



## U13 and U14 Iowa State Cup Rules and Interpretations

### IOWA STATE CUP

#### 1001 GENERAL INFORMATION

##### 1001.1 Purpose

The purpose of the Iowa State Cup is to identify the Level 1 team in each age division that will represent the State of Iowa at the US Youth Soccer National Championship Series Midwest Region Championships. The Iowa State Cup is considered the highest level of youth competition in the state and is associated with the only tournament of its kind that can truly identify youth national champions.

**1001.1.1** U13-U19 Iowa State Cup Champions will participate in the US Youth Soccer National Championship Series Midwest Region Championships, held June 26-30, 2010 in Beavercreek, Ohio. U14-U19 Regional championship teams advance to the US Youth Soccer National Championships July 20-25, 2010 in Overland Park, KS.

##### 1001.2 Dates

The Iowa State Cup shall be conducted annually, on such dates and at such sites as shall be determined by the Iowa Soccer Association. Iowa Soccer shall hold the Iowa State Cup in the fall and spring seasons of the same seasonal year. The Under-15 through Under-18 age divisions shall hold their competition in the Fall season, and the Under-13, Under-14 and Under-19 age divisions shall hold their competition in the following Spring season.

##### 1001.3 Precedence of Games

Iowa State Cup competitions shall take precedence over all other Iowa Soccer Association youth games.

##### 1001.4 Communications

All questions and communications regarding the Iowa State Cup are to be between a team official (Club Director of Coaching, team coach, team coordinator) and the Tournament Director.

##### 1001.5 Alcohol, Tobacco

Alcohol and/or tobacco products in any form will not be allowed on any playing field or areas adjacent to playing areas.

#### 1002 ENTRY and ELIGIBILITY

##### 1002.1 Age Groups

The Iowa State Cup accepts teams in the following Boy's and Girl's age groups: U13, U14, U15, U16, U17, U18, U19.

- Affiliates and clubs may only enter one boys team and one girls team per age group.

##### 1002.2 Fees and Entry

Each team wishing to enter the Iowa State Cup shall deliver its entry in a format determined by Iowa Soccer, along with a non-refundable entry fee to Iowa Soccer on or before the deadline for entry to be considered for the competition. Iowa State Cup fees include a team entry fee, an online registration fee, and advancement fees. All teams submitting an entry to compete in the Iowa State Cup agree to abide by the rules and regulations of the Iowa State Cup, the Iowa Soccer Association, US Youth Soccer, US Youth Soccer's National Championship Series and the US Soccer Federation, and FIFA where applicable.

##### 1002.3 Team Eligibility Requirements

Final determination of having met eligibility requirements will be made by Iowa Soccer. They are as follows:



- Team will or did not enter the Iowa Directors' Cup in the same seasonal year.
- Team is properly registered with the Iowa Soccer Association and is in "Good Standing".
- The team must compete in at least a four-team recognized and sanctioned league during the current seasonal year, except for the U19 age division.
- At the time a team's roster is frozen, it may not have more than five previously-rostered players (September 1, 2009-August 31, 2010). Players may not be added to a team's roster as "guest players". Rosters may include no more than five "transfer players". Proper paperwork and procedures must be followed to roster a "transfer player" to a team.
- Each player and coach is listed on the Iowa Soccer-certified team roster and each has a current US Youth Soccer pass that is **signed in cursive**, has a current picture affixed and is laminated. Passes must be laminated, no exceptions (open-ended "pouches" are not considered laminated).
- Each player has submitted a signed and notarized "Medical Release Form" to the team coordinator.
- Each player has submitted a birth certificate or other acceptable proof of age to the team coordinator. Acceptable proof of age shall consist of a birth certificate, a Uniformed Services Identification and Privilege Card (DD Form 1173) issued by the uniformed services of the United States, birth registration issued by an appropriate government agency, board of health records, driver's license, passport, alien registration card issued by the United States government, or a certificate of an American citizen born abroad issued by the appropriate government agency. *Hospital, baptismal or other religious certificates will not be accepted.*

#### 1002.4 Good Standing

**1002.4.1** The club or affiliate of any team whose entry fee is returned for insufficient funds may be determined by the Iowa Soccer Board of Directors to not be in "Good Standing" with Iowa Soccer.

