



2019 Summer Iowa Games Youth Soccer (6U-19U) Tournament Rules

1. Each team shall furnish a regulation game ball to the referee prior to each game. Ball size: 6U-8U, size 3; 9U-12U, size 4; all others, size 5.
2. The home team is the first team listed on the game schedule.
3. Each team should be prepared to provide another color uniform. It is the responsibility of the visiting team to change if necessary. The primary uniform, must have easily discernible numbers on the back (at least 6 inch numbers and preferably 8 inch numbers). No duplicate numbers will be allowed. Secondary uniforms may be numberless and should only be worn if there is a color conflict. Face paint, body paint or paint in the hair is not part of the uniform per FIFA. Individual players must wear matching socks. As a team, socks must be of similar color and style. No jewelry or taped earrings will be allowed.
4. Divisions (age groups) may need to be combined, within reason, to allow everyone to play.
5. All youth teams coaches (including assistant coaches) must be 21 years of age or older.
6. **First Time Check-in:** Arrive 45 minutes prior to game to allow enough time to have the team roster, players and player ID (current 2018-2019 player pass – valid only if picture attached, **OR** photocopy of birth certificate with photo attached, **OR** driver's license/permit, **OR** passport **OR** INS port-of-entry-stamp) checked by the Venue Coordinators before the first game is played. *No photocopies of pictures, player pass, driver's license, passport, or INS port-of-entry will be allowed.*
NO ID = NO PARTICIPATION. Coaches must present all ID's and all players to the Venue Coordinator when they check-in. Prior to each game, the referee will check ID's. All teams should be at the fields at least 30 minutes before each game. No team may be more than 5 minutes late to its scheduled game. Violation of this rule will result in the team present being awarded a 4-0 forfeit.
7. Both teams will bench themselves on the same side of the field. Spectators will be on the opposite side of the field. The use of noise makers is prohibited. **No one is allowed to stand along goal line for any games.**
8. Any team that withdraws from a game in progress will forfeit that game and the following game.
9. **Following each game, each coach will sign the scorecard and the referee shall submit the scorecard to the Venue Coordinator.**
10. **The referee is the ultimate authority and their decisions are final.** There will be no protests. Games will stand as played.
11. Anyone involved in a fight will be immediately expelled from further competition and must leave the venue.
12. Any player, coach, or spectator who is sent off or dismissed will be expelled for the remainder of the game and will be suspended from playing, coaching or attending the next scheduled game. After the person is sent off or dismissed, he/she must be out of sight and sound of the venue.
13. The Soccer Commissioner or Venue Coordinator shall have the authority to remove any person from the tournament for unsportsmanlike conduct.
14. **6 v 6 Competition:** A game may be played with a minimum of 2 players per side for 6U, 3 players per side for 8U, 4 players per side for 9U-10U, 5 players per side for 11/12U, 13/14U, and 16U-19U.
11 v 11 Competition: A game may be played with a minimum of 7 players per side for 13U-19U.
If the minimum number cannot be fielded by 5 minutes past the scheduled start time, the game will be forfeited.
15. Players must be on the team's tournament roster to participate. Violation of this rule will result in the forfeiture of all games played by the offending team. See Section 16 for use of ineligible player(s).

16. A player will play for only one team. If a player is rostered on more than one team and participates in a game for each team, the Soccer Commissioner or designated representative shall determine which team is proper. A team will forfeit any preliminary round games in which the ineligible player participated. If a game in which the ineligible player participated is not discovered until a semi-final or final match all play prior to that match shall stand. **Thirteen (13) is the youngest age a player may play up to 16U. Fourteen (14) is the youngest age a player may play up to 19U. Age determining date is based on the Iowa Soccer birth year matrix for the 2018-2019 season.**
17. **Substitutions:** May be made with the consent of the referee at any of the following times provided players are off the field:
- A. If both teams are at half line, both teams may sub on either team's throw-in.
 - B. A goal-kick by either team.
 - C. After a goal by either team.
 - D. After an injury on either team, when the referee stops play, a substitution may be made for injured player.
 - E. At halftime or between periods.
 - F. If a player is issued a yellow card, the coach may substitute for that player only during that stoppage in play.
 - G. During active play substitutions are unlimited as long as the coach is not delaying the game by continuously making substitutions, destroying game flow.
18. The USYS Modified Playing Rules will be followed for 6U, 8U, 9U-10U play in the tournament with the following amendments:
- A. Changes to 6U and 8U only
 - 1) **No score will be kept as the tournament is being played in a jamboree format.**
 - 2) Field size – 6U will use 30 yards x 35 yards; 8U will use 35 yards x 40 yards. Goal size - approximately 6' high x 5' wide; Center circle - 6 yards; 2' corner arc; Goal area - 3 yards from goal posts, 3 yards into field. Penalty area - adjusted to field size. The purpose of the penalty area is for goal kicks.
 - 3) The maximum number of players on the roster is six for 6U and eight for 8U.
 - 4) Substitutions - see Section 17.
 - 5) The number of players on the field shall be four for U6 and four for U8.
 - 6) Duration of Play and Period Breaks - see Section 20.
 - 7) Offside: Although no offside penalty will be called, the referee shall stop the game at an appropriate time if an attacking player is consistently in an offside position (doing what might be called goal hanging). The referee shall then explain to the player that he/she must be in the flow of the game and not constantly standing near the goal waiting for the ball. If the player continues to "goal hang", the referee shall ask the player's coach to substitute for the player at the next possible opportunity and explain to him/her what he/she was doing wrong. The player may be substituted back into the game as soon as the explanation is completed. This procedure may be followed as many times as necessary. If, however, the player and /or coach do not appear to be trying to correct the situation, the coach shall be cautioned for unsporting conduct.
 - 8) All infractions shall result with an indirect free kick restart. There shall be no penalty kicks.
 - 9) Players will be allowed two chances for a throw-in. If the second throw-in attempt is violated, the ball shall revert to the opposing team for a throw-in.
 - 10) Goal kicks – opponent retreats to half line
 - 11) **No goal may be scored direct from a kick off or goal kick. A goal may not be scored from the defensive half of the field. A goal must result from the attacking half of the field. No defender may hang back or stand in front of the goal to act as a goalkeeper.**
 - 12) **No heading.**
 - B. Changes to 9U / 10U only
 - 1) The maximum number of players on the roster is twelve (12).
 - 2) All infractions will result with a direct kick or an indirect free kick. There are penalty kicks.
 - 3) Goal Kick – opponent must be outside the penalty area. Ball is in play when it leaves the penalty area.
 - 4) Corner Kick – opponent must be eight yards away. Ball is in play when it is kicked and moves.
 - 5) Throw-in – one chance.
 - 6) Duration of Play – see Section 20.
 - 7) The number of players on the field shall be seven (7), one of whom will be the goalkeeper.
 - 8) Substitutions – see Section 17.
 - 9) Offside does apply.
 - 10) Goal kicks – opponent retreats to half line
 - 11) The build out line will be the half line.
 - 12) No heading
19. **The tournament play shall consist of:**
- A. Preliminary matches
 1. Brackets will be determined by a double-blind draw.
 2. Each team will play three games (except if odd number of teams).

