



Adult Soccer Tournament Rules

Registration:

Senior division only – onsite player additions are allowed up to three (3) players per team at a cost of **\$25.00/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.

All teams **MUST** register on-site and have waiver information completed for all team players prior to playing their first game. Failure to do so may result in the team not receiving their shirts and/or forfeiting the game(s) they play in. Thus, the team may not qualify to receive medals.

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 Men's Recreational 11 v 11; 20 players for the Coed **Division**; and 12 players for 6 v 6 divisions. The Coed **Division** has a maximum of seven (7) male players on the field during the game. If the number of female players goes below 4 on the field and there are not enough females to field 4 on the field, the game **MUST** end. The score will stand as is at the time of the game ending. For 6v6, there must be a minimum of 2 females on the field at all times for each team.

Uniforms:

- Be prepared to have an alternate light and dark jersey. Jerseys should have a number that is at least 4 inches in size. Fabric markers will do the job. No jewelry is allowed except religious medals and medical alert ID's. Both exceptions must be properly taped.
- Anycast should be properly padded. Religious garments not deemed dangerous 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 no schedule conflicts.

Cards and Punishment:

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

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

- For both players and coaches

Red card for fighting – out for the 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.

Game Site:

1. Be at the playing field 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. The home team will be the first team listed on the schedule/scorecard.
4. Current FIFA rules will be in effect unless otherwise stated.
5. No team may be more than 5 minutes late to its scheduled match. Violation of this rule will result in a forfeit.
6. When your teams game is over, please move off the soccer field as soon as possible and clean up the area.
7. Following each match the referee shall report the score to the Venue Coordinator. **The referee scorecard must be signed by both coaches.**

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Point Scoring System: 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 point 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 – Penalty Kicks (home team calls coin toss).

Due to the number of teams in each age division, not all teams are guaranteed three games.

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 count.

Other Conditions:

Zero tolerance rule: Abusive or discriminatory language will not be tolerated and is subject to yellow or red cards.

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.

Shin guards are mandatory.

Please bring water and ice. It is not provided on site.

Gold, Silver, and Bronze medals will be awarded in each division. It is your team representative's responsibility to pick up medals at the Admin Tent prior to leaving the tournament. **Wait 20 minutes following your last game before going to the tent so all paperwork can be completed prior to the medals being awarded.**

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

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 (except for service dogs).

11 v 11 Soccer Tournament Rules

Female Senior Open- Recreational; Male Senior Open– Recreational & Competitive; Coed Senior Open & Competitive

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 their uniform in case of color conflicts. The 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 on 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, driver's 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 are no protests. Games will stand as played.
10. Anyone involved in a fight or an 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.
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 by 5 minutes past the scheduled match time, the match shall be forfeited.
14. 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 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 (0-4) 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 players 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 substitutions from the half line with the consent of the referee during any stoppage of play.
17. Slide tackling for 11 v 11 competition – allowed for Male Division - Senior Open – Recreational and Male Division – Senior Open – Competitive. NOT Allowed for: Female Division – Senior Open – Recreational; Coed Division – Senior Open or Senior Competitive.
18. Preliminary, Semi-Final, and Gold Medal Games:
Senior Open (11 v 11): 30-minute halves
11 v. 11 Competition: There will be no overtime 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.
19. Other than defined, all FIFA rules will apply

6 v 6 Soccer Tournament Rules

Female – Senior Open -6 v 6; Male – Senior Open 6 v 6; Senior – 30 & over and 40 & over -6 v 6

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Number of Players/Rosters:

The maximum players on the roster are twelve (12). Games are played with five (5) field players and a goalie, four (4) is the minimum number of players on the field.

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/her 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).

Any team that withdraws from a match will forfeit that game and the following game.

Players Equipment:

Shin guards are mandatory and must be completely covered by socks.

The Game:

Preliminary, Semi-Final and Gold Medal Games:

Female – Senior -6 v 6; Senior Open 6 v 6; Male – Senior – 30 & over and 40 & over -6 v 6: 20-minute halves

Two 20-minute halves with a 4-minute halftime. **NO OFFSIDE**. 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.

Playoffs (quarterfinals or semifinals – Medal games):

If tied at end of regulation play penalty kicks are taken to decide a winner. A new coin toss (the home team calls the toss) decides who kicks first. Players on the field at the 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. A kickoff to start periods or after a goal does not have to move forward. No drop balls in the penalty area.

Fouls & Free Kicks:

All direct and indirect free kicks 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 6 seconds to play the ball. Offensive indirect kicks must be taken outside of the goal area.

Slide tackling is not permitted in Female Senior Open 6 v 6; Male Senior Open 6 v 6; Male Senior 30 and over and Senior 40 and over divisions.

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

Goalkeepers:

1. A goalkeeper, having control of the ball in their 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 area.
3. Once the keeper has handled the ball, they have eight (8) 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 area.
4. Keepers may not handle a throw-in from a teammate.
5. The ball cannot cross the midfield on the fly if (a) thrown by the goalkeeper (b) punted by the goalkeeper.

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

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 penalty 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). May not cross the half-line by anyone who takes the goal kick. Once the ball is retrieved, the player has 6 seconds to play the ball. Resulting penalty: An indirect kick will be awarded to the opposing team at top of the penalty area. Goal kick is in play when the ball is kicked and moved.

Corner Kicks:

Goals can be scored directly from corner kicks. Opposing players must be at least 5 yards away; six (6) second rule applies for the taking of the corner kick.