**1002.4.2** A club or affiliate whose team has unpaid fines from prior years' Iowa State Cups or US Youth Soccer Midwest Region League competition may be determined by the Iowa Soccer Board of Directors to not be in "Good Standing" with Iowa Soccer.

**1002.4.3** The club or affiliate of any team who submits inaccurate information to support its entry in the Iowa State Cup may be determined by the Iowa Soccer Board of Directors to not be in "Good Standing" with Iowa Soccer.

#### 1002.5 Team Roster Sizes

For U13 and U14 teams, the team roster shall not have more than 18 players.

#### 1002.6 Team Seasonal Year Entry

Each team may only compete in one age division per seasonal year at the Iowa State Cup.

#### 1002.7 Player Eligibility

Final determination of having met eligibility requirements will be made by Iowa Soccer. They are as follows:

- Each player may only compete in one age division per seasonal year at the Iowa State Cup.
- Players must be properly registered, rostered and/or added or released to a team.
- A multiple-rostered player must declare his or her State Cup team as his/her primary team.

#### 1002.8 Final Materials

In addition to team entry and payment of fees by the entry deadline, supplemental materials will be required to complete a team's entry. These must be received in the Iowa Soccer office by a date that shall be up to two weeks prior to the team's first scheduled State Cup match. ***All materials may be submitted via email, by snail mail, or dropped off at the Iowa Soccer office.***

##### 1002.8.1 Iowa Soccer Association-Certified Team Roster

Each team is required to submit a copy of its Iowa Soccer-Certified Team Roster; rosters will be frozen as of this date (i.e. changes to it are no longer allowed). These certified rosters must reflect that any transfer players, up to five, have been officially rostered to the team, and that any multiple-rostered players are primary to the team.

### **1002.8.2 Verification of Eligibility Form**

Each team is required to submit the Verification of Eligibility Form. Final determination of having met eligibility requirements will be made by Iowa Soccer.

**1002.8.2.1** If it is determined that an ineligible player or coach participates in an Iowa State Cup match, the match shall be forfeited.

**1002.8.2.2** Any team found guilty of knowingly using an ineligible player shall not be eligible to compete further in the Iowa State Cup and the National Championship Series competition in the current seasonal year.

**1002.8.2.3** Any coach, team coordinator or team/club official found guilty of knowingly using an ineligible player shall be prohibited from competing further in the Iowa State Cup and the National Championship Series competition in the current and subsequent seasonal year.

**1002.8.2.4** Any coach, team coordinator, team/club official, and/or player found guilty of knowingly submitting falsified birth information or knowingly falsifying information on the Verification of Eligibility Form shall be prohibited from competing further in the Iowa State Cup and the National Championship Series competition in the current and subsequent seasonal year.

### **1002.8.3 Code of Conduct Form**

Each team is required to submit the Code of Conduct Form.

### **1002.8.4 Blue Roster**

Each team is required to submit a Blue Roster, **complete with player signatures in cursive.** If players have not signed their names in cursive, the Blue Roster will have to be resubmitted.

## **1002.9 Withdrawal**

Refunds for withdrawing a team between the entry deadline and two nights prior to the seeding process will be considered but not guaranteed. A notice of withdrawal, stating the reason, must be given to the Tournament Director in writing (e-mail is acceptable) by two nights prior to the date the seeding is conducted. A team withdrawing from the Iowa State Cup after the seeding has been conducted shall forfeit its entry fee and its Club/Affiliate is subject to an additional fine up to \$400.

## **1002.10 Forfeits**

Teams that forfeit a match at any level of the Iowa State Cup will not be allowed to advance.

Forfeits for failure to compete in any game in the Iowa State Cup by any team will result in having the Club/Affiliate fined up to \$400 and the team forfeiting its entry fee. Any such actions may be appealed to the Iowa Soccer Association Appeals Committee.

Any team, club or affiliate failing to give notice of intention to forfeit or forfeiting a match may, at the discretion of the Iowa Soccer Association Board of Directors, have additional sanctions levied against them. Any such additional sanctions may be appealed to the Iowa Soccer Association Appeals Committee.

