Round Robin Play – 4 team bracket plays 3 games, 3 team brackets play 2 games. Bracket winners advance to Semi-finals (SF1 = A v D, SF2 = B v C) | | | | | | | | | |
| PRELIMINARY WEEKEND | | | | | | | | | |
| Saturday | Round 1 | A8 v A9 | B7 v B10 | C6 v C11 | D5 v D12 | C3 v C14 | D4 v D13 | | |
| | Round 2 | A9 v A1 | B10 v B2 | C11 v C3 | D12 v D4 | C6 v C14 | D5 v D13 | | |
| Sunday | Round 3 | A1 v A8 | B2 v B7 | C3 v C6 | D4 v D5 | C14 v C11 | D13 v D12 | | |
| FINAL WEEKEND | | | | | | | | | |
| Saturday | Semi-Final | SF1 | SF2 | | | | | | |
| | Final | WSF1 v WSF2 | | | | | | | |

| FIFTEEN TEAMS – Four Brackets (3,4,4,4) | | | | | | | | | |
|--|------------|-------------|----------|--|----------|-----------|-----------|-----------|--|
| ONE WEEKEND FORMAT | | | | | | | | | |
| A | B | C | D | Round Robin Play – 4 team bracket plays 3 games, 3 team brackets play 2 games. Bracket winners advance to Semi-finals (SF1 = A v D, SF2 = B v C) | | | | | |
| 1 | 2 | 3 | 4 | | | | | | |
| 8 | 7 | 6 | 5 | | | | | | |
| 9 | 10 | 11 | 12 | | | | | | |
| | 15 | 14 | 13 | | | | | | |
| Saturday | Round 1 | A8 v A9 | B7 v B10 | C6 v C11 | D5 v D12 | B2 v B15 | C3 v C14 | D4 v D13 | |
| | Round 2 | A9 v A1 | B10 v B2 | C11 v C3 | D12 v D4 | B7 v B15 | C6 v C14 | D5 v D13 | |
| Sunday | Round 3 | A1 v A8 | B2 v B7 | C3 v C6 | D4 v D5 | B15 v B10 | C14 v C11 | D13 v D12 | |
| | Semi-Final | SF1 | SF2 | | | | | | |
| | Final | WSF1v WSF2 | | | | | | | |
| TWO WEEKEND FORMAT | | | | | | | | | |
| Round Robin Play – 4 team bracket plays 3 games, 3 team brackets play 2 games. Bracket winners advance to Semi-finals (SF1 = A v D, SF2 = B v C) | | | | | | | | | |
| PRELIMINARY WEEKEND | | | | | | | | | |
| Saturday | Round 1 | A8 v A9 | B7 v B10 | C6 v C11 | D5 v D12 | B2 v B15 | C3 v C14 | D4 v D13 | |
| | Round 2 | A9 v A1 | B10 v B2 | C11 v C3 | D12 v D4 | B7 v B15 | C6 v C14 | D5 v D13 | |
| Sunday | Round 3 | A1 v A8 | B2 v B7 | C3 v C6 | D4 v D5 | B15 v B10 | C14 v C11 | D13 v D12 | |
| FINAL WEEKEND | | | | | | | | | |
| Saturday | Semi-Final | SF1 | SF2 | | | | | | |
| | Final | WSF1 v WSF2 | | | | | | | |

| SIXTEEN TEAMS – Four Brackets (4,4,4,4) | | | | | | | | | | |
|---|------------|-------------|----------|---|----------|----------|-----------|-----------|-----------|--|
| ONE WEEKEND FORMAT | | | | | | | | | | |
| A | B | C | D | Round Robin Play – Each team plays 3 games | | | | | | |
| 1 | 2 | 3 | 4 | Bracket winners advance to Semi-finals (SF1 = A v D, SF2 = B v C) | | | | | | |
| 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 | |
| | Semi-Final | SF1 | | SF2 | | | | | | |
| | Final | WSF1 v WSF2 | | | | | | | | |
| TWO WEEKEND FORMAT | | | | | | | | | | |
| Round Robin Play – Each team plays 3 games | | | | | | | | | | |
| Bracket winners advance to Semi-finals (SF1 = A v D, SF2 = B v C) | | | | | | | | | | |
| 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 | SF1 | | SF2 | | | | | | |
| | Final | WSF1 v WSF2 | | | | | | | | |

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 (NOKIA). 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 State Cup for Premier teams vying to advance to Regional or National Competitions as the LSA State Champions (U14 & up). [Entry into the LSA Div 1 tournament requires application through the team's club.](#) Entry into the State Cup requires participation in the statewide Premier Club 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.