3. Duration of play is listed in Section 20.

Note: Not all divisions/subdivisions will playoff for medals. Some medals will be awarded based on the results of bracket play.

B. Semi-final matches

1. Four teams will advance in each age division, where applicable, based on the standings.
2. The winners of the semi-finals will advance to the gold and silver medal game. The losers of the semi-finals will play the bronze/4th medal game.
3. Duration of play is listed in section 20.

20. **Duration of play:**

A.

Division	Length of Period	Length of Breaks
6 & Under (4v4):	Four 8 minute quarters	2 minutes between each quarter, 5 minute halftime
8 & Under (4v4):	Four 8 minute quarters	2 minutes between each quarter, 5 minute halftime
9/10 & Under (7v7):	20 minute halves	5 minute halftime
11/12 & Under (9v9):	25 minute halves	5 minute halftime
13/14 & Under (11v11):	25 minute halves	5 minute halftime
13/14 & Under (6v6):	25 minute halves	5 minute halftime
16 & Under (11v11):	30 minute halves	5 minute halftime
16/19 & Under (6 v 6 competition):	30 minute halves	5 minute halftime
19 & Under (11v11):	35 minute halves	5 minute halftime

- B. Preliminary games may end in a tie. Semi-finals, gold/silver and bronze/4th place medal games will play as follows: 9U through 19U will go straight to Kicks from the Mark, per FIFA rules if at the end of regulation time a tie exists.

C. Each rostered player shall play in the game.

- D. The Soccer Commissioner and committee reserve the right to adjust game length, due to weather conditions.

21. **Kicks from the mark:** In the event that kicks from the mark (as defined per FIFA) must be used to determine a winner in semi-final or final round games, the format will be as follows:

- A. Each team will select five (5) players to kick. Only players on the field at the conclusion of the 2nd overtime may be selected.
- B. Teams will alternate kicks. The first team to kick will be determined by a referee's coin toss.
- C. If the score remains tied after five (5) kicks, teams will alternate kicks, one at a time, until a winner is determined, using the remainder of the players who are on the field at the conclusion of the 2nd overtime.
- D. Goalkeepers may be changed after any shot, with the referee's permission.

22. **Point Scoring System (Except for 6U-8U Divisions):** Advancement to semi-final games will be based on preliminary games' win/loss/tie record with points awarded as follows: 3 points per win, 1 point per tie and 0 points per loss. If, based on the preceding system, two or more teams are still tied, the following tiebreakers will be used in the order given.

- 1st** – Winner of most games.
- 2nd** – Head-to-head competition. If the two teams did not play in previous tournament competition or if more than two teams are tied, this criterion will not be used.
- 3rd** – Highest goal spread – goals FOR minus goals AGAINST maximum of 4 goal differential per game.
- 4th** – Fewest goals allowed.
- 5th** – Kicks from the mark (home team calls coin toss).

Due to the number of teams in each age division, not all teams are guaranteed three games. Some teams may receive byes. Points for bye games will be established based upon the average of the team's two (2) bracket games. Thus, take the average of goals for, an average of goals against and then compute the goal differential and points.

In brackets that are required to play cross-bracket to achieve a third game, all three (3) games will count towards the determination of the bracket winner.

In brackets that are required to play more than three (3) games to determine advancement or medals, all games will count toward determining advancement.

23. Other than defined, all FIFA and USYS rules will apply to the playing of the tournament.

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

- A. Should a player be suspected of a concussion they will be asked to leave the field. The player will only be allowed to return to the field, for any game, after being approved to do so by a health care professional (not on site.) Once suspected of a concussion, the players ID will be removed from the coach and be held at the administration tent until the health care professionals approval has been received by the administration tent.**

25. Other Conditions:

- A. 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 dismiss the team coach(s) for the conduct of spectators during this soccer tournament.
- B. No special arrangements made for coaches coaching more than one team.
- C. Every team is requested to help ensure that the field and the surrounding grounds are left clean and litter free.
- D. Coaches should check with the Soccer Commissioner or site coordinator regarding advancement before the team leaves the tournament facility.
- E. Smoking and alcohol in any form will not be allowed on any playing field or adjacent to playing areas. Iowa's Anti-smoking law prohibits smoking on Iowa State University's grounds including the parking areas.
- F. No pets allowed. Exception – a person's service dog.