Additionally, any team proven guilty of violating any of the rules of the Iowa State Cup, the Iowa Soccer Association, US Youth Soccer Region II, US Youth Soccer's National Championship Series, or the US Soccer Federation shall forfeit all matches and the preceding competition(s) shall not be replayed.

## **2001 COMPETITION FORMAT**

### **2001.1 Format**



Age division entries must number in a multiple of four (unless three or fewer teams enter). Pool play within a group, with advancement to semifinals and finals, is the format for determining U13 and U14 Iowa State Cup Champions. Exceptions are:

**2001.1.1** For divisions with fewer than four teams, single elimination is the format.

**2001.1.2** For divisions with four teams, the top two point-getters in the group advance to a Final (no semifinals).

If age division entries do not number in a multiple of four, a qualification round, referred to as qualification play or a qualification match, will be conducted to get to a multiple of four. Qualification matches are played to a win/loss result (no ties).

**2001.1.3** If there are between five and seven teams entered, qualification play will pare the division down to four teams.

**2001.1.4** If there are between nine and 11 teams entered, qualification play will pare the division down to eight teams (two groups of four: Group A, Group B).

**2001.1.5** If there are between 13 and 15 teams entered, qualification play will pare the division down to 12 teams (three groups of four: Group A, Group B, Group C).

## **2001.2 Competition Dates**

Teams must plan to be available for matches at any time on the scheduled competition dates. In no case will matches be rescheduled off established play dates unless inclement weather forces changes. The Tournament Director will not entertain date or schedule changes.

## **2001.3 Matches**

All matches will be regulation in length, as stated in "Standings and Advancement" and "Playing Rules".

## **2001.4 Standings and Advancement**

In Qualification Play, Semifinals and Finals

**2001.4.1** Matches are played to a win/loss result (no ties). If a match ends in regulation tied, two overtime periods will be played in their entirety. If the match is tied at the end of the overtimes, teams will go directly to FIFA Kicks from the Mark to determine the winner of the match.

In pool play, standings are based upon the number of points earned

**2001.4.2** Win = 3 points; Loss = 0 points; Tie = 1 point

**2001.4.3** If a match ends in regulation tied, overtime is not played and the result is recorded as a tie.

Advancement for a division of four teams (one group of four)

**2001.4.4** The top two point-getters within the group advance to a Final.

Advancement for divisions with eight teams (two groups of four)

**2001.4.5** The top two point-getters within each group advance to the semifinals.

**2001.4.6** Semifinal pairings are: Group A winner vs. Group B runner-up; Group B winner vs. Group A runner-up.

**2001.4.7** Winners of each semifinal advance to the Final

Advancement for divisions with 12 teams (three groups of four)

**2001.4.8** The top point-getter within each group advances to the semifinals, along with a "Wildcard". The Wildcard team is the team with the highest point total of all the remaining teams.

**2001.4.9** Semifinal pairings are: Group A winner vs. Wildcard; Group B winner vs. Group C winner. If the Wildcard team comes from Group A, then the semifinal match-ups are Group A winner vs. Group C winner; Group B winner vs. Wildcard.

**2001.4.10** Winners of each semifinal advance to the Final.

**2001.5 Tiebreaker Criteria and Procedures – the section in red will be revised in late February following a State Cup meeting**

If two or more teams are tied in pool play standings, the following sequence will be followed until a team is eliminated. Once a team has been eliminated, the remaining teams will then restart the sequence at the first criteria.

**2001.5.1** Criteria, in order:

- 1) Winner of head-to-head competition (this criteria is not used if more than two teams are tied)
- 2) Winner of most games in team's respective pool
- 3) Goal differential (goals scored minus goals allowed), with a maximum differential of four goals per game
- 4) Fewest goals allowed
- 5) FIFA Kicks From the Mark

If three teams remain tied after going through the tiebreakers, thus requiring Kicks From the Mark, there will be a draw by the Tournament Director to determine which two teams kick first.

**2001.5.2** The first team drawn will receive a bye

**2001.5.3** The second team drawn will be the home team and will kick against the remaining team in the first contest of Kicks From the Mark.

