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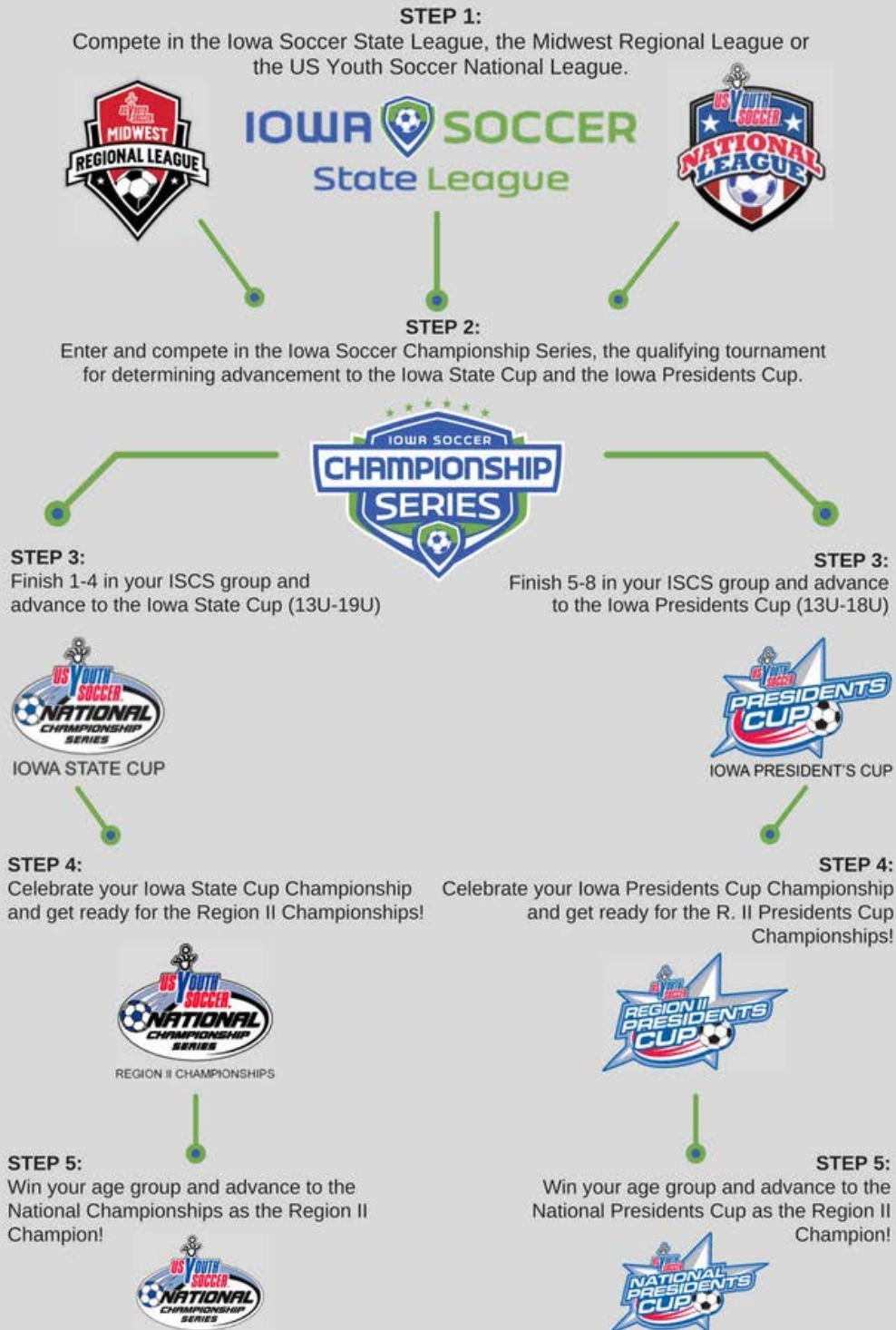
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Rule 101 DEFINITIONS

Except as otherwise provided, the following definitions apply to the Iowa Soccer Championship Series State Cup and Presidents Cup Competitions.

- a. **Appeal.** An action submitted during the Cup Competition, by a team coach, to the Iowa Soccer Tournament Director, as a result of a decision made by the Cup Director.
- b. **Assignor.** A person, licensed by the United States Soccer Federation (USSF), authorized to assign referees.
- c. **Bond.** A “good faith” payment made to ensure that a team entered to play in the State Cup or Presidents Cup will compete in all their scheduled tournament games.
- d. **Cup Director (CD):** Cup Director is in charge of the Iowa Soccer Championship Series
- e. **Double-Blind Draw.** A process used to place teams in tournament brackets for each age division. One draw will pick the bracket and the other will pick the team playing in that bracket.
- f. **Federation or USSF.** US Soccer
- g. **Iowa Soccer Championship Series (ISCS):** The ISCS is the qualifying tournament for determining advancement to the Iowa State Cup and the Iowa Presidents Cup. Teams intending to compete in the Iowa State Cup or the Iowa Presidents Cup must compete in the Iowa Soccer League, the Midwest Regional League or the US Youth Soccer National League, which is the requirement for entry into the ISCS. Group play is the format that determines advancement from the ISCS to the Iowa State Cup or to the Iowa Presidents Cup.
- h. **NCC.** The National Championships Committee as established by the US Youth Soccer Board of Directors to administer the rules and policies for the US Youth Soccer National Championships.
- i. **Game Roster.** A list of players who will participate in a particular game or competition.
- j. **Player Development Advisory Panel (PDAP):** Advisory panel consisting of qualified and licensed technical leaders from member clubs engages with Cup Director and State Director of Coaching and provides input and feedback.
- k. **Play-In Game.** A game played to determine the final teams to play in the Preliminary, Semi-Final, or Finals round of play. A play-in game(s) is played, generally, when the number of teams qualified and selected for an event exceeds the number of bracket positions for a particular age division.
- l. **Primary Player.** In order to be eligible for National, Regional or State Cup competition, dual-rostered players must be primary players on the team roster being entered into the competition and not shown as a secondary player.
- m. **Roster Freeze Date.** The date designated by Iowa Soccer, after which the player roster of a team entered in the ISCS may no longer be changed.
- n. **Seasonal Year.** A seasonal year is from August 1 through July 31.
- o. **Secondary Player.** A player rostered to a second team. Double rostered players listed as secondary on a roster are not eligible to participate in the National, Regional, or State Cup competition for that Secondary Team. Secondary players are allowed to participate in the Presidents Cup only if their primary team is not entered in either the State Cup, or Presidents Cup.
- p. **Team.** A recognized entity organized for the purpose of playing the sport of soccer.
- q. **Team Official.** A person who possesses an approved Iowa Soccer pass and is listed on a team roster. A team official may be a coach, assistant coach, manager, or trainer.
- r. **Team Roster.** A list of registered players eligible to play for a team.
- s. **Tournament Team.** A team comprised of players who may be registered to more than one team rostered only for the purpose of attending: (1) a tournament sanctioned by another National State Association, or (2) international tournaments sanctioned by Iowa Soccer. Tournament teams are not



