IOWA PRESIDENTS CUP

2026–2027 Competition Rules

A three-level pathway: Iowa → National Qualifier → National

Competition	US Youth Soccer Iowa Presidents Cup
Age groups	U13 – U19 boys and girls
Seasonal year	2026–2027 • Updated July 2026

Rules at a Glance

Rule	Topic
Rule 101	Definitions
Rule 102	Establishment
Rule 103	Awards To Teams And Players
Rule 104	Administration
Rule 105	Game Precedence
Rule 106	Notices
Rule 107	Fees
Rule 108	Sportsmanship
Rule 201	Championships Levels Of Advancement
Rule 202	Competition Format
Rule 203	Team Eligibility
Rule 204	Forfeits
Rule 205	Player Eligibility
Rule 206	Protests
Rule 207	Scorekeeping And Game Reporting
Rule 208	Send-Offs
Rule 209	Passes And Rosters
Rule 210	Playing Rules
Rule 211	Referee Administration
Rule 212	Official Game Card

Key Competition Standards

- Roster: 12-player minimum; 22-player maximum
- Game-day minimum: seven players, including one goalkeeper.
- Uniforms: both light and dark jerseys and socks must be available at every match.
- Protest notice: notify the Cup Director within 30 minutes; file within two hours with the required materials and fee.
- Advancement: Iowa champions are expected to represent Iowa at the North Central National Qualifier, President Cup.

RULE 101 Definitions

Except as otherwise provided, the following definitions apply to the Iowa Soccer Championship, Iowa Presidents Cup Competition.

- Appeal. An action submitted during the Cup Competition, by a team coach, to the Iowa Soccer Cup Director, as a result of a decision made by the Cup Director.
- Assignor. A person, licensed by the United States Soccer Federation (USSF), authorized to assign referees.
- Bond. A "good faith" payment made to ensure that a team entered to play in the Iowa Presidents Cup will compete in all their scheduled tournament games.
- Cup Director (CD): Cup Director is in charge of the Iowa Presidents Cup
- 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 thatbracket.
- Federation or USSF. US Soccer
- Game Roster. A list of players who will participate in a particular game or competition.
- Primary Player. In order to be eligible for National, Regional or Presidents 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.
- Roster Freeze Date. The date designated by Iowa Soccer, after which the player roster of a team entered in the Iowa Presidents Cup may no longer be changed.
- Seasonal Year. A seasonal year is from August 1 through July 31.
- Secondary Player. A player rostered to a second team. Dual-rostered players listed as secondary on a roster are not eligible to participate in the National, Regional, or State 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.
- Team. A recognized entity organized for the purpose of playing the sport of soccer.
- 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.
- Team Roster. A list of registered players eligible to play for a team.
- 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 Presidents Cup.
- 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.
- US Youth Soccer. The United States Youth Soccer Association, Inc.

RULE 102 Establishment

Section 1. The US Youth Soccer Iowa Presidents Cup

- 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 "Iowa Presidents Cup").
- Iowa Presidents Cup winners in U13 – U19 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 North Central National Qualifier, Presidents Cup Event. Wildcard berths may be awarded to second-place teams as determined by the Presidents Cup Committee. A team that fails to fulfill this obligation will be automatically replaced by another team in that age group as determined by the CD. An Iowa team (U13 – U19) that wins its age group competition at the National Qualifier level will automatically advance to the US Youth Soccer National Presidents Cup.

RULE 103 Awards To Teams And Players

Section 1. The US Youth Soccer Iowa Presidents Cup

The players and coaches of the Champion and Finalist teams will each receive individual awards.

RULE 104 Administration

Section 1. US Youth Soccer

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

Section 2. Iowa Soccer

In Iowa, administrative oversight and compliance of the Iowa Presidents Cup is vested in the Iowa Soccer Staff, and the Cup Director (CD)

Section 3. The Cup Director (CD)

The CD will be identified on the event website. The CD has the authority and responsibility for all administrative, organizational, compliance and rule decisions related to the Iowa Presidents Cup.

The Cup Director will work closely with the Technical Director, Director of Player Development and in collaboration with the membership to ensure alignment with national 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 the Midwest Region for the US Youth North Central National Qualifier, Presidents Cup Event.

