



## Summer Iowa Games | Adult Soccer Tournament Rules

### **Registration:**

**Senior division only** – onsite player additions are allowed up to 5 players per team at a cost of **\$20.00/player** for **EACH** addition up to the roster maximum. This can be done at the check-in tent **ONE HOUR** before your first game. Players on Male and Female teams may register on more than one team unless they are registered on a competitive team. Competitive players can only play on one team.

### **Identification:**

A **Photo ID** with proof of age is required for all divisions for check-in. Verification of player ID may occur prior to any game to determine player eligibility.

### **Team Size:**

Maximum team size is 18 players for Men's competitive and recreational 11 v 11, 20 for Coed and 12 players for 6 v 6. Coed has a maximum of seven (7) male players on the field during the game.

### **Uniforms:**

Be prepared to have an alternate light and dark jersey. Jerseys should have a number that is at least 3 inches in size. Fabric markers will do the job. Any jewelry deemed dangerous by the referee shall be removed. Any cast should be properly padded. Religious garments not deemed dangerous may be worn. Medical ID bracelets may be worn.

### **Rosters:**

Females may play on one female division and one team in Men's Coed division. NOTE: No special scheduling arrangements will be made to ensure there are not schedule conflicts.

### **Cards and Punishment:**

Yellow cards are accumulative – 3 yellows = 1 game out.

Red cards – out for remainder of game and the next game.

Red card for fighting – out for remainder of the tournament.

Assault or threat of assault on a referee or tournament official – out for balance of the tournament. Future participation in the Iowa Games will be reviewed.

**The Referee's decision is final, so please provide your best referee.**

### **Game Site:**

1. Be there 30 minutes before each game.
2. A team representative of at least 21 years of age is required at each game and must be with the team at the time of check-in.
3. Home teams change when color conflict exists. Home team will be the first team listed on the schedule/scorecard.
4. Maximum 10 point scoring system. Preliminary and round robin play: 6 points for a win, 3 points for a tie, 1 point for each goal (win, lose or tie) up to 3 points, 1 point for shutout. In case of a tie at the end of semis and final round game the game will go directly to penalty kicks.
5. Current FIFA rules will be in effect unless otherwise stated.

### **Other Conditions:**

All coaches are responsible for the conduct of their fans throughout the tournament. **Abusive language and actions by spectators will not be tolerated.** The Referee or tournament official has the power to verbally warn, caution or eject players or fans from the tournament site.

Every team is requested to help ensure that the field and the surrounding grounds are left clean and litter free.

**Alcohol in any form will not be allowed on any playing field or adjacent to the playing areas. Smoking is prohibited by Iowa law.**

**No pets allowed at the venue (with the exception of service dogs).**

**Summer Iowa Games**  
**11 v 11 Soccer Tournament Rules**

1. Each team shall furnish a regulation game ball to the referee prior to each match.
2. The home team is always the first team listed.
3. Each team should be prepared to change uniform in case of color conflicts. Home team changes to a different color uniform if necessary. The referee is the final authority on uniform colors. It is recommended to have, at minimum, light and dark shirts available.
4. All teams must have a coach/team representative 21 years of age or older.
5. All teams should be at the fields at least 30 minutes before scheduled game. First time check-in requires additional time, arrive 1 hour prior to first game time to allow enough time to have the team roster, players and player ID (current player cards, photocopy of birth certificate with photo attached, school ID, drivers license or passport) checked by the registration staff before the first game is played. No team may be more than 5 minutes late to its scheduled match. Violation of this rule will result in a forfeit. When your team's game is over please move off the soccer field as soon as possible and clean up the area.
6. Both teams will bench themselves on the same side of the field. Spectators will be on the opposite side of the field.
7. Any team that withdraws from a match will forfeit that game and the following game.
8. Following each match the referee shall report the score to the Venue Coordinator. **The referee score card must be signed by both coaches.**
9. All referee decisions are final. There will be no protest hearings and the games will stand as played.
10. Anyone involved in a fight or assault on referees or tournament officials will be immediately expelled from further competition.
11. Any player who receives a red card will be expelled for the rest of the game and will be suspended from playing in the next scheduled game. Any player who receives two red cards during the tournament will be suspended for the rest of the tournament. A red card for any reason results in a two point deduction (-2) from your game score.
12. The Soccer Sports Commissioner or Assistant Commissioner in charge shall have the authority to remove any person from the tournament for unsportsmanlike conduct.
13. A match may be played with a minimum of 7 players per side (11 v 11) and 4 players (6 v 6). If the minimum number cannot take the field then the match shall be forfeited.
14. Players must be on the team's tournament roster in order to participate. Violation of this rule will result in the forfeiture of all games played by the offending team. See Section 15 for use of ineligible player(s).
15. A player may play on more than one team except when one of the teams is in the competitive division. A team will forfeit (0-3) any preliminary game in which an ineligible player has participated. This determination must be made prior to the completion of the preliminary round. If an ineligible player is not discovered until a semi-final or final match, all play prior to that match shall stand. If an ineligible player is discovered during a match the match shall be forfeited by the offending team.
16. **Substitutions:** Unlimited substitution with the consent of the referee during any stoppage of play.
17. Preliminary, Semi-Final and Gold Medal Games:

**Senior Open (11 v 11): 30 minute halves**  
**Senior Open (6 v 6): 20 minute halves**

**11 v. 11 Competition:** There will be no overtimes in the preliminary, semis or final games. Ties will stand in preliminary games. Semi-final and medal games will go directly to penalty kicks per FIFA rules if the game ends in a tie. Third and fourth place results will be decided based upon total points during preliminary and semifinal games or round robin games if no consolation game is scheduled for a division.