eligible to play in the Iowa Soccer Championship Series.

- t. **Transfer Player.** Any player who has moved from one team roster to another team roster, or returns to the same roster, in the same seasonal year.
- u. **US Youth Soccer.** The United States Youth Soccer Association, Inc.

Rule 102 ESTABLISHMENT

Section 1. The US Youth Soccer Iowa State Cup

- a. In accordance with the policies and rules of the U.S. Youth Soccer National Championships Committee and US Youth Soccer, Iowa Soccer shall conduct individual, and separate, state championships for boys and girls in age groups determined each year by the Cup Director (CD). The official name of this event for Iowa Soccer is The US Youth Soccer Iowa State Cup Championships (hereinafter referred to as the “State Cup”).
- b. State Cup winners in each age group, both boys and girls, upon approval of the CD and Iowa Soccer, shall advance to and represent Iowa in the US Youth Soccer Region II Championships. Wildcard berths may be awarded to second place teams as determined by the Region II Cup Committee. A team who fails to fulfill this obligation will be automatically replaced by another team in that age group as determined by the CD. An Iowa team (13U – 19U) that wins its age group competition at the Region II level will automatically advance to the US Youth Soccer National Championships.

Section 2. The US Youth Soccer Iowa Presidents Cup

- a. In accordance with the policies and rules of the U.S. Youth Soccer Presidents Cup Committee and US Youth Soccer, Iowa Soccer shall conduct individual, and separate, state championships for boys and girls in age groups determined each year by the CD. The official name of this event for Iowa Soccer is The US Youth Soccer Iowa Presidents Cup (hereinafter referred to as the “Presidents Cup”).
- b. Presidents Cup winners in 13U-18U age groups, both boys and girls, upon approval of the CD and Iowa Soccer, shall advance to and represent Iowa in the US Youth Soccer Midwest Region Presidents Cup. Wildcard berths may be awarded to 2nd place teams as determined by the Region II Cup Committee. A team who fails to fulfill this obligation will be automatically replaced by another team in that age group as determined by the CD. An Iowa team (13U – 18U) that wins its age group competition at the Region II level will automatically advance to the US Youth Soccer Presidents Cup national finals.

Rule 103 AWARDS TO TEAMS AND PLAYERS

Section 1. The US Youth Soccer Iowa State Cup

Champion and Finalist teams will receive a team award. The players and coaches of the Champion and Finalist teams will each receive individual medals. The players of the champion team of boys and girls in each age group will receive an embroidered state champion patch prior to regional competition.

Section 2. The US Youth Soccer Iowa Presidents Cup

Champion and Finalist teams will receive a team award. The players and coaches of the Champion and Finalist teams will each receive individual medals.

Rule 104 ADMINISTRATION**Section 1. US Youth Soccer**

The overall administration of the US Youth Soccer National Championships and the US Youth Soccer Presidents Cup competitions at the National, Region and State levels is vested in US Youth Soccer.

Section 2. Iowa Soccer

In Iowa, administrative oversight and compliance of the ISCS, the State Cup and the Presidents Cup is vested in the Iowa Soccer Director of Competitions.

Section 3. The Cup Director (CD)

The Director of Competitions serves as the Cup Director for the ISCS, the State Cup and the Presidents Cup. The CD has the authority and responsibility for all administrative, organizational, compliance and rule decisions related to the ISCS.

The Cup Director will work closely with the Director of Coaching Education, and in collaboration with the Player Development Advisory Panel (PDAP), to ensure alignment with national and regional competitions.

Section 4. Dates, Fees, Rules and Locations

Based on the authority in Section 3 above, the CD shall establish the deadline date for entry, fees, dates, rules and the sites for all Play-In, Preliminary, Semi-Final and Final game competitions. The deadline date and dates of play for the Cup competitions will be based on the play dates established by Region II for the US Youth Soccer Regional II Championships.

- a. Provisional Entry, Commitment Bond, Full Entry: Teams from the same club entered in the same group will be considered “provisionally entered” and their entry incomplete. In order to be accepted into the cup, all provisionally entered teams must submit a \$600 commitment bond in the form of a check postmarked no later than the registration deadline. For each team whose bond is not received by the deadline, it will not be accepted into the ISCS.
- b. The commitment bond will be returned to the team after the conclusion of the Cup if the following is met:
 - (1) The team fields at least 11 players at all Cup matches
 - (2) Team official’s actions and coaching decisions were not called into question with respect to collusion or match-fixing

Rule 105 GAME PRECEDENCE**Section 1. Precedence**

ISCS games shall take precedence over all other youth games

Section 2. Scheduling

Should SAT or ACT testing fall on one of the ISCS weekends, 19U teams will be scheduled to play late in the day on that Saturday. 18U teams will be given later start times after the 19U teams have been assigned game times.