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/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

LSA has appointed committee persons to form a tournament committee for each type of tournament. These committee persons meet to discuss, survey and review the current rules. Upon their findings, they make recommendations for changes to be presented and approved by the State Youth Council. [Div 1 Committee persons are appointed by the Youth Recreational Commissioner who also serves as the Div 1 Tournament Committee.](#) Premier Committee members are appointed by the local clubs registering teams to participate in the Premier League. Each participating club shall have one vote. The Youth Premier Commissioner serves as the State Cup Director.

a. RESPONSIBILITIES OF THE LSA TOURNAMENT COMMITTEE, HOST CLUB AND HOST TOURNAMENT DIRECTOR

- (1) The LSA Youth Council will set the fees for participation in State Championship Tournaments.
- (2) The LSA Tournament Committee 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 Recreational Tournament Committee will conduct a random draw to decide the brackets for all LSA Youth Div 1 Tournaments with an automatic separation of two teams from the same club. The Tournament 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 Tournament 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 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 Tournament 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.
- (2) 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.
- (3) 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 Tournament 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 Tournament 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 Recreation 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 be 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 Tournament Committee will meet at the end of round-robin play to select the award 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 Tournament Committees overseeing each competition.

Policy 311-1 Division 1 Teams/State Tournaments

A. DIVISION 1 TEAMS

1. DIVISION 1 TEAM DEFINITION

- a. Div 1 teams, as defined in By Laws Section 302 C, are eligible to participate in the NOKIA Sugar Bowl Div 1 Tournament. To be eligible to send teams to the NOKIA Sugar Bowl tournament competition, a club must maintain a minimum of forty-four (44) players by October 1 of the current soccer year and be in good standing with LSA for the entire year.
- b. New clubs will be subject to a one-year waiting period to be eligible for the NOKIA Sugar Bowl tournament competition. However, if they are in good standing and meet all other criteria, they could be invited by the LSA to fill a vacancy.
- c. Div 1 teams can be formed by selection, tryouts, chosen or picked processes. For example:
 - i. Tryouts from an association level, neighborhood level, school level and geographical area, church leagues, YMCA groups, club groups and any other organizational groups or levels,
 - ii. Any process to include players on a team to the exclusion of other players from that team based on skill level.
 - iii. Any process designed to put any particular player on any particular team.
- d. It is recommended that all coaches of teams participating in Div 1 should have a USSF "D" license, National Youth license, NSCAA National Diploma, or equivalent as approved by LSA.

2. TRYOUTS

The LSA Recreation Committee will administer Div 1 Team Tryouts as per LSA Policies and Procedures.

In general, open team tryouts for the following soccer year shall be conducted by member clubs forming Div 1 Teams after the conclusion of the State Cup Tournaments in that age bracket, and after the established Dead Period for the Premier Division in that age bracket. Member clubs must be properly affiliated and constituted at the start of the Tryout Period in order to form Div 1 Teams for the following year.

General announcements concerning dates of registration, tryouts, team formations may be widely distributed prior to the Premier Division Dead Period for a given age group by club administrations. Clubs, Coaches, Parents, and players are prohibited from soliciting any players during the Premier Division Dead Period in that age bracket. Violations will be addressed by the Ethics Committee, and may result in fines, and/or disqualification of the team of the offending party from State Competitions.

Beyond the start of the tryout period, there are no further timing requirements related to tryouts, offers, or acceptances for Division 1. Individual clubs are responsible for

determining their own schedules, as long as deadlines for other reporting requirements for team registration to LSA are met.

B. NOKIA SUGAR BOWL TOURNAMENT

1. ENTRY FORMS

All entry forms and tournament fees must be submitted to LSA not later than February 1st. Only qualified teams shall be admitted to NOKIA Sugar Bowl Tournament upon receipt of entry fees and the Entry Form which has been signed by both the team's head coach and team's Club President. All team rosters, tournament fees and entry forms for the state tournament must be submitted to the LSA State Office by the home clubs. The entry form submitted by the club for each team will contain the exact team name, coach's name and address and a copy of the current roster, signed by the club administrator and signed, dated and verified by the coach and must be attached to the entry form. Failure to timely submit the information above may result in an application being declared incomplete and the tournament place forfeited to the next available team.

Only the Club President or an Official Designee will communicate with the State on NOKIA Sugar Bowl tournament matters. Clubs must designate in writing who will handle tournament affairs for each club.

Each club participating in the NOKIA Sugar Bowl tournament may be required to post a performance bond with LSA.