RULE 105 Game Precedence

Section 1. Precedence

Iowa Presidents Cup games shall take precedence over all other youth games

Section 2. Scheduling

Should SAT or ACT testing fall on one of the competition weekends, our older players/teams will be scheduled to play later on that Saturday.

RULE 106 Notices

Section 1. Outgoing

All notices pertaining to cup competitions will be posted on the cup 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 competition.

RULE 107 Fees

Entry fees, bond payments and other fines for the Iowa Presidents Cup 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 (World Cup Start). At the conclusion of the match, opposing players and coaches shall shake hands and/or show appreciation for the opposing team.

Iowa Presidents Cup is one of the top youth competitions across the state. All players, teams, coaches, parents, and officials are asked to "practice" good sportsmanship before/during/after the event.

Section 2. Policies and Rules

Coaches, players, teams and referees will be expected to read and adhere to all cup 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 representatives at any competition site, shall have the authority and responsibility to remove any person(s) from the tournament for abuses of good conduct.

RULE 201 Championships Levels Of Advancement

Section 1. The US Youth Soccer Iowa President Cup

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

- State Level (Iowa Presidents Cup) The first level of competitions for all boys and girls age groups U13 through U19 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.
- Regional Level / National Qualifier. The second level of competitions for all boys and girls age groups U13 through U19 is at the Midwest Regional level. This is called the US Youth Soccer North Central National Qualifier Presidents Cup Event. Age group winners advance to the next level.
- National Level. The third and final level of competitions for all boys and girls age groups U13 through U19 is at the national level. This is called the US Youth Soccer National Presidents Cup. Age group winners are the National Presidents Cup Champions.
- All teams who enter Iowa Presidents Cup will indicate during the registration process that they are aware of the multiple levels of competition offered in each of these cups, and understand the commitment they make to the competition. Age group winners are expected to fulfill their obligation to compete at the next level, failure to do so will result in fines related to team entry fee, hotel commitments, and may put their team/club in bad standing for future events.
- U15 – U19 Teams MUST confirm their commitment to the regional event immediately following the state level competition.
- U13 – U14 Teams MUST confirm their commitment prior to the state level competition due to National Qualifier commitment deadlines.

RULE 202 Competition Format

Section 1. Age Groups

The Iowa Presidents Cup accepts teams in the following Boys and Girls age groups: U13, U14, U15, U16, U17, U18.

Section 2. Iowa Presidents Cup Format

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

Section 3. Seeding

Seeding, if applicable, will be prioritized by the following competitions. Seeding will be shared by the CD, teams will have a limited amount of time (48 hours) to contest seed in the case of a concern or incorrect evaluation. If teams can not be seeded, the CD may complete the group/schedule based on double blind draw process.

1. National 1 League / Games
2. Iowa Soccer League (Cup Division Games)
3. “Other” Tournament Play

Section 4. Advancement

- The U13-U19 age division champions in the Iowa Presidents Cup competition shall represent Iowa

Soccer at the US Youth Soccer North Central National Qualifier Presidents Cup event. (See Rule 201, Section 1, B)

- For the 2026-27 cycle, teams would pay an entry fee for both State and National Qualifier Events, there is no additional team entry fee should your team advance to Nationals. There may be additional stipends available, if so those would be shared/communicated prior to those events.

RULE 203 Team Eligibility

Section 1. General: Tournament Play

- Club/Team must be in good standing with Iowa Soccer and must be in compliance with, and has not violated, any of the bylaws and policies of US Youth Soccer
- The team must be comprised of properly registered and rostered youth players (as defined by US Youth Soccer)
- The team may not have more than 5 rostered youth who were previously rostered during the current seasonal year with a club other than the club of which the team is a member, the rostering of such youth players with such club shall be made in compliance with the rules of the State Association of which the club is a member.

- A team must demonstrate continuity of rosters between the league and every level of tournament play by maintaining a minimum of 50% players common to the roster of the team at every level of competition.
- The team has submitted the entry form on time

Section 2. Iowa Presidents Cup

U13 – U19 teams will be eligible for the Iowa Presidents Cup if all of the following criteria are met:

- See Rule 203, Section 1
- The team must not have participated in the Iowa State Cup Event

Section 3. Team and Game Rosters

Every team entered in the Iowa Presidents Cup must have Iowa Soccer approved Roster.