Section 3. Other Competitions

A team that, in anticipation of not advancing to the next round of the ISCS, accepts entry into another competition on the same play dates that any ISCS game is scheduled but does not advance in the ISCS is expected to play its ISCS game as scheduled or risk additional penalties.

Rule 106 NOTICES

Section 1. Outgoing

All notices pertaining to ISCS competitions will be posted on the ISCS webpage as soon as reasonably possible. All notices may be emailed to club and team officials identified during the registration process and as time permits.

Section 2. Incoming

All notices and other communications required to be given under this policy and these rules shall be in writing and shall be addressed to the CD.

Section 3. Rules and Rule Changes

Rules may be updated/revised at any time. It is the responsibility of participants to review the rules prior to the opening weekend of competition in the ISCS.

Rule 107 FEES

Entry fees, bond payments and other fines for the ISCS will be reviewed and approved annually by Iowa Soccer.

Rule 108 SPORTSMANSHIP

Section 1. Pre and Post Game

Prior to the kick-off, both teams and the match officials shall “walk-on” to the field together and exchange handshakes. At the conclusion of the match, opposing players and coaches shall shake hands.

Section 2. Policies and Rules

Coaches, players, teams and referees will be expected to read and adhere to all ISCS rules and policies regarding behavior.

Section 3. Code of Conduct

The Coach of each team is responsible for ensuring that all team officials, players, parents and/or guardians read and comply with the Code of Conduct document.

Section 4. Control of the Sideline

Players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of the “Laws of the Game”. The CD or the CD’s representative at any ISCS site, shall have the authority and responsibility to remove any person(s) from the tournament for abuses of good conduct. All spectators must remain on the opposite side of the field from the team. Spectators must remain a minimum of two yards from the sidelines.

Rule 201 CHAMPIONSHIPS LEVELS OF ADVANCEMENT**Section 1. The Iowa Soccer Championship Series**

The Iowa Soccer Championship Series is the qualifying tournament for determining advancement to the Iowa State Cup and Iowa Presidents Cup. Group play determines advancement into the corresponding Cup.

- a. Teams finishing 1-4 in ISCS group play advance to the Iowa State Cup.
- b. Teams finishing 5-8 in ISCS group play advance to the Presidents Cup.

In the case where fewer than eight teams entered and ISCS age group, a modified advancement will be used and guided by Presidents Cup Eligibility rules.

Section 2. The US Youth Soccer Iowa State Cup

The US Youth Soccer National Championships competition shall be conducted at the following levels:

- a. State Level (Iowa State Cup) The first level of competitions for all boys and girls age groups 13U through 19U is at the State level. This is considered a premier level tournament and is officially titled The US Youth Soccer Iowa State Cup. Age group winners advance to the next level.
- b. Regional Level. The second level of competitions for all boys and girls age groups 13U through 19U is at the Region II level. This is considered a premier tournament and is called the US Youth Soccer Region II Championships. Age group winners advance to the next level.
- c. National Level. The third and final level of competitions for all boys and girls age groups 13U through 19U is at the national level. This is considered a premier level tournament and is called the US Youth Soccer National Championships. Age group winners are the National Champions.

Section 3. The US Youth Soccer Iowa President Cup

The US Youth Soccer Presidents Cup competition shall be conducted at the following levels:

- a. State Level (Iowa Soccer Presidents Cup) The first level of competitions for all boys and girls age groups 13U through 18U is at the State level. This event is officially titled The US Youth Soccer Iowa Presidents Cup. Age group winners advance to the next level.
- b. Regional Level. The second level of competitions for all boys and girls age groups 13U through 18U is at the Region II level. This is called the US Youth Soccer Region II Presidents Cup. Age group winners advance to the next level.
- c. National Level. The third and final level of competitions for all boys and girls age groups 13U through 18U is at the national level. This is called the US Youth Soccer National Presidents Cup. Age group winners are the National Presidents Cup Champions.

Rule 202 COMPETITION FORMATS**Section 1. Age Groups**

The Iowa Soccer Championship Series accepts teams in the following Boys and Girls age groups: 13U, 14U, 15U, 16U, 17U, 18U, 19U. At the 19U division only the top teams advance, and it is to the Iowa State Cup, as there is currently no 19U division in the Presidents Cup.



Section 2. Iowa Soccer Championship Series Format

As per US Youth Soccer National Championship Series Rule 202, Section 1 (b), the format for the ISCS must be a *tournament format* and league competition may not be considered a tournament format.

<i>Games are schedule as one game per day, unless circumstances dictate otherwise.</i>		
<i>Group Size</i>	<i>Groups, Games, Advancement</i>	<i>Seeding & What Seed Means</i>
1	No games Team declared Champion	None
2	Group of two, single elimination Winner is Champion	None
3	Group of 3, single elimination, two games. #1 seed gets bye	1
4	Group of 4, group play. Top two point-getters advance to the Final.	1-2
5	Qualification Match to get to a Group of 4.	1-5 #4 and #5 placed in Qualification Match.
6	Group of 6: two groups of 3, group play with cross-bracket matches. Top two point-getters in each group advance to Semifinals. Winners advance to Final. Winner Group A v Runner-up Group B Winner Group B v Runner-up Group A	1-6 Group A: #1, #4, #6 (or QM Winner) A1 = #1, A2 = #4, A3 = #6/QM Winner Group B: #2, #3, #5 B1 = #5, B2 = #3, B3 = #2 <i>If schedule allows, one group game on weekend one; two group games on weekend two. Semifinal and Final on weekend three.</i>
7	Qualification Match to get to a Group of 6.	1-7 #6 and #7 placed in Qualification Match.
8	Group of 8: two groups of 4, group play. Top two point-getters in each group advance to Semifinals. Winners advance to Final. Winner Group A v Runner-up Group B Winner Group B v Runner-up Group A	1-4 #1 and #4 placed in Group A #2 and #3 placed in Group B
9	Qualification Match to get to a Group of 8.	1-4, 8 and 9 #8 and #9 placed in Qualification Match
10	Two Qualification Matches to get to a Group of 8.	1-4, 7-10 #7, #8, #9 and #10 will be placed in Qualification Matches (#7 v #10, #8 v #9).
11	Three Qualification Matches to get to a Group of 8.	1-4, 6-11 #6, #7, #8, #9, #10 and #11 will be placed in Qualification Matches (#6 v #11, #7 v #10, #8 v #9)