**2001.5.4** The winner of the first contest will then compete against the bye team in Kicks From the Mark to determine the team that will advance. The home team will be the bye team.

If four teams remain tied after going through the tiebreakers, thus requiring Kicks From the Mark, there will be a draw by the Tournament Director to determine which teams kick against each other.

**2001.5.5** The first team drawn will compete against the second team drawn in Kicks From the Mark. The first team drawn will be the home team.

**2001.5.6** The third team drawn will compete against the fourth team drawn in Kicks From the Mark. The third team drawn will be the home team.

**2001.5.7** The winners of each of the first two contests will then compete in Kicks From the Mark to determine the team that will advance. The home team will be the winner of the first drawn vs. second drawn contest.

**2001.6 Seeding and Placement**

Seeding is done in conjunction with the spring IPSL placement meeting and involves a discussion and polling of those coaches who have teams entered in a division.

Seeding for Qualification Match Determination

**2001.6.1** If qualification match play is necessary in a division, all teams entered in that division will be seeded.

The purpose of this seeding is to determine which teams will or will not play in the qualification match(es). Affected teams will subsequently be placed into their respective qualification match as per 2001.6.6.

Seeding for Group Placement

**2001.6.2** If qualification match play in a division was not necessary, then only seeds #1 through #4 will be determined. If all teams were seeded due to qualification match requirements, only the #1 through #4 seeds will be retained for the purpose of group placement. Seeds #1 through #4 are the only seeds that will be placed into respective group position, as per 2001.6.7 and 2001.6.8. All remaining teams, regardless of "qualification match seeding" will then be drawn into group position by a double-blind draw.

U14 Seeding

**2001.6.3** The previous year's State Cup semifinalists will be seeded #1 through #4. Seed #1 is the prior year's State Cup Champion and seed #2 is the prior year's State Cup Finalist. Seeds #3 and #4 are the remaining semifinalists, with #3 being separated from #4 by a discussion and subsequent poll of coaches who have teams entered in the division. If there is not a returning semifinalist, the seeding will be determined by a discussion and polling of coaches who have teams entered in the division. If qualification

match seeding is necessary, all remaining seeds beyond #4 will be seeded by a discussion and polling of those coaches who have teams entered in the division.

#### U13 Seeding

**2001.6.4** As there are no previous year's State Cup results, necessary seeds are determined by a discussion and polling of coaches who have teams entered in the division.

#### Returning Team

**2001.6.5** The threshold used in determining a returning team is nine players. In the case of teams that combine from one State Cup competition to a successive one, regardless of the club the team registers with, each team's roster from the previous year's State Cup will be considered individually and be held to the nine-player standard. 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.

#### Qualification Match Placement

**2001.6.6** In a division where qualification matches are necessary to pare the division down to a multiple of four, seeded teams are placed in qualification matches as follows:

**2001.6.6.1** Five teams entered, one qualification match: #4 vs. #5

**2001.6.6.2** Six teams entered, two qualification matches: #3 vs. #6 and #4 vs. #5

**2001.6.6.3** Seven teams entered, three qualification matches: #2 vs. #7, #3 vs. #6 and #4 vs. #5

**2001.6.6.4** Nine teams entered, one qualification match: #8 vs. #9

**2001.6.6.5** Ten teams entered, two qualification matches: #7 vs. #10 and #8 vs. #9

**2001.6.6.6** Eleven teams entered, three qualification matches: #6 vs. #11, #7 vs. #10 and #8 vs. #9

#### Group Placement

**2001.6.7** In a division with eight teams, there are two groups of four teams, referred to as Group A and Group B. #1 and #4 are placed into Group A; #2 and #3 are placed into Group B. For all remaining teams, a double-blind draw will be conducted to determine group/bracket placement.

**2001.6.8** In a division with 12 teams, there are three groups of four teams, referred to as Group A, Group B and Group C. #1 is placed in Group A; #2 is placed in Group B; #3 and #4 are placed in Group C. For all remaining teams, a double-blind draw will be conducted to determine group/bracket placement.

