



IOWA STATE CUP

U15-U19 Iowa State Cup Rules and Interpretations

1001 GENERAL INFORMATION

1001.1 Purpose

The purpose of the Iowa State Cup is to identify the 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 (ISA). The ISA 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.

1002.2 Fees and Entry

Each team wishing to enter the Iowa State Cup shall deliver its entry in a format determined by the ISA, along with a non-refundable entry fee to the ISA 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 the ISA. 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 ISA Board of Directors to not be in "Good Standing" with the ISA.

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 ISA Board of Directors to not be in "Good Standing" with the ISA.

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 ISA Board of Directors to not be in "Good Standing" with the ISA.

1002.5 Team Roster Sizes

Teams at the U16-U19 age divisions may roster 22 players, however, teams must designate a maximum of 18 players for a given match. For U15 and younger 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 Iowa Soccer Association-Certified Team Roster

In addition to entry and payment of fees by the entry deadline, supplemental materials will be required to complete a team's entry. Each team is required to submit a copy of its ISA-Certified Team Roster to the ISA Office by a date that shall be up to two weeks prior to the team's first scheduled State Cup match; 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.

1002.9 Verification of Eligibility Form

In addition to team entry and payment of fees by the entry deadline, supplemental materials will be required to complete a team's entry. Each team is required to submit the Verification of Eligibility Form by a date that shall be up to two weeks prior to the team's first scheduled State Cup match.

Final determination of having met eligibility requirements will be made by the ISA.

1002.9.1 If it is determined that an ineligible player or coach participates in an Iowa State Cup match, the match shall be forfeited.

1002.9.2 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.

1002.9.3 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.

1002.9.4 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.

1002.10 Code of Conduct Form

In addition to team entry and payment of fees by the entry deadline, supplemental materials will be required to complete a team's entry. Each team is required to submit the "Code of Conduct Form" by a date that shall be up to two weeks prior to the team's first scheduled State Cup match.

1002.11 Blue Roster Form

In addition to team entry and payment of fees by the entry deadline, supplemental materials will be required to complete a team's entry. Each team is required to submit an original "Blue Roster", complete with player signatures in cursive, by a date that shall be up to two weeks prior to the team's first scheduled State Cup match. If players have not signed their names in cursive, the Blue Roster will not be accepted and you will have to submit a new one. The original, signed form must be submitted on blue paper; copies will not be accepted.

1002.12 Withdrawal

Refunds for withdrawing a team between the entry deadline and the night prior to the "Draw for Bracket Placement" will be considered for reasonable conflicts. A notice of withdrawal stating the reason must be given to the Tournament Director in writing by the night prior to the Draw. A team withdrawing from the Iowa State Cup after the Draw has been conducted shall forfeit its entry fee and its Club/Affiliate is subject to an additional fine up to \$400.

1002.12 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

Single Elimination is the format for determining U15-U19 Iowa State Cup Champions, with teams playing only one match per competition date.

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 "Playing Rules", and will be played to a win-loss result. If a match ends in regulation tied, two overtime periods will be played in their entirety. If the game is tied at the end of the two overtime periods, teams will go directly to FIFA Kicks From the Penalty Mark to determine the team that advances.

2001.4 Seeding

The prior year's Iowa State Cup semifinalists will be seeded #1 through #4 and placed as single elimination brackets dictate; these four seeds are not subject to the Draw for Bracket Placement. Seeds #1 and #2 are based upon the previous year's State Cup Champion and Finalist, respectively. Seeds #3 and #4 are the remaining semifinalists, with #3 being separated from #4 by a poll of coaches. Only coaches that have teams entered in the division will be involved in the discussion and polling for that division. If there is not a returning semifinalist, the seed will be determined by a discussion and polling of coaches who have teams entered in the division.

2001.5 Scheduling

The scheduling for all age divisions and all rounds is completed between the team entry deadline and the Draw for Bracket Placement. 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.

2001.6 Draw for Bracket Placement

The "Draw" is held on a date in advance of the competition and is open for any team or team representative to attend. Only unseeded teams are subject to the Draw, which determines their bracket placement.

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 19	Two 45' halves	Two 15' periods	5	27-28"	14-16 oz.
Under 18	Two 45' halves	Two 15' periods	5	27-28"	14-16 oz.
Under 17	Two 45' halves	Two 15' periods	5	27-28"	14-16 oz.
Under 16	Two 40' halves	Two 15' periods	5	27-28"	14-16 oz.
Under 15	Two 40' halves	Two 15' periods	5	27-28"	14-16 oz.

3001.2.1 If two teams are tied at the end of regulation, two overtime periods will be played in their entirety. If the game is tied at the end of the two overtime periods, teams will go directly to FIFA Kicks From the Penalty Mark to determine the team that advances.

3001.3 Substitution

A maximum of seven substitutions for each team shall 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 that same half of play. After leaving the game during overtime play, the substituted player may not re-enter the game. Substitutions can be made at any stoppage of play at the discretion of the referee.

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 approval of referee) or at any point during the game if the referee signals for the player's re-entry.

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 shall have a number on the player's jersey and the number shall 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 referee shall 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 shall 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

U15 team coaches must submit a photocopy of their completed and signed Blue Roster to the referee crew prior to each match; 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.

U16-U19 teams may utilize the 22-player roster policy, which allows teams to roster up to 22 players, only 18 of which are eligible in a given match. U16-U19 teams that have between 19-22 players must submit to the referee crew prior to each match a photocopy of its completed and signed Blue Roster with checkmarks (in the corresponding right-hand column) designating the 18 "game active" players; this copy of the Blue Roster with game active designations is what is considered the "Official Game Roster". U16-U19 teams that have 18 or fewer players must submit to the referees prior to the given match a photocopy of its completed and signed Blue Roster with checkmarks (in the corresponding column) designating their "game active" players; this copy of the Blue Roster with the game active designations is what is considered the "Official Game Roster". In both cases, the Official Game Roster will remain with the fourth official and will be filed with tournament Officials immediately following each match.

3001.5.1 Non-designated/non-active, rostered players are allowed on the team bench during the match, but may not

be dressed in any version of the team's uniform, or in the same colors that the team is wearing in that game. As with any player personnel in the Bench Area, they must also wear a bib.

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.

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.

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 ISA 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. Up to three long horn blasts, followed by referees blowing their whistles to stop play, will indicate play has been suspended. When matches are stopped due to weather, and the Tournament Director has indicated such with the long horn blast, 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 10/22/03, 12/17/03, 2/7/04, 8/31/04, 11/20/04, 8/23/05, 1/21/06, 3/13/06, 8/10/07, 1/25/2008, 8/4/08, 8/7/09