12	<p>Group of 12: three groups of 4, group play. Top point-getter in each group, plus a Wildcard, advance to Semifinals. Winners advance to Final. <i>Wildcard team is next top point-getter after the Group winners.</i></p> <p>Group A winner vs. Wildcard Group B winner vs. Group C winner <i>If Wildcard comes from Group A, then Group A winner vs. Group C winner</i> Group B winner vs. Wildcard</p>	<p>1-4 #1 placed in Group A, #2 placed in Group B, #3 and #4 placed in Group C</p>
13	One Qualification Match to get to a Group of 12.	<p>1-4, 12 and 13 #12 and #13 placed in Qualification Match</p>
14	Two Qualification Matches to get to a Group of 12	<p>1-4, 11-14 Qualification Matches (#11 v #14, #12 v #13)</p>
15	Three Qualification matches to get to a Group of 12	<p>1-4, 10-15 Qualification matches (#10 v #15, #11 v #14, #12 v #13)</p>
16	<p>Group of 16: four groups of 4, group play. Top point-getter in each group advances to Semifinals. Winners advance to Final. Winner Group A v Winner Group D Winner Group B v Winner Group C</p>	<p>1-4 #1 placed in Group A, #2 placed in Group B, #3 placed in Group C, #4 placed in Group D</p>

Section 3. Seeding

Seeding a division involves a discussion and polling of those coaches/directors who have teams entered in the respective division. Seeding will be completed prior to the “draw for placement”.

a. Seeding Criteria

- (1) Common Opponents/results at previous year’s ISCS
- (2) Common Opponents/results from current seasonal year
 - i. League Play (MRL and/or ISL State League Premier Division)
 - ii. Tournament Play
- (3) Common Opponents/results from current seasonal year (other competitions)
- (4) Common opponents/results from previous seasonal year outside of the ISCS
- (5) Current year team make-up vs. previous year’s team
 - i. Returning players/addition or loss of key players
 - ii. Any unseeded teams will be drawn into groups by a double-blind draw

b. Returning Team Rule

- (1) Prior to the time seeding is done, returning teams in consideration for seeds 1-4 will be required to submit their roster and the team coach and/or administrator must declare the team meets the returning team criterion. If at the time rosters are frozen it is determined that a team does not in fact meet the “returning team” standard, the team will lose its seed and be fined \$350.
 - i. A returning team is one that has nine players returning from its previous-year’s frozen ISCS team roster.

- ii. In the event a returning team in consideration for seeding has changed clubs, if it meets the nine player standard, it will be a seeded team.
- iii. In the event a returning team in consideration for seeding combines with another returning team in consideration for seeding, the nine player standard will be applied to each roster individually to determine the seed. The nine players cannot be a combination of, for example, four returning from one team and five returning from the other. If neither roster meets the nine player threshold, the team will not be automatically seeded. If both rosters meet the nine player threshold, the team will be give the higher of the two seeds.
- iv. If a team “plays-up” in a division because part of its roster was comprised of older players, and that team enters the same age group in the successive State Cup (minus the older players), it will not be considered a returning team for that age group.
- v. It is possible not all returning team scenarios are covered. Therefore the CD in consultation with the Director of Coaching Education, will have the final authority in the seeding process and reserves the right to address any returning team scenarios not covered above and make a determination about a seed(s).

Section 4. The Draw

“The Draw” is a double blind draw that is held after the seeding process, in advance of the competition and is open for anyone to attend.

Section 5. Multiple teams in a group from a single club

If multiple teams from the same club enter an age division they do so with the understanding that the teams may not share players.

Expectations for multiple club entries in the same age group are:

- a. Each team entered must be able to field at least 11 players on all play dates
- b. Multiple team entries in the ISCS must further the objective for more meaningful matches
- c. Team and/or club officials from that club will not engage in any actions that invite allegations of match-fixing or collusion between them, or independent of them, such that it benefitted the other team(s) from that club in that age group
- d. See Rule 104 Section 4a (Provisional Entry) regarding team registration

Section 6. Play-In Games

- a. The need for play-in games is as per Rule 202 Section 2.
- b. Any team required to play a play-in game prior to the scheduled Roster Freeze Date, Rule 203 Section 3, will have their team rosters frozen the day prior to the date the play-in game is played.
- c. Play-in games will not end in a tie. (Rule 211, Section 5)
- d. Teams that do not advance out of the play-in round will have a portion of their entry fee returned as determined by the CD.

Section 7. Play-in and Preliminary Round

- a. Time/Location. The ISCS 15U-19U competition will generally be held in October, and the 13U-14U competition will be held the following spring in late May. Preliminary Round competition dates and locations will be determined by the CD and posted on the ISCS webpage.

- b. Team Registration/Check In. Team coaches/managers will register/check in their players/coaches before the start of the first preliminary round game. Registration/check in locations and times will be communicated by the CD and if possible may be completed via online form similar to regional competitions.

Section 8. Championship Weekend: Iowa State Cup and Iowa Soccer Presidents Cup

- a. Time and Location. The Championship Weekend of the Iowa State Cup and the Iowa Presidents Cup will be competed concurrently and generally held in October for 15U-19U and the following June for 13U-14U.
- b. Format. The Championship Weekend is a semifinal/final format for the Iowa State Cup and for the Iowa Presidents Cup.
- c. Game/Field Schedule. The CD will determine the game/field schedule for each age division.
- d. Referees. The referee assignor will schedule all referees for the semifinal/final games.

