



## IOWA SOCCER COPA CLASICO RULES – 2023

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### Fields & Goal Dimensions

- Fields will be approximately 55 yards long by 30 yards wide
- Goals will be 6.5' x 18.5'

### Equipment & Gear

- Standard firm ground or turf cleats may be used
- All players must have matching jerseys, shorts & socks with unique playing numbers
- The home team will wear light jerseys and the visiting team will wear dark jerseys. If a conflict should arise, the home team will change.
- Shin guards are required
- All players must abide by the above equipment/gear rules. No player will be permitted to play if one or more of the guidelines are not met.

### Team Rosters

- There will be no formal team-check in process
- An official team roster must be submitted to Iowa Soccer by the advertised roster freeze deadline. Please note, players cannot be added after the roster freeze date.
- Copies of team rosters will be held by the tournament director throughout the event.

### Competition Rules

All USSF rules will apply except the following:

- Build-Out Line \*\*\*9/10U division only\*\*\*
  - Requires that the opponent “drops off” to the build-out line (half-way line) when the goalkeeper has the ball in his or her hands, and on all goal kicks.
  - The defending team may not release from the half line until the ball has been played. Referees will be instructed to strictly enforce this rule.
  - This rule is designed encourage the development of building play out of the back.
- No heading in 9-12U division
- No off-sides
- Substitutions can be made at any time on an unlimited basis. Player substitutions must not interfere with play at the time the replacing player enters the field.
- Punting or drop kicking by the goalkeeper will **NOT** be permitted. The following infraction will result in an indirect free kick from the halfway line to the opposing team.
- Throw-ins will be used when the ball is out-of-bounds.
- Defenders must remain at least 5 yards from ball on all restarts.
- 9U – 14U – play 7v7 includes 6 field players and goalkeeper. Maximum roster 14.
- 15U – 16U – play 6 v 6 includes 5 field players and goalkeeper. Maximum roster of 14.
- First team listed is the home team and will kick-off first.
- No overtime or shootouts in bracket play. Draws stand.
- In the case of a tie in Final Matches teams will go straight to KFTM.
- All officials will be sanctioned and certified.
- Players who receive a red card will be ejected for the remainder of the game and are not allowed to play in the next game.

- 35-minute running clock for all matches (no halftime)
- No tolerance policy – The tournament directors will not accept any abuse of tournament referees or officials. The directors reserve the right to eject and ban from the tournament any individual or team who has abused an official, be it club volunteer or certified referee. Any coach or team official shall be held responsible for the action of any individual who in the opinion of the referee or tournament official, is a supporter of that team.
- If the tournament gets behind, game times may be shortened at the discretion of the tournament director.
- Players may only play on one team per division.
- Slide tackling is allowed

### **Scoring System**

- 3 points for a win
- 1 point for a draw
- 0 points for a loss

### **Tie-Breaker in Bracket Play**

- Head-to-Head (not used if three or more teams are tied)
- Goals differential (maximum 8 per game) i.e. - 12-0 win will be scored as +8 for goal difference.
- Fewest Goals Allowed
- Goals Scored
- Penalty kicks

### **Kicks from the Mark (KFTM) Procedure**

- Three kicks to be taken by any three players on the roster. If two teams are still tied after three kicks, the same three players will take the additional kicks on a sudden death basis.

### **Tournament Cancellation Policy:**

The tournament director has the right to shorten and/or cancel matches due to climatic conditions and/or other acts of nature and circumstances beyond the control of the tournament staff. In the event of total cancellation prior to the start of the first scheduled game, the tournament will refund a percentage of the application fee based on the tournament expenses. In the event the tournament is interrupted and/or cancelled after the first scheduled tournament games begin, we will follow the scale below.

- Teams that play only one (1) game will be returned 25% of the tournament registration fee.
- No refund given for teams that play two or more games.

The tournament is not liable for any expenses and no refunds for the tournament application fees will be given except in the aforementioned scenarios.

*SCORE REPORTING WILL BE DONE ONLINE, PLEASE INFORM PARENTS IF THEY WOULD LIKE TO FOLLOW SCORES/BRACKETS/STANDINGS THEY SHOULD FIND TOURNAMENT VIA BOUND.*

*\*Link provided on ISA Website\**

**ALL DECISIONS MADE BY THE TOURNAMENT DIRECTOR WILL BE FINAL**