- Iowa Soccer approved Team Roster
- Minimum team roster limits for all age groups is 12
- Maximum team roster limits for all age groups is 22, with up to 22 maximum game active
- The game roster for all age groups shall be prepared by the club registrar and submitted as per the roster freeze date requirements. Team manager and/or coach should have a copy of this official roster available at every match.
- The game roster for all age groups shall have a maximum of 22 game active players and a minimum of seven.
- 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.
- 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.
- 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 Iowa Presidents Cup 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 Iowa Presidents Cup will be frozen, after which no team may make any player change to their roster. It is at this point that a player is frozen to a Presidents Cup roster for the entire seasonal year and will not be eligible to compete in another Presidents Cup in the same seasonal year (per Rule 205). 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 Iowa Presidents Cup.

- Iowa Presidents Cup teams advancing to Regional and National Championship levels may add additional rostered players (ARP) and/or club pass players in accordance with the rules and policies set forth by US Youth Soccer and Midwest Region that govern participation in those events. Coach

additions or deletions may be made to a frozen roster at any time during the Presidents Cup as approved by the CD.

RULE 204 Forfeits

Section 1. Withdrawal from Competition

- Any team that withdraws after entering the Iowa Presidents Cup, but before seeding occurs, shall not be penalized.
- Any team that withdraws after the brackets have been posted, but before the schedules have been officially published, shall forfeit its entry fee.
- Any team that withdraws after the schedule is released shall forfeit its registration fee, and may be suspended from Iowa Presidents Cup (or Iowa State Cup) 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

- Any team missing a scheduled game during the Iowa Presidents Cup 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.
- Any team that forfeits a game in Preliminary Round play for any reason will not be allowed to advance any further in the Iowa Presidents Cup.

Section 3. Ineligibility

A team shall forfeit each game in which:

- An unregistered player was with the team and active at the game; or
- A player was improperly entered on the team's roster
- The team no longer has a recognized team official, with proper credentials, on the team bench

RULE 205 Player Eligibility

General. A player must be properly registered and rostered in accordance with the rules of US Youth Soccer and the State Association.

- Each player and coach must have an approved Iowa Soccer player/coach pass or be listed on the events official team roster.
- Each player may play in only one Iowa Presidents Cup competition in a seasonal year.

Section 2. The Presidents Cup

- See Rule 205, Section 1
- Players who participate in the NCS / State Cup during the same seasonal year are not eligible to participate in any level of the Presidents Cup in the same seasonal year.

- 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 is not eligible to compete further in the competition in the current seasonal year. Any coach, manager, or official found guilty of knowingly using an ineligible player is not eligible to compete further in the competition in the current and subsequent seasonal year. A player found guilty of submitting falsified birth information is prohibited from competing further in Iowa Presidents Cup and/or Iowa State Cup competition 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 Iowa Presidents Cup 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 Iowa Presidents Cup 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 plea of ignorance to all rules and regulations governing this competition is not sufficient grounds for protests.
- 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.
- Misapplication of the Laws of the Game may be a valid basis for a protest.
- To be valid and eligible for consideration
- 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.
- In any other instance, a protest must be verbally lodged by a team official listed on the Game Roster from the involved game with the referee and 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 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.
- The protest must be filed with the Cup Director within two hours after the completion of the game being protested and include:

- An electronic copy of the protest, which must clearly articulate the disputed matter and include the grounds on which the protest is lodged.
- An electronic copy of any information to be presented by witnesses.
- A fee in the amount of $150.00 (If match is played offsite, please notify CD upon notification of the protest).
- 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.
- 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.
- 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 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-offs (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

- Any player or team official receiving a send-off from a game shall be ineligible to participate in that team's next Iowa Presidents Cup 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.
- Send-offs will carry over from one year to the next. If a player or team official received a send-off or was dismissed from the last game of the previous year's Iowa Presidents Cup, that player or team official must serve the one-game suspension during the first game of the current year's Iowa Presidents Cup, or during the first game of Regional competition if the team has advanced. This also applies to a send-off received in the last game of regional or national play.

Player Send-Offs

- 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.

- 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.
- 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. If event is using electronic passes, the CD will update the system to reflect the send-off.
- Team Official Send Offs
- Team officials playing in Cup competition are expected to exhibit the highest level of sportsmanship.
- 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 Presidents Cup is defined by the CD as an area where the play cannot be seen or heard.
- 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.
- 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 Iowa Presidents Cup 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, including communicating electronically or through a third party.