2. ROSTERS AND FEES

The roster freeze date for U11 through U19 teams is the last business day two weeks prior to the start of the tournament. A team that drops out of the tournament after April 1st will forfeit its entry fee. The brackets will be realigned for any team dropping out during this period. A team that drops out after April 1st or fails to play ALL tournament matches will forfeit its entry fee, and their club will be assessed a fine of \$250.00 (payable to LSA) plus the club will be denied participation in the following year's tournament by any team of the same sex and next older single age group as the offending team. Failure to pay the fine within thirty (30) days of receipt of the assessment in writing from LSA shall result in that club being deemed henceforth "not in good standing" and shall be denied participation in all age/sex groups in any State competition until said assessment is paid.

3. TOURNAMENT FORMAT

- a. The LSA Div 1 Tournament Committee will conduct a random draw to decide the brackets for the NOKIA Sugar Bowl tournament no later than April 1st.
- b. If more than sixteen (16) teams submit bids for one age-group in a District the Div 1 Tournament Committee will, by random draw, divide teams into multiple brackets to promote fairness.
- a. The NOKIA Sugar Bowl tournament shall be completed in two weekends of play on the dates selected by the Div 1 Tournament Committee. The first weekend of play LSA will hold two open District qualifying tournaments with separate competitions for each age/sex group. The district qualifying teams in each age/sex group will

advance to the NOKIA Sugar Bowl Tournament Championship Tournament to be held the second weekend.

- b. Once the number of qualifying teams is determined, the LSA Div 1 Tournament Committee will schedule a blind draw to place teams in slots that will determine time of game and opponent. In the 1st round only, teams from the same association/club will not be placed in competition with each other if sufficient teams are available to prevent this. Teams will advance in District round-robin play through the qualifying round until such time as there are four (4) teams remaining, called District Champions, from each sex/age group, who will advance to the Championship Tournament on a following weekend. The Committee may adjust the number of teams advancing from each district by prorating slots based on the total number of teams divided by the number of teams in each district. Round Robin games can end in a tie.
- c. The NOKIA Sugar Bowl Tournament Championship weekend will be the District Champions playing quarter and semi-final games Saturday and the final game Sunday. Teams will be placed in the quarterfinals by a random draw to be held in the LSA Office the Monday following the District Championship. If possible, teams from the same district and/or club would not play each other in the Quarterfinal round. Following the quarterfinal round, winners would be placed in a hat and pairings for the semi-finals drawn. Teams from the same district or club can play each other in the semi-final round.
- d. The Non-Seeded Single Weekend State Tournament Format listed in Policy 310 C. will be used for the NOKIA Sugar Bowl Tournament. The sequence of games may be modified to accommodate field availability.
- e. If a team drops out of the tournament following the bracket draw and more than seven (7) days remain to the tournament the age group involved will be re-drawn and teams notified. If fewer than seven (7) days remain to the tournament, the games will be played as previously scheduled and the points awarded for forfeited games in Policy 310-Youth Tournaments, Section 13 Point Awards for Games, shall apply.

4. DIRECTOR'S CUP

Only Div 1 teams participating in the NOKIA Sugar Bowl Tournament may represent LSA at Region 3's Director's Cup. Invitations to attend will be offered to state champions and if unable to attend to state finalist in order of finish.

5. GUIDELINES GOVERNING DIVISION OF CLUBS INTO DISTRICTS

- a. Only clubs will be assigned into Districts, not individual teams.
- b. Placement will be effective prior to clubs bidding tournament slots and will remain in effect indefinitely or until application to change is made to LSA or the LSA Div1 Tournament Committee finds a need to make a change. The division of clubs into districts shall be based on geographic considerations.

c. The Districts as of January 1, 2005 are:

| <u>West</u> | <u>East</u> |
|--------------|---------------------------|
| Lafayette | BRSA |
| CABOSA | Mandeville |
| Acadiana | Slidell |
| Lake Charles | Lafreniere |
| NELSA | Gonzales (Ascension) |
| Crossroads | Covington |
| RAPSA | STYSA |
| Iberia | Carrollton |
| Sulphur | PAC |
| Evangeline | Lakeview |
| Natchitoches | Zachary |
| Cecilia | St. Charles |
| Iowa | PARDS (Denham Sprgs) |
| Springhill | Livingston |
| Moss Bluff | Pearl River |
| Franklin | W. Feliciana |
| Fort Polk | St. Joan of Arc (Laplace) |
| Oakdale | Magnolia Park (Folsom) |
| | St. Bernard |
| | LaPlace |
| | Madisonville |
| | Lee Road |
| | E. Feliciana |
| | Point Coupe |
| | Tangi |
| | St. Peter |
| | Westbank |
| | Houma/Terreborne |
| | Lafourche |

6. RULES OF PLAY

All rules of play shall be in accordance with General Tournament Rules (Policy 310-B: General Tournament Rules).