#### **2001.7 Scheduling**

The scheduling for qualification play through finals is completed between the team entry deadline and the Draw. Teams must plan to be available for matches at any time on the scheduled competition dates. In no case will matches be rescheduled off established play dates unless inclement weather forces changes. The Tournament Director will not entertain date or schedule changes.

#### **2001.8 The Draw**

The "Draw" is held on a date in advance of the competition and is open for any team or team representative to attend.

#### Group Placement Draw

**2001.8.1** The double-blind draw for group placement determines 1) group position and 2) the team that will fill that group position.

### **3001 PLAYING RULES**

#### **3001.1 Laws of the Game**

The playing rules for the Iowa State Cup shall conform to the FIFA Laws of the Game except where noted in the following.

### 3001.2 Duration of Matches, Overtimes

Age Group	Game Length	Overtime	Ball Size	Circumference	Weight
Under 14	Two 35' halves	Two 15' periods	5	27-28"	14-16 oz.
Under 13	Two 35' halves	Two 10' periods	5	27-28"	14-16 oz.

### 3001.3 Substitutions

Unlimited substitution is allowed for U13 and U14 teams. Substitutions can be made at any stoppage of play at the discretion of the referee.

### 3001.4 Player and Team Equipment

Each player of a team is required to wear like uniforms within a team (jerseys, shorts, socks). Each player will have a number on the player's jersey and the number will be affixed to the back of the jersey and shall be clearly visible. Each player on a team must wear a number different from the number of every other player on the team. Goalkeepers must wear colors that distinguish them from other players and game officials. The referees will be the final authority of uniform colors.

Each team should be prepared to provide an alternate color jersey. It is the responsibility of the home team to change to a different color uniform if necessary. The home team is the team listed first on the match schedule.

Players occupying the Bench Areas as substitutes, as players who have been substituted for, or as "game inactive" players shall wear bibs that distinguish them from on-field teammates and opposing players. A substitute standing at the halfway line waiting to enter the match shall hand his/her bib to the player he/she is substituting for as his/her teammate exits the field.

Wearing age- and size-appropriate guards will be enforced by referees, and players will start the match with shirts tucked in and socks pulled up. Casts are allowed if properly padded, keeping in mind the safety not only of the player wearing the cast, but of the other players. Referees shall be the final authority of properly-sized guards and properly-padded casts.

### 3001.5 Official Game Rosters

Prior to each match, coaches must submit a photocopy of their team's completed and signed Blue Roster to the referee crew; this copy of the Blue Roster is what is considered the "Official Game Roster". It will remain with the fourth official and will be filed with Tournament Officials immediately following each match.

### 3001.6 Credentials

The players and coaches listed on the Official Team Roster, the Blue Roster and, subsequently, the Official Game Roster must correspond. Players and coaches must carry a current and valid US Youth Soccer player or coach pass that corresponds with the team that is playing. The passes must have a securely affixed current photograph, **must be signed in cursive** and must be laminated (no exceptions; open-ended "pouches" are not considered laminated). **Cursive player signatures must match the cursive player signatures on the Blue Roster.**

If all eligibility and entry requirements have been met, the photo side of the passes will also include an official State Cup sticker. These player and coach passes must be presented to and checked by the referee crew prior to each match. No player pass, no play. No coach pass, no coaching.

### 3001.7 Bench Personnel

A team may have a maximum of four coaches on the team bench during a match and each shall go through the pregame check-in procedures conducted by the referee crew. Only those coaches listed on the Official Team Roster and the Official Game Roster for that team, who have properly approved credentials for that team, are allowed on the team bench. At no time is it allowable for a coach not associated, rostered or credentialed with a team playing to be on the team bench or sideline, even if the coach is from the same club as the team that is playing. This rule will be strictly enforced by game and tournament officials.

Coach arriving to a match already in progress

**3001.7.1** Properly rostered and credentialed coaches who arrive at their team's match after it is already in progress must report immediately, with their coaching pass for that team, to the fourth official, who will compare the pass to the Official Game Roster. If the coach is not on the Official Game Roster, or if the coaching pass is not credentialed for that team, the coach is not allowed on the team bench or sideline during the match, including halftime. This rule will be strictly enforced by game and tournament officials.