Section 9. Advancement

- a. The 13U-19U age division champions in the Iowa State Cup competition shall represent Iowa Soccer at the US Youth Soccer Region II Championships.
- b. The 13U-18U age division champions in the Iowa Presidents Cup competition shall represent Iowa Soccer at the US Youth Soccer Region II Presidents Cup event.
- c. Teams advancing to any national level competition to represent Iowa Soccer and Region II will receive additional financial support from Iowa Soccer to offset travel expenses for that team. In addition to financial support from Iowa Soccer, Region II may also provide financial support. (Details will be provided after completion of regional competition).

Rule 203 TEAM ELIGIBILITY

Section 1. Iowa State Cup

13U – 19U teams will be eligible for the State Cup if all of the following criteria are met:

- a. The team roster is comprised of properly registered youth players as defined by US Youth Soccer and Iowa Soccer and contains a minimum of nine players from the team's league roster.
- b. The team has an approved Iowa Soccer roster and that roster contains at least 50% Iowa resident players.
- c. The team roster contains no more than five transferred players from other clubs at the time of the roster freeze.
- d. The team must compete in one of three required leagues, the Iowa Soccer State League, the Midwest Regional League or the US Youth Soccer National League, in the current seasonal year. There must be a minimum of four teams in the league and the competition must consist of a minimum of one game against each of three different teams.
- e. The team has submitted the entry form on time with proper payment and acknowledges the Iowa Soccer Code of Conduct.

Section 2. Iowa Soccer Presidents Cup

13U – 18U teams will be eligible for the Presidents Cup if all of the following criteria are met:

- a. The team roster is comprised of properly registered youth players as defined by US Youth Soccer and



- Iowa Soccer, and contains a minimum of nine players from the team's league roster.
- b. The team has an approved Iowa Soccer roster.
 - c. The team must compete in one of three required leagues, the Iowa Soccer State League, the Midwest Regional League or the US Youth Soccer National League, in the current seasonal year. There must be a minimum of four teams in the league and the competition must consist of a minimum of one game against each of three different teams.
 - d. The team has submitted the entry form and proper payment and acknowledges the Iowa Soccer Code of Conduct.

Section 3. Team and Game Rosters

Every team entered in the Iowa Soccer Championship Series shall have an Iowa Soccer approved Roster.

- a. Iowa Soccer approved Team Roster
 - (1) Minimum team roster limits for all age groups is 12
 - (2) Maximum team roster limits for all age groups is 22, with up to 18 maximum game active
- b. Game Roster
 - (1) The game roster for all age groups shall be prepared by the team and submitted as per the roster freeze date requirements. Team manager and/or coach should have enough copies of game roster for each scheduled ISCS match.
 - (2) The game roster for all age groups shall have a maximum of 18 game active players and a minimum of seven.
 - (3) For each match, the Game Roster will identify the game active players who will play in that match. Any additional players listed on the Game Roster but not designated as game active may be seated with the team in its technical area for the match.
 - (4) Players not listed on the Game Roster, but seated in technical area, will not dress in the game uniforms being used the game active players.
 - (5) These non-active players are held to the same standards of conduct specified in **Law 5**. Although these teams' members and team officials cannot commit misconduct or be shown a card, they may be sent off for irresponsible behavior. Any player sent off will not be allowed to participate in their next scheduled ISCS game.

Section 4. The Roster Freeze Date

At a date determined by Iowa Soccer, in accordance with this Section and Rule 104-4, the Iowa Soccer approved rosters of all teams participating in the ISCS will be frozen, after which no team may make any player change to their roster. The roster, as of the date of the roster freeze, is the roster the team must play with throughout the duration of their participation in the state level of their respective cup competition. State Cup teams advancing to Regional and National Championship levels may add or change club pass players in accordance with the rules and policies set forth by US Youth Soccer and the Region II rules that govern participation in those events. Presidents Cup teams advancing to Regional and National Championship levels may add guest players and/or club pass players in accordance with the rules and policies set forth by US Youth Soccer and Region II that govern participation in those events. Coach additions or deletions may be made to a frozen roster at any time during the ISCS.

Rule 204 FORFEITS**Section 1. Withdrawal from Competition**

- a. Any team that withdraws after entering the ISCS, but before seeding occurs shall not be penalized.
- b. Any team that withdraws after the brackets have been posted, but before the schedules have been officially published, shall forfeit its registration fee.
- c. Any team that withdraws after the schedule is released shall forfeit its registration fee, and may be suspended from all ISCS competition for the following year. The Club to which that team belongs may be subject to a fine of up to \$500.00.

Section 2. Missing Games

- a. Any team missing a scheduled game during the ISCS for any reason shall forfeit their entry fee and the Club to which that team belongs may be subject to a fine of up to \$500.00.
- b. Any team that forfeits a game in Preliminary Round play for any reason will not be allowed to advance any further in the ISCS.

Rule 205 PLAYER ELIGIBILITY**Section 1. General: Iowa Soccer Championship Series**

Each player and coach must have an approved Iowa Soccer player/coach pass. The pass must include a picture of the individual and be laminated so that it is sealed closed.

Section 2. The State Cup

- a. Club Pass Players. Teams may Club Pass players for State Cup competition. A Club Pass form is provided to clubs to designate these players. The Club Pass players must be designated by the roster freeze deadline.
- b. Transferred Players. A transferred player is defined in Rule 101t. Teams may not carry more than five transfer players (previously registered with a different club) on their Official State Cup Roster. Teams with more than five transfer players (previously registered with a different club) on their roster at the roster freeze date will be considered ineligible for ISCS play.
- c. Players may only play for one team in the National Championships competition in the same seasonal year.
- d. Players must be listed on the team's Iowa Soccer-approved roster and game roster as of the roster freeze date.

