US Club Soccer - Iowa State Cup
Long Rules

Background and Establishment

- In accordance with the policies and rules of the US Club Soccer National Championships, the Club Development League shall conduct an Iowa State Cup for boys and girls in the 13U through 19U age groups each year in both a Premier Group and Super Group.
- The official name of this event is the “US Club Soccer Iowa State Cup”.
- Iowa State Cup winners (Super Group) in each age group, both boys and girls, shall advance to represent Iowa in the US Club Soccer National Championships.

Eligibility and Application

- The Iowa State Cup is open to all US Club Soccer carded teams. Teams that are not currently carded with US Club Soccer can do so prior to competing in the Iowa State Cup. Teams that are not currently part of the Club Development League may participate in the event without restriction.

Tournament Authority and Administration

- US Club Soccer administers the US Club Soccer National Championships at the National and Regional Level.
- The Club Development League and State Cup Director (SCD) administers the US Club Soccer Iowa State Cup at the State Level.
- The SCD has the authority and responsibility for all administrative, organizational, compliance and rule decisions related to the Iowa State Cup.
- The interpretation of the rules and all decisions of the tournament director are final.
- Rules and rule changes may be updated/revised at any time. It is the responsibility of participants to review the rules prior to competition.

State Cup Rosters and Check-In

- Maximum team roster is 26 players.
- Minimum team roster is 12 players
- Maximum game roster is 18 players.
- A US Club Soccer roster (**with player numbers)** for both Super and Premier groups, must be submitted to the CDL Administrator via e-mail at admin@clubdevelopmentleague.com by 5:00pm on the Tuesday prior to first State Cup weekend Spring and Fall.
- Any roster or roster change submitted after the deadline will be subject to a $100.00 per roster submission/change fine and must be submitted by 5:00pm on Thursday prior to first State Cup weekend Spring and Fall.
- The 26-player team roster is frozen at 5:00pm on the Thursday prior to first State Cup weekend Spring and Fall for the duration of the tournament.
- A player may be on the team roster of only one team of the US Club Soccer State Cup during any seasonal year.

Player and Coach Eligibility - Pre Game Check-In

- Pre-Game referee roster checks will be performed in every State Cup game.
- Any team found not to have the correct documentation will be subject to a $500.00 fine and game forfeiture.
- Player numbers must match the roster exactly. Any pre-game number changes must be approved by the tournament director.
- Coaches will provide game rosters. Tournament provided rosters cost $100.00 per roster.
- Only game rostered players (max of 18) and coaches (max of 3) listed on the 26-player team roster may be present on the sideline/bench area for the duration of the game.
- Non-rostered players are not allowed in the bench area.

Coach Sideline Restrictions

- Teams can only have a maximum of 3 team officials (coaches, parent manager, club trainers) in the bench area for the duration of a US Club Soccer Iowa State Cup game.

- If a club official joins late, and there are already three club officials in the bench area - a club official must leave the bench area immediately.
- Player numbers must match the roster exactly. Any pre-game number changes must be approved by the tournament director.
- Club coaching staff/DOCs cannot sit behind benches, in-between fields or on the endlines if not coaching. All coaching staff, when not coaching, must be on the spectator side of the field.
- If a head coach is red carded and there is no immediate replacement – a coach from the same club can be used as a replacement, as long they appear on the seasonal State Cup roster of at least one registered State Cup team.

Team Eligibility – Selected Playing Level

- Elite League (GA and ECNL) A -Teams, entering the US Club Soccer Iowa State Cup - must enter at the Super Group Level. This includes ECNL-RL teams if they are the A-level team within their club.

- For an A-Level ECNL, ECNL-RL (A-Level) or GA team to be entered into the Premier Group of the US Club Soccer Iowa State Cup - a written request, with supporting information can be submitted to the CDL committee for review.

Competition Format

- The State Cup competition format can be single elimination, group play with advancement or round robin play. The SCD determines the competition format for each group and division (Super Group and Premier Group) with input from a State Cup committee

- US Club Soccer Iowa State Cup winners (Super Group) in each age group, both boys and girls, shall advance to and represent Iowa in the US Club Soccer National Championships in the Premier Group.