Section 4. Reporting

The CD will forward to the Midwest Region CD a list of all send-offs that must be served during the North Central National Qualifier Presidents Cup games.

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 must be listed on the official event roster OR have an Iowa Soccer-approved player pass.

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

Game rosters will be attached to the official match card and 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 and game roster for every team at headquarters.

RULE 210 Playing Rules

Section 1. Laws of the Game

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

Section 2. Start Times

- All games will start at the scheduled time.
- The minimum number of players required to start a full game is seven (7), one of whom shall be designated as the goalkeeper.
- Any team with less than the minimum required number of players at the scheduled start time shall have their game declared a forfeit.
- 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:

Age Group	Game Length	Halftime	Overtime*	Ball
U17-19	2 X 45’ halves	10 min	2 x 10’ periods	#5
U15-16	2 x 40’ halves	10 min	2 x 10’ periods	#5
U13-14	2 x 35’ halves	10 min	2 x 10’ periods	#5

*** Overtime is played only when required to determine a winner.**

If a game is tied at the end of regulation play and overtime periods are to be played to determine a winner, 2 complete overtime periods as provided above will be played after the end of regulation play. If the game is still tied after the end of the 2 overtime periods, FIFA “Kicks from the Mark” rules will apply in order to determine a winner.

Section 4. Uniforms

- 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.
- Teams must have both light and dark uniforms and socks at each match.
- The home team (listed first) must wear their light color jersey and light color socks.
- The away team (listed second) must wear their dark jersey and dark color socks.
- If, in the opinion of the referee, there is a color conflict, **the team causing the conflict must change.**
- Games may be suspended by the referee if in his/her judgment uniforms worn by the team are not acceptable for competition.
- The team shall be given an opportunity to change uniforms.
- The CD will make the final determination if the uniforms are acceptable.

Section 5. 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 6. 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.

- Multiple horn blasts, followed by referees blowing their whistles to stop play, will indicate play has been suspended.
- 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*.**
- Do not leave the premises unless and/or until directed to do so by the Cup Director or tournament officials. Communication will be between the Cup Director and the team coordinator, who is charged with relaying the information to his/her coach and team.
- 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 5, 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 7. Coaching Limitations and Dissent

- Team officials must remain within the confines of the technical area and 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.
- There shall be no dissent between players/team officials and the referee. Questioning the referee is considered dissent.

Section 8. Home Team

The first team listed on the schedule is the home team.

Section 9. Scores and Standings & Advancement

- Presidents Cup Tournament format is modified group play.
- The standing of teams within groups is based upon the number of points earned in qualifying games. Teams will earn points as follows:
- Three (3) points for a win (including forfeits)
- One (1) point for a draw
- Zero (0) points for a loss
- In the event of a forfeited match, the team forfeiting the game will not be allowed to advance out of their group. The team declared the winner of a forfeited match 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.

Tie Breakers

- In the event teams are tied on the basis of points earned, the teams placement will be determined in accordance with the following sequential criteria.
- Winner of head to head (criteria not used if more than (2) teams are tied
- Winner of most games
- Goal Differential (goals scored minus goals against, max +/- 4)
- Fewest goals allowed
- Kicks from the penalty mark

Kicks from the Mark

- If KFTM are necessary to determine advancement, eleven game eligible (11) players on the event roster will be selected by a credentialed team official to participate, and a referee will be assigned to break the tie on a field assigned by the CD.
- In a situation where two (2) teams are tied, KFTM will be utilized to determine the team that advances.
- In a situation where three (3) teams are tied, a draw between tied teams will be conducted by the CD to determine an order of contest between tied teams. The first team drawn will receive the bye; the

next team drawn will be the home team against the remaining team in the first round of KFTM. The winner of the first contest will then compete against the BYE team in KFTM to determine the team that advances. The BYE team will be the home team.

Section 10. Substitutions

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

Exceptions: U13U-U14 games

- 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.

Substitutions shall be unlimited with the consent of the referee.

Exceptions: 15U-19U games

- 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.
- Substitutions shall be unlimited with the consent of the referee.

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 Iowa Presidents Cup 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 Iowa Presidents Cup 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.