### **3001.8 Send-Offs, Ejections, Red Cards**

Players

**3001.8.1** Players who are sent off/ejected must immediately leave the field and the match. The player may not remain at the match, must leave it in a timely manner, and must be out of sight and out of sound of the match. *Since these players are only 12-14 years old, it is recommended that an adult associated with the team accompany the player out of sight and sound of the match and that for risk-management reasons, a parent or adult remain with the player.*

**3001.8.2** A team may not substitute for a player who is sent off, and the team will play down a player for the remainder of that match.

**3001.8.3** Players who are sent off/ejected will not be allowed to participate in the next immediately following Iowa State Cup match played by the player's team. If the send-off/ejection occurs during the last match of the Iowa State Cup competition, the player will not be allowed to participate in his/her first match of the next Iowa State Cup.

**3001.8.4** If the player is sent off/ejected during the last match of the Iowa State Cup competition, and the player's team advances to the National Championship Series Regional competition, the player will not be allowed to participate in the next immediately scheduled National Championship Series Regional game played by the player's team.

**3001.8.5** The fourth official will keep the player's pass and turn it in to Tournament Officials immediately following the conclusion of the match. Tournament Officials will ensure the return of the player's pass to a Team Official.

**3001.8.6** At the discretion of the Iowa Soccer Association Tournament Director, and in consultation with the Iowa State Youth Referee Administrator, the player's suspension may be increased and a player may receive a more than one game suspension. Suspensions may be extended into the next level of the National Championship Series Competition.

Coaches and Other Team Officials

**3001.8.7** Coaches and other team officials shall be subject to all rules contained herein, including cautions, send-offs/ejections, and standard suspensions.

**3001.8.8** Coaches and other team officials who are sent off/ejected must immediately leave the field and the match. The coach may not remain at the match, must leave it in a timely manner, must be out of sight and out of sound of the match, and may not have contact with the team or other coaches during the remainder of the match. [NOTE: If the coach and/or other team official is properly credentialed to a team that has a match being played concurrently on a field whose bench sideline is back-to-back with the bench sideline for the match from which he/she was ejected, the out of sight and sound standard will be applied, which results in not being allowed on that team's bench either.]

**3001.8.9** Coaches or team officials who are sent off/ejected will not be allowed to participate in or attend the next immediately following Iowa State Cup match played by the team that was being coached when the send-off/ejection occurred. If the send-off/ejection occurred during the last match of the Iowa State Cup competition, the coach or team official will not be allowed to participate in or attend his/her first match of the next Iowa State Cup for that team.

**3001.8.10** If the coach is sent off/ejected during the last match of the Iowa State Cup competition, and the coach's team advances to the National Championship Series Regional competition, the coach will not be allowed to participate in the next immediately scheduled National Championship Series Regional game played by that team.

**3001.8.11** The fourth official will keep the coach's or team official's pass and turn it in to Tournament Officials immediately following the conclusion of the match. Tournament Officials will ensure the return of the pass to a Team Official.

**3001.8.12** At the discretion of the Iowa Soccer Association Tournament Director, and in consultation with the Iowa State Youth Referee Administrator, the suspension may be increased and may result in the ineligibility of the team.

Associated with the Team

**3001.8.13** Teams and coaches shall take one side of the field and parents/spectators will be on the opposite side of the field. Any other individuals who may be reasonably construed as being associated with a team such as relatives and spectators, shall also be subject to the jurisdiction and authority of the Iowa Soccer Association and game officials. Any coach or team official will be responsible for the actions of any individual(s) at any match that in the opinion of the officials is a supporter of that team.

**3001.8.14** Coaches or team officials who are sent off/ejected for the action(s) of any such individual(s) at a match are subject to the same send-off/ejection penalties as detailed in these rules, sections 3001.8.7 through 3001.8.12.

**3001.8.15** At the discretion of the Iowa Soccer Association Tournament Director, and in consultation with the Iowa State Youth Referee Administrator, the suspension may be increased and may result in the ineligibility of the team.