Competition Rules

All games shall be played pursuant to FIFA Laws of the Game, unless stated otherwise in these rules.

Length of Game

- Premier Group - 17U and 19U - 2 x 40-minute halves - 10 Minute halftime
- Premier Group - 15U and 16U - 2 x 35-minute halves - 10 Minute halftime
- Premier Group - 13U and 14U - 2 x 35 -minute halves - 10 Minute halftime
- Super Group - 17U and 19U - 2 x 45-minute halves - 10 Minute halftime
- Super Group - 15U and 16U - 2 x 40-minute halves - 10 Minute halftime
- Super Group - 13U and 14U - 2 x 35-minute halves - 10 Minute halftime
- All Semi-Finals and Final - 17U and 19U - 2 x 45-minute halves - 10 Minute halftime
- All Semi-Finals and Final - 15U and 16U - 2 x 40-minute halves - 10 Minute halftime
- All Semi-Finals and Final - 13U and 14U - 2 x 35-minute halves - 10 Minute halftime
- Overtime - 2 x 10-minute period - 2-minute halftime

- If the game is still tied after the end of the 2 overtime periods, FIFA “Kicks from the Mark” rules will apply
- In excessive heat conditions, water breaks can be allowed.

Standings

- Game Points – 3 points for a win, 1 point for a tie

Tiebreakers

1. Head-to-head competition (but not in the case of a three-way tie)
2. Goal differential (max of 4 per game)
3. Fewest goals allowed
4. Total goals scored (max of 4 per game)
5. Penalty Shootout

In the event of a three-way tie, tie breaker criteria will be used to determine the team(s) to advance. In the event of an exact three-way tie, a coin toss will be used to determine the penalty shootout order.

Substitutions

- Substitutions are unlimited; however, substitution stoppages may occur for either team a maximum of four times per half.
- During overtime, substitution stoppages reset. Substitution stoppages may occur for either team a maximum of four times during the overtime period.
- In case of a suspected head injury or serious injury, an additional substitution should be granted by the referee.
- If the referee removes a player due to blood being visible on a player, or on a player’s uniform, a replacement player may be utilized until the blood situation is addressed and does not count towards the four substitution opportunities.

Uniforms

- Each player shall have a number on the player’s jersey (including the GK).
- 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 team listed first in the State Cup schedule is designated as the “home team” and should wear a light color. In the event of a color clash, the home team changes.

Unfinished Games

Unfinished games due to any cause shall be replayed in their entirety if neither team is at fault, and the second half of play has not begun. If play is stopped during the second half and play cannot be resumed or completed in the allotted time slot, 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.

Awards to Teams and Players

- The US Club Soccer Iowa State Cup Champions (champions only) will receive team and individual awards.

Sportsmanship

- 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 SCD shall have the authority and responsibility to remove any person(s) from the tournament for abuses of good conduct.

- Both sets of players and team officials will be positioned on one sideline that is opposite the spectator sideline.

Game Authority and Discipline

- The referee decision in all matters related to the field and the game itself is final. There shall be no protests of any referee decision or game result.

- Red Cards awarded to players, substitutes or team officials shall result in that player or team official being suspended for the next tournament game. The team official shall serve his/her suspension in the next game involving the same team as when the dismissal occurred.

Withdrawal from Competition

- Any team that withdraws after entering the State 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 registration fee.
- Any team that withdraws after the schedule is released shall forfeit its registration fee, may be suspended from US Club Soccer Iowa State Cup competition for the following year and is subject to a fine of $500.00.
- Any team missing a scheduled game during the State Cup for any reason shall forfeit their entry fee and the club to which that team belongs will be subject to a fine of $500.00.
- A team shall forfeit each game in which:
    - An unregistered player was with the team and active at the game
    - 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
- The SCD will make every effort to avoid a forfeit. A forfeit will be called if a team consisting of at least 7 players has not arrived at the field within 10 minutes of the game start time.

- A forfeit shall result in a 4-0 win.

Protests

- All questions relating to the qualifications of competitors, to interpretation of the rules, or any dispute or protest concerning the state cup competition will be referred to the SCD.

- 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 instances, a protest must be verbally lodged by a team official listed on the Game Roster from the involved 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 SCD 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
    - 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.