A. PREMIER LEAGUE

1. PREMIER TEAM DEFINITION

a. Any team meeting the criteria and deadlines for Premier League competition that qualifies through participation in that league may earn a slot in the LSA State Cup.

Also, a team that completes participation in the Sub-Regional Fall Premier League will earn a slot in the LSA State Cup.

b. Any team formed by selection, tryouts, chosen or picked process, is a Premier Team. For example:

- (1) Tryouts from an association level, neighborhood level, school level and geographical area, church leagues, YMCA groups, club groups and any other organizational groups or levels,
- (2) Any process to include players on a team to the exclusion of other players from that team based on skill level.
- (3) Any process designed to put any particular player on any particular team.

c. All coaches of teams participating in Premier League must have a USSF "D" license, National Youth license, NSCAA National Diploma, or equivalent as approved by LSA. Coaches have one year from when they register as a team coach to meet the coaching certification.

2. TRYOUTS

The LSA State Premier Committee will administer Premier Team Tryouts as per LSA State Premier Committee Policies and Procedures.

In general, open team tryouts for the following soccer year shall be conducted by member clubs forming Premier Teams after the conclusion of the State Cup, in that age bracket, during an established Tryout Period. Member clubs must be properly affiliated and constituted at the start of the Tryout Period in order to form Premier Teams for the following year.

At the conclusion of the Tryout Period, an established Dead Period will ensue. Teams may not host tryouts or directly solicit players during the Dead Period. Invitations for team membership shall be extended to players during the Dead Period. The invitations must be in writing and sent via UPS mail to players postmarked no earlier than an established Invitation Date for the given age group. Players shall accept in writing to only one team by the conclusion of the Dead Period.

Players who are not placed/selected by this procedure may contact any team with openings after the Dead Period. Teams may conduct additional tryouts after the Dead Period.

The dates of each age bracket Tryout Period, Dead Period, and Invitation Date for the following soccer year will be established and announced by the LSA State Premier Committee prior to the State Association Winter AGM.

U11-U13 Teams

Tryout Period Monday May 3 – Thursday, May 27, 2004
Dead Period Friday, May 28 – Tuesday, June 8, 2004
Invitation Date Tuesday, June 1, 2004

U14-U19 Teams

Tryout Period Monday, June 7 – Thursday, June 24, 2004
Dead Period Friday, June 25 – Tuesday, July 6, 2004
Invitation Date Wednesday, June 30, 2004

3. LETTER OF INTENT

Qualified teams shall be admitted to the LSA Premier League upon receipt of the signed Letter of Intent to Participate which has been endorsed by the head coach and team's Club President. The Letter of Intent to Participate and Premier League fee shall be RECEIVED at the LSA Office on or before August 8th for U11 through U18, and April 15th for U19.

4. PREMIER COMMITTEE

The LSA Premier League shall be supervised by the LSA Youth Premier Commissioner. A Premier League committee shall be formed annually composed of members from each club forming a Premier Team. Each club will have one vote. The LSA Youth Premier Commissioner may appoint additional members to insure adequate representation. Committee members will be selected by the clubs prior to the LSA AGM from coaches, parents, or managers currently involved with competitive soccer who have the time and willingness to serve. Notice of the appointment of each club's representative shall be reported to the LSA State Office in writing.

The Premier League Chairman will be elected annually by the Premier League Committee in August preceding the soccer year. He/She, in coordination with the LSA Youth Premier Commissioner, shall be responsible for timely notification to all LSA affiliated clubs of all deadlines, fees and rules for Premier League play. The rules and procedures for governing the Premier League shall be approved by a majority vote of the LSA Executive Committee.

Any proposed changes to premier policies do not have to be on the agenda of a Premier Committee meeting to be considered, voted on, and made effective.

5. PREMIER LEAGUE

The purpose of the Louisiana Soccer Association Premier League shall be to foster and advance the highest level of competitive soccer in Louisiana while providing a venue for advancement to the State Cup through participation in the Premier League. The purpose shall also be to promote the ideals of good sportsmanship, honesty, loyalty, and courage through organized athletic competition.

This league shall be open to U11 through U18 boys and girls teams who are in good standing with the Louisiana Soccer Association and their LSA affiliated club.

Individual team standing and eligibility will be verified by the team's Club President at the time of declaration for league play.