18. Point Scoring System: Advancement to semifinal game will be based on preliminary games win/loss/tie record with points awarded as follows:

6 points per win, 3 points per tie, 1 point for each goal up to 3 (win, lose or draw), 1 point for a shutout, -2 points for each red card. A forfeit win is a 3-0 score or 10 points.

If, based on the preceding system, two or more teams are still in a tie then the following tiebreakers will be used in the order given:

1. Winner of most games
2. Head to head competition. If the two teams did not play in previous tournament competition or if more than two teams are tied, these criteria will not be used.
3. Highest goal spread – goals for minus goals against maximum of 4 goals per game based on preliminary and/or round robin games.
4. Fewest yellow and red cards.
5. Flip of a coin (home team calls – winner advances).

Due to the number of teams in each age division not all teams are guaranteed three games. Some teams will receive byes. Points for bye games will be computed based upon the average score of your two bracket games.

19. Other than defined, all FIFA rules will apply.

20. **Injury: Every player is participating at his or her own risk.** Volunteer medical staff will act in their best judgment in event of an emergency medical situation.

21. Other Conditions:

- a. **Zero tolerance rule:** Abusive or discriminatory language will not be tolerated and is subject to yellow or red cards.
- b. All coaches are responsible for the conduct of their fans throughout the tournament. Abusive language and actions by spectators will not be tolerated. The referee has the power to verbally warn, caution or eject the team coaches or spectators.
- c. Every team is requested to help ensure that the fields and the surrounding grounds are clean and litter free.
- d. Please bring water and ice, it will not be provided on site.
- e. Alcohol in any form will not be allowed on any playing field or adjacent to playing areas.
- f. Shinguards are mandatory

### **Summer Iowa Games Open Coed Soccer Tournament Rules**

**Slide talking is not permitted in any 30 & over division or female division:**

1. Punishment – If contact is made a yellow card and direct kick is given.
2. If no contact is made it is an indirect kick.

Current FIFA rules will be applied unless otherwise stated.

Goalie can go down if his feet are off to the side. No feet first sliding at the opponent will be allowed.

**Summer Iowa Games**  
**6 v 6 Soccer Tournament Rules**

**Number of Players/Rosters:**

Maximum payers on roster is twelve (12). Games are played with five (5) field players and a goalie, four (4) is the minimum number of players on the field. No slide tackling in 30 & over divisions or female divisions.

1. Punishment – If contact is made a yellow card and direct kick is given.
2. If no contact is made it is an indirect kick.  
Goalie can go down if his feet are off to the side. NO feet first sliding at the opponent will be allowed.

**Substitutions:**

Unlimited subs at midfield line at any stoppage of play. No subs will be permitted on the fly (Referee must approve all subs).

**Players Equipment:**

Shinguards are mandatory and must be completely covered by socks.

**The Game:**

Two 20 minute halves with a 4 minute halftime. **NO OFFSIDES**. All games can end in a tie except medal games. A forfeit will be awarded if the opposing team is not ready to play within 5 minutes of the scheduled start time. Bring both a light and dark colored jersey. Home teams are required to change uniforms if primary colors conflict. Excluding coed play, shirts vs. skins will be allowed.

**Playoffs (quarterfinals or semifinals):**

If tied at end of regulation play kicks from the mark are taken with new coin toss deciding who kicks first. Players on field at time of stoppage are eligible to participate in kicks from the mark and all must have an opportunity to kick before anyone may take a second kick.

**Start of Play:**

Opposing players must be at least 5 yards away prior to kick offs. Restarts do not have to go forward after goals or to start periods. No drop balls in penalty area.

**Fouls & Free Kicks:**

All direct and indirect fouls apply. Opposing players must remain at least 5 yards from the ball at time of kick. Once the referee signals for play to continue, the kicker has 5 seconds to play the ball. Offensive indirect kicks must be taken outside of the goal area. Slide tackling is only permitted in Men's and Women's Open Divisions.

**Goalkeepers:**

1. A goal keeper, having control of the ball in hands, and having released it from his/her hands to be played, either by himself/herself or a team-mate, shall not handle the ball again until it has been touched by an opponent, or a stoppage of play occurs.
2. **Keepers may not handle the ball passed to them from a teammate's foot.** Infraction will result in an indirect free kick awarded to the opposing team at the top of the penalty box.
3. Once the keeper has handled the ball they have five (5) seconds to put the ball back in play. Failure to do so will result in an indirect free kick for the opposing team at the top of the penalty box.
4. Keepers may not handle their throw-ins our throw-ins from a teammate.
5. The ball cannot cross the midfield on the fly if (a) thrown by goalkeeper (b) punted by goalkeeper (c) a goal kick.

**Penalty Kicks:**

A penalty kick shall be taken from the designated mark. All players except the kicker and the opposing goalkeeper must stand outside the top of the penalty area, 5 yards away from the kicker. Players are not permitted on either side of the area.

**Throw In:**

The six (6) second rule applies. The opposing team will regain possession after a six (6) second infraction.

**Goal Kicks:**

Goal kicks are taken 1 yard off the end line, anywhere inside the penalty area (one step off the goal line). Once the ball is retrieved, the player has 5 seconds to play the ball. Resulting penalty: An indirect kick will be awarded to the opposing team at top of the penalty area. Goal kicks must exit penalty area to be considered in play.

**Corner Kicks:**

Goals can be scored directly on corner kicks. Opposing players must be at least 5 yards away; six (6) second rule applies.