Section 3. The Presidents Cup

- a. Club Pass Players. Teams may Club Pass players for Presidents Cup competition. A Club Pass form is provided to clubs to designate these players. The Club Pass players must be designated by the roster freeze deadline.
- b. Transferred Players. There is no limit on transferred players on a team's official Cup roster for the President's Cup
- c. Players must be listed on the team's Iowa Soccer-approved roster and game roster as of the roster freeze date.

Section 4. Ineligible Players

Any team found guilty of using an ineligible player will forfeit the game in which the ineligible player participated

Iowa Soccer

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and is not eligible to compete further in the ISCS in the current seasonal year. Other sanctions may also be taken against that player or team. Any coach, manager, or team official found guilty of knowingly using an ineligible player is not eligible to compete further in the ISCS in the current and subsequent seasonal year. A player found guilty of submitting falsified birth information is prohibited from competing further in the ISCS in the current and subsequent seasonal year. These penalties may not be appealed.

Rule 206 PROTESTS

Section 1. Investigation

It is the responsibility of the Cup Director to investigate a properly lodged protest at the ISCS immediately following its receipt. Failure of the parties involved to cooperate with such investigation will result in disciplinary action up to and including suspension.

Section 2. Protests

All questions relating to the qualifications of competitors, to interpretation of the rules, or any dispute or protest concerning the ISCS competition will be referred to the Cup Director. Decisions will be made by the Cup Director and will be binding on all parties, and the competition shall proceed.

- a. A plea of ignorance to all rules and regulations governing this competition is not sufficient grounds for protests.
- b. A referee's judgment will not be a basis for protests and a referee's decision will be final. This includes, but is not limited to, yellow or red cards or a coach send-off.
- c. Misapplication of the Laws of the Game may be a valid basis for a protest.
- d. To be valid and eligible for consideration
 - (1) A protest relating to grounds, goal posts or bars, or other appurtenances of the game will be entertained only if a written objection has been lodged with the referee and with the opposing coach prior to the start of the game by a team official listed on the Game Roster from the involved game.
 - (2) In any other instances, a protest must be verbally lodged by a team official listed on the Game Roster from the involved game with the referee and with the opposing coach at the game site before entering the field of play, or before leaving the game site at the conclusion of the match.
 - (3) The Cup Director must be verbally notified of the intent to lodge a protest within 30 minutes of the end of the match or decision being protested by a team official listed on the Game Roster from the involved game.
 - (4) The protest must be filed with the Cup Director within two hours after the completion of the game being protested and include:
 - i. A fee in the amount of \$150.00
 - ii. Five written copies of the protest, which must clearly articulate the disputed matter and include the grounds on which the protest is lodged
 - iii. Five written copies of any information to be presented by witnesses.
 - (5) After having received a properly lodged protest, the Cup Director will notify the team/party against which such protest is made, who will have the right to defend its case. A copy of the written protest will be provided to the team/party.

- (6) A lawyer will not represent a team/party at a hearing unless he or she is a bona fide member of one of the teams/parties concerned.
- e. All decisions by the Cup Director are final and shall not be the basis of a protest or an appeal, nor shall any such decision be the basis for the withdrawal of a team or the refund of its entry fee.

Rule 207 SCOREKEEPING AND GAME REPORTING

Official game results will be posted to the online ISCS schedule following the completion of a match.

Rule 208 SEND-OFFs**Section 1. Administration**

The CD maintains a record of all infractions that result in send off's (red cards). This record is compiled from "Official Game Cards" completed and submitted by game referees.

Section 2. Retention of Cards

The CD will retain the card of a player or team official sent off until they are again eligible to participate.

Section 3. Send-Offs

- a. Any player or team official receiving a send-off from a game shall be ineligible to participate in that team's next ISCS game. At the discretion of the CD, the suspension could be increased and could result in more than a one game suspension. No substitution shall be permitted for a player who has been sent off in a particular game.
- b. Send off's **will** carry over from one year to the next year. If a player/team official received a send-off or was dismissed from the last game of any of the previous year's ISCS, that player/team official must sit out their one game suspension on the first game of the current year's ISCS games or at the first game of Regional competition if the team has advanced to the Regional level. This also applies to a send-off received in the last game of regional or national play.
- c. Player Send-Off's
 - (1) A player shown a red card (send-off) from a game must remain seated at the coach's side at all times during the remainder of the game. The coach will be responsible for the action(s) of the sent-off player.
 - (2) If a sent-off player seated on the bench causes a disturbance, the player may be ejected from the site. The CD may take action against the coach if the sent off player violates the spirit of this rule.
 - (3) The player's official pass will be held by the referee and turned in to the tournament headquarters immediately following the conclusion of the game. The card will be held at the tournament headquarters until the game suspension is served.
- d. Team Official Send Off's
 - (1) Team officials playing in Cup competition are expected to exhibit the highest level of sportsmanship.
 - (2) A team official sent off from a game must completely leave the playing site area and cannot return to the playing field after the completion of the game. The term "playing site area" for the purpose of the ISCS is defined by the CD as an area where the player cannot be seen or heard.



- (3) The team official sent off is not allowed to have any contact with the team, in any form, for the remainder of the match. The team official sent off will not participate with coaching the team or providing any technical or tactical information in any visible or audible manner. This includes, but is not necessarily limited to, the use of any form of electronic means (i.e. cell phone, 2-way radio) or communicating through a third party.
- (4) The team official that has been sent off will serve a one game suspension (or more at the discretion of the CD). The suspension must be served during the next ISCS game for that team. The official will not be allowed near the playing site area, as described above, during that game and will not be allowed to have contact with the team during the game.

Section 4. Reporting

The CD will forward to the Region II CD a list of all send-offs that must be served during the Region II games for both the National Championship Series and Presidents Cup.