The format of league play shall be defined by the Premier Committee with the minimum requirement being a four team league. Should two divisions be needed due to the number of teams in the league, the teams will be "snaked" into the divisions based on the results of the prior State Cup. Any new team will be added to the bottom of the Snickers rankings based on the date they declared their team. Divisions will not consider geography, except for the U11 age group where all teams are new. See Premier League Rules in the Appendix.

Effective with the 2005-2006 soccer season, age groups that (at the letter of Intent Date) have 5 or less teams including those that participate in Sub Regional Premier Leagues, the Sub Regional teams will be required to participate in the Louisiana Premier League. These games do not affect the Sub Regional team's seeding for the State Tournament.

Headquarters for the LSA Premier League shall be the administrative office of the Louisiana Soccer Association.

B. STATE CUP

1. Entry Forms and Rosters

All entry forms and tournament fees must be submitted to LSA not later than April 1 for U11-U18 teams, and not later than April 15th for U19 teams. The roster freeze date for U11 through U19 teams is the last business day two weeks prior to the start of the State Cup. A team that drops out of the State Cup after April 1st and before the roster freeze date will forfeit its entry fee. The brackets will be realigned for any team dropping out during this period. A team that drops out of the State Cup after the roster freeze date will forfeit its entry fee, and their club will be assessed a fine of \$250.00 (payable to LSA) plus the club will be denied participation in the following year's tournament by any team of the same sex and next older single age group as the offending team. Failure to pay the fine within thirty (30) days of receipt of the assessment in writing from LSA shall result in that club being deemed henceforth "not in good standing" and shall be denied participation in all age/sex groups in any State Cup until said assessment is paid. Brackets will not be realigned for any team dropping out after the roster freeze date, all games for the team will be recorded as forfeits.

2. State Cup Bracket Draw

Teams will be seeded into brackets by the Premier League Committee based on the results of Premier League play and/or seeding by Premier coaches.

With the creation of the Sub-Regional Fall Premier League, The Premier Commissioner will be authorized to recommend additional teams (in order of finish in State Cup) to participate in the Sub-Regional Fall Premier League. Also, the Premier Commissioner will be authorized to add a substitute team in the event that a qualified team either disbands or elects not to participate in the Sub-Regional Fall Premier League. (For these purposes a team is defined as having 50% of the players from the previous year's

State Cup roster plus one player. These players can thus be associated with a different club than the previous season). The teams participating in the Fall League will be seeded first, second, third or fourth in the LSA State Cup based on their order of finish in the Sub-Regional Premier League Play. Failure to complete all games in the Sub-Regional Fall Premier League will result in teams being required to participate in the Louisiana Premier League and fulfill all of their obligations in order to participate in the State Cup.

3. Rules of Play

All Rules of Play shall be in accordance with Policy 310:C. General Tournament Rules. If the winner or teams advancing has been determined before all the brackets games have been played, the LSA State Representative may declare that unnecessary games will not be played. Every effort will be made to play all games in those State Cups where teams will not advance to Regionals.

If a game must be terminated and 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.

4. Tournament Format

U11 through U19 State Cup Tournaments will use the Seeded Standard Two-Weekend State Tournament Format as listed in LSA Policy 310-C 2. Age groups with four or less teams will only participate in the Championship weekend to determine its State Cup Champion. Participation in State Cup for age groups not participating in National Championships shall be limited to the top sixteen (16) teams as determined by Premier League play and follow the current 16-team format.

Consolation matches will be played at the State Cup for ages U13 and older to determine the 3rd place team for the Sub-Regional Premier League. Failure of one team to participate will result in that team being determined the 4th place finisher in the State. Failure of both teams to participate will result in these teams being ineligible for the next year's South Central Sub-Regional League.

5. State Cup Referee Assignment

Once tournament locations are determined no other games, adult or recreational, can be assigned in that metropolitan area on tournament dates until all State Tournament games have been assigned. Host sites are responsible to assign referees. Until all referee assignments for Sub Regional Premier League games are completed no other games can be assigned at the host site.

Policy 402-1 Adult Registration

In order to ensure that all players participating in LSA sanctioned games are registered with LSA, each team manager will be required to provide an official current team roster to the head referee at the start of each game. Any player on the player side-lines not listed on the official team roster will be asked to go to the spectator area.

The referee will submit the collected rosters to the LSA office no later than one (1) week after the game has been played. Any player listed on the submitted roster that has not been registered with LSA by his or her Club will be subject to investigation and possible reprimand.

Amendments:

January 9, 2005

308 A
310 B 4
310 E 1
311 2 A 4
311 2 A 5
311 2 B 3
311 2 B 4
311 2 B 5

May 10, 2005

206
310
311.1