## **3002 OFFICIAL GAMES**

### **3002.1 Official Games**

Games played short time due to any cause may be, at the discretion of the Iowa Soccer Association Tournament Director, and in consultation with the Iowa State Youth Referee Administrator, restarted or replayed in their entirety. Should one of the teams be adjudged at fault, it shall be at the discretion of the Iowa Soccer Association Tournament Director, and in consultation with the Iowa State Youth Referee Administrator, as to whether the game will be restarted, replayed in its entirety, or that a forfeit will be declared.

### **3002.2 Grace Period**

A minimum of seven players constitutes a team; a team with seven players present must start the game at the scheduled time. If seven players are not available, a 10-minute grace period will be extended beyond the scheduled kick-off time. If at the end of the 10-minute grace period the team does not have seven players, the referee will suspend the game and report it as a forfeit to Tournament Officials. Any team that forfeits a game will not advance any further in the tournament.

### **3002.3 Referees**

A certified referee assignor will be used to assign referee crews to State Cup matches. Any referee appointed to officiate any game shall be neither a past or present member of either competing team, nor shall they have any personal relationship with either team involved in the match.

Immediately following the match, the Referee must complete the Official Referee Match Report Form, which will include the names and passes of anyone sent off/ejected, and return the Form to the Tournament Director along with each team's Official Game Roster.

## **4001 BREACH OF RULES, PROTESTS**

### **4001.1 Investigation**



It is the responsibility of the Iowa Soccer Association Tournament Director to investigate a properly protested violation at the Iowa State Cup immediately following its receipt. Failure of parties involved to cooperate with such investigation shall result in disciplinary action up to and including suspension.

#### **4001.2 Protests**

All questions relating to the qualifications of competitors, to interpretation of the rules, or any dispute or protest whatsoever, shall be referred to the Iowa Soccer Association Tournament Director. Decisions will be made by the Tournament Director and shall be binding on both teams. Decisions of the Tournament Director may be appealed to the Iowa Soccer Association Appeals Committee within one hour of the Tournament Director's announcement of the decision.

The Tournament Director may appoint an onsite tournament protest advisory committee. The advisory committee shall consist of not fewer than three and not more than five persons, at least one of whom shall be a coach and one a player.

##### **4001.2.1** To be valid and eligible for consideration, each protest

- Must be verbally lodged by a team official listed on the team roster involved in the game with the referee and with the opposing coach at the game site before entering the field of play or before leaving the game site at the conclusion of the match.
- The Tournament 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.
- The protest must be filed with the Iowa Soccer Tournament Director within two hours after the completion of the game being protested and include:
  - A fee in the amount of \$100.00
  - Five (5) written copies of the protest, which must include full particulars of the grounds on which the protest is lodged
  - Five (5) written copies of any information to be presented by witnesses.

**4001.2.3** If relating to grounds, goal posts, bars, or other appurtenances of the game, a protest shall be entertained only if a written objection has been lodged with the referee and the opposing coach PRIOR to the start of the game.

The Tournament Director, after having received a properly lodged protest, shall immediately upon receipt of such protest notify the team against which such protest is made and shall send a copy of the protest and all particulars to that team, which will then have the right to defend its case, with or without witnesses.

A plea of ignorance to all rules and regulations governing this competition is not sufficient grounds for appeals or protests. Violators may expect appropriate action by the Iowa Soccer Association.

A lawyer shall not represent a team at the hearing of a charge of protest unless he or she is a bona fide member of one of the teams concerned.

## **5001 WEATHER**

### **5001.1 Weather**

The Tournament Director will make the decision to clear the field with the safety of all participants – players, fans, referees, tournament officials -- as the primary concern. Three long horn blasts, followed by referees blowing their whistles to stop play, will indicate play has been suspended. When the Tournament Director has indicated play has been stopped via the long horn blasts, participants are expected to seek shelter immediately inside their vehicles and not leave the premises unless and/or until directed to do so by the Tournament Director. Short horn blasts will indicate that play will resume and participants should return to the field at that time.

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 Tournament Director to team coordinators, who will be responsible for getting that information to their team coaches and team members. Tournament officials ask for and appreciate your patience in weather situations.

*Revised 2/9/2010*