Section 5. Reviews

The CD shall review each send-off and has the discretion to increase the suspension and/or add additional penalties.

Rule 209 PASSES AND ROSTERS

Section 1. Player Credentials

Players who do not have an Iowa Soccer-approved player pass will NOT be allowed to participate in the event with the team.

Section 2. Team Official Credentials

There will be no more than four team officials on the team side of the bench at any one time and must have an Iowa Soccer-approved coaching pass for that team. Team officials who do not have a proper team official pass must receive authorization directly from the CD.

Section 3. Game Rosters

13U-19U teams will submit a Game Roster to the Referee prior to each match. Game rosters will identify all game active players, and include the names of any non-active players. Following the match, the Referee will turn in game roster with the game report to the CD. The CD will maintain a copy of the state roster for every team at headquarters. If possible the CD will attach game rosters to each match report, if this step is taken it will be communicated prior to the competition.

Rule 210 PLAYING RULES

Section 1. Laws of the Game

All ISCS games shall be played in accordance with FIFA Laws of the Game, except as modified by US Soccer, US Youth Soccer, Region II and/or Iowa Soccer.

Section 2. Start Times

- a. All games will start at the scheduled time.
 - (1) The minimum number of players required to start a full game is seven (7), one of whom shall be designated as the goalkeeper.
 - (2) Any team with less than the minimum required number of players at the scheduled start time shall have their game declared a forfeit.
- b. If extenuating circumstances develop while a team is traveling to the game site, and less than the required minimum number of players are available to start at the start time, the CD, or his designated representative may grant an extended grace period. As soon as the minimum number of players has arrived, the game shall start. In no case will the grace period extend beyond 30 minutes from the originally scheduled start time, unless mutually agreed to by the Home team, the Visiting team, and the CD. Should the team not arrive by the mutually agreed to adjusted time, the team requesting the delay will forfeit the game.

Section 3. Age Groups

Except as otherwise provided, the length of game, overtime play periods, ball size, for each age group shall be as follows:

<u>Age Group</u>	<u>Game Length</u>	<u>Halftime</u>	<u>Overtime, if applicable</u>	<u>Size</u>
17U-19U	2 X 45' halves	10 min	2 x 15' periods	#5
15U-16U	2 x 40' halves	10 min	2 x 15' periods	#5
13U-14U	2 x 35' halves	10 min	2 x 10' periods	#5

Section 4. Uniforms

- a. Each player shall have a number on the player's jersey. The number shall be affixed to the back of the jersey and shall be clearly visible. Each player on a team must wear a different number from the number of every other player on the team. No taped or altered numbers will be allowed.
- b. Games may be suspended by the referee if in his/her judgment uniforms worn by the team are not acceptable for competition.
- c. The team shall be given an opportunity to change uniforms.
- d. The CD will make the final determination if the uniforms are acceptable.

Section 5. Ties

- a. Play-in games will not end in a tie. If the game is tied at the end of regulation play, the game will continue with overtime play in accordance with Section 3 of this Rule. If the game remains tied after the end of the 2nd overtime period, FIFA "Kicks from the Mark" rules will apply to determine the winner.
- b. In Preliminary Round play, if the game is tied at the end of regulation, the game will stand as a tie.
- c. Semifinal/final games will not end in a tie. In the Semifinals, if the game is tied after regulation, the game will continue with overtime in accordance with Section 3 of this Rule. If the game remains tied after overtime play, FIFA "Kicks from the Mark" will apply to determine the winner.

Section 6. Kicks from the Penalty Mark

When taking Kicks from the Penalty Mark (KFPM) the following procedures will apply:

- a. Each team shall select five (5) players to kick from the players on the field at the conclusion of the overtime play period. When a team finishes the match with greater number of players than their

- opponents, they shall reduce their number to equate with that of their opponents and inform the referee of the name and number of each player excluded. The team captain has this responsibility.
- b. The referee tosses a coin and the team whose captain wins the toss can choose to either kick or receive.
 - c. Teams shall alternate kicks.
 - d. If, before both teams have taken five (5) kicks, one team has scored more goals than the other team could, even if it were to complete its five kicks, taking kicks shall cease and the score reported.
 - e. If, after both teams have taken five (5) kicks, both have scored the same number of goals or have not scored any goals, the taking of kicks shall continue, in the same order, until such time as both teams have taken an equal number of kicks and one team has scored a goal more than the other.
 - f. If taking of kicks from the penalty mark must be used to determine bracket or wildcard winners, the coach of each team shall declare the 11 players from their roster that they will use to take their kicks. If a player has been disqualified for the team's next match as a result of a red card, that player may not participate in the kicks.
 - g. If KFPM are to be taken by three (3) teams, there will be a draw by the CD. The first team drawn will receive a BYE. The next team drawn will be the home team against the remaining team in the first contest of penalty kicks. The winner of the first contest will then compete against the BYE team in KFPM to determine the winner. The bye team in the second contest of KFPM will be the home team. This process is only used when three (3) teams remain tied after going through the Tie Breakers.
 - h. If KFPM are to be taken by four (4) teams there will be a draw by the CD. The first team drawn will compete against the second team drawn in the first contest of penalty kicks. The first team drawn will be the home team in this contest of penalty kicks. The third team drawn will compete against the fourth team drawn in the second contest of KFPM. The winners of each of these two (2) contests will then compete to determine the winner. The winner of the first/second drawn teams will be the home team in this final contest. This process is only used when four (4) teams remain tied after going through the tie breakers.

Section 7. Unfinished Games

Unfinished games due to any cause shall be replayed in their entirety if neither team is at fault, and the second half play has not begun. If play is stopped during the second half and play cannot be resumed and if neither team is at fault, the CD may deem the game complete. However, if play is stopped at any time due to one of the teams being adjudged to be at fault, it shall be at the discretion of the CD whether the game is to be replayed or declared a forfeit. Games that must be played to determine the outcome of a group will be given priority over games that have no bearing on the outcome of a group.

Section 8. Weather

The Cup Director will make the decision to clear the field with the safety of all participants – players, fans, referees, tournament officials -- as the primary concern.

- a. Multiple horn blasts, followed by referees blowing their whistles to stop play, will indicate play has been suspended.
- b. When the Cup Director has indicated play has been stopped via the horn blasts, participants are expected to seek shelter immediately **inside their vehicles. You must go to your vehicle; standing under a tent or concession stand-type awning is not safe.**

- c. Do not leave the premises unless and/or until directed to do so by the State Cup Director or tournament officials. Communication will be between the State Cup Director and the team coordinator, who is charged with relaying the information to his/her coach and team.
- d. **Do not return to the fields until the Cup Director has indicated play will resume by way of multiple horn blasts.** It is only at this time that participants, coaches, referees and spectators should return to the field they left when play was suspended.

If the delay is lengthy and significantly affects the remainder of the day's schedule, any decisions made regarding the schedule will be relayed by the Cup Director to the team coordinator, who is responsible for getting that information to his/her coach and team. Note that game lengths may be shortened and/or per Section 7, games that must be played to determine the outcome of a group will be given priority over games that have no bearing on the outcome of a group or advancement. Tournament officials ask for and appreciate your patience and cooperation in weather situations.

Section 9. Coaching Limitations and Dissent

- a. One team official at a time may convey tactical instructions to the players during the match. All team officials must remain within the confines of the technical area. They must behave in a responsible manner. No team official or spectator is allowed behind the goal during a game. The technical area is limited to players and no more than four (4) team officials.
- b. There shall be no dissent between players/team officials and the referee. Questioning the referee is considered dissent.

Section 10. Home Team

The first team listed on the ISCS schedule is the home team. The home team will wear light jerseys and the visiting team will wear dark jerseys. If a conflict should arise, the inappropriately dressed team will change or forfeit.

Section 11. Scores and Standings

- a. The standing of teams within groups is based upon the number of points earned in qualifying games. Teams earn points as follows:
 - (1) Three (3) points for a win (including forfeits)
 - (2) One (1) point for a tie, and
 - (3) Zero (0) points for a loss
- b. In the event of a forfeited game, the team forfeiting the game will not be allowed to advance out of their group. The team declared the winner of a forfeited game shall receive three (3) points for the win and a score of 4-0 will be recorded. No other scoring points or adjustments will be made.

Section 12. Tie Breakers

- a. In the event teams are tied on the basis of points earned, the team's placement will be determined in accordance with the following sequential criteria.
 - (1) Winner of head to head competition (criteria not used if more than two teams tied)
 - (2) Winner of most games
 - (3) Goal differential (goals scored minus goals against) max of four (4) goals per game.
 - (4) Fewest goals allowed
 - (5) Kicks from the penalty mark (as described in section 6)
- b. If more than two teams are tied, the sequence will be followed until a team is eliminated. The

remaining teams will then restart the sequence at “point ii” until the tie is broken.

- c. If KFPM must be used to determine advancement, it will proceed as per Rule 210 Section 6.

Section 13. Substitutions

All games shall be played with the substitution rules outlined in the FIFA Laws of the game with the exceptions outlined below:

- a. Exceptions: 13U-14U games
 - (1) If the referee sends off a goalkeeper, the referee may allow the team to replace the goalkeeper with another player. The team must still play short with another player leaving the field of play.
 - (2) Substitutions shall be unlimited with the consent of the referee.
- b. Exceptions: 15U-19U games
 - (1) If the referee dismisses a goalkeeper, the referee may allow the team to replace the goalkeeper with another player. The team must still play short with another player leaving the field of play.
 - (2) Once a player leaves the field for a substitute, the player may not re-enter the game during the same half-time period. At the start of the second half-time period, all players are re-eligible for play.
 - (3) For purposes of substitution, overtime will be considered a third period and all players will be re-eligible for play.
 - (4) Substitution may occur on any stoppage of play with the referee’s approval. A maximum of seven substitutions for each team will be allowed in each game during each half of play and during overtime play. After leaving the game during a half of play, the substituted player may not re-enter the game during the same half of play.
 - (5) If a player is removed from the game and no substitute enters the game for the player (team plays short), the original player may re-enter the game. Entry shall be at a normal substitution point (with the approval of the referee) or at any point during the game if the referee signals for the player to re- enter.

Section 14. Heading Protocols

- a. All players, 11U shall not engage in heading in training or in games.
- b. All players, 12U and 13U are limited to a maximum of 30 minutes of heading training per week, and will further limit each player to a maximum of 20 headers per week.
- c. All players, 11U and younger who play on a 12U or older team should not head the ball in training or games. Compliance with this is the coach’s responsibility.
- d. All players, 12U or 13U who play on a 14U team or older will comply with the aforementioned 12U and 13U heading restrictions.
- e. Referees will enforce heading restrictions as per the age-level of the contest. Individual player compliance with the aforementioned heading restrictions is the coach’s responsibility.
- f. If a player, who is competing in 11U games or younger, deliberately heads the ball in a game, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred

Rule 211 REFEREE ADMINISTRATION

Section 1. The Assignor

The Cup Director is responsible for securing a certified referee assignor. The assignor is responsible for obtaining, training, scheduling, and assigning game officials.

Section 2. Conflict of Interest

Any referee appointed to officiate in the ISCS shall not be a present member of either of the competing teams or clubs.

Section 3. Referee Responsibilities

The duties of the referee and assistant referee are as defined in the "Laws of the Game".

Section 4. Non-Performance of a Referee

In the event the appointed referee fails to appear the Assignor will provide for replacement referees. At no time will a two-person referee system be allowed.

Rule 212 OFFICIAL GAME CARD

The official record of ISCS match results are the game cards filled out by the game referees and submitted to the Cup Director. The CD will establish the format and contents of the card.