



Illinois Youth Soccer Open Cup, State Cup & Presidents Cup Rules Of Competition

The Illinois State Cup is a part of the US Youth Soccer National Championship Series (NCS) and the Illinois Presidents Cup is part of the US Youth Soccer National Presidents Cup.

The Cup Competitions are open to any Team that has all of its players and coaches registered with Illinois Youth Soccer Association (IYSA) through a currently affiliated IYSA Member League during the current soccer year, in good standing, fulfill all IYSA requirements for participation as stated in IYSA Rule 023 and abide by all IYSA and USYS Policies and Procedures.

The Club/Organization is responsible for the conduct, penalties and fines of its teams, players, coaches and supporters.

IYSA shall organize annually the Illinois State Cup and Illinois Presidents Cup competitions in the 13 and Under, 14 and Under, 15 and Under, 16 and Under, 17 and Under, 18 and Under, and 19 and Under age groups. This policy applies to those competitions.

A plea of ignorance to any of the rules and regulations governing this competition and IYSA is insufficient grounds for appeal or protest.

In all matters provided or not provided in IYSA rules and regulations, the decision of the IYSA Tournament Chair, the Cup Committee and IYSA shall be binding.

1. Rules Of Play

Except as provided herein and in IYSA Rule 023 all matches played within the jurisdiction of this Illinois shall be played under FIFA Laws of the Game as modified by the IYSA.

2. Competition Information

AGE GROUPS	MAXIMUM TEAM ROSTER	MAXIMUM GAME DAY ROSTER	GAME LENGTH	OVERTIME PLAY	BALL SIZE
13U & 14U	22	18	2 x 35 mins	2 x 10 mins	5
15U & 16U	22	18	2 x 40 mins	2 x 15 mins	5
17U - 19U	22	18	2 x 45 mins	2 x 15 mins	5

3. Overtime

A. Single Elimination Open Cup Matches

If a game is tied at the end of regulation play and overtime periods are to be played to determine a winner, two (2) complete overtime periods as provided in section 2 of these playing rules will be played after the end of regulation play. If the game is still tied after the end of the two (2) overtime periods, FIFA "Kicks from the Penalty Mark" rules will apply in order to determine the winner.

B. Quarterfinal, Semifinal & Championship Matches

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

C. Group Play

If a group play games is tied at the end of regulation the match is complete and both teams are awarded 1 point.

4. Scores and Standings

Scores and Standings for group play will be as follows:

A. Scoring Method: The standings of teams within brackets are based upon the number of points earned in qualifying games. Teams earn points as follows:

- i. Three (3) points for a win (including forfeits)
- ii. One (1) point for a tie
- iii. Zero (0) points for a loss.

B. Tie Breakers: In the event teams are tied on the basis of points earned, the team’s placement will be determined in accordance with the following sequential criteria:

- i. Winner of head to head competition (this criteria not used if more than two teams are tied).
- ii. Winner of most games.
- iii. Goal differential (goals scored minus goals against) with a maximum differential of four per game.
- iv. Fewest goals allowed
- v. FIFA “Kicks from the Penalty Mark” rules will apply

5. Roster & Gamecard

Every Team in a Cup tournament shall have an official Cup Roster entered into GotSoccer and must provide a gamecard for every match or competition.

A. Cup Roster

- i. Team Roster shall have a maximum of 22 registered youth players
- ii. All players on a Cup Roster must be registered to the club in one of the following IYSA member leagues in order to be eligible to compete in a Cup match
 1. Central Illinois Youth Soccer League
 2. Illinois Women’s Soccer League
 3. Illowa
 4. St Louis Youth Soccer Association – Illinois
 5. Young Sportsmen’s Soccer League
- iii. Team must enter all players into their official Cup Roster in GotSoccer no later than 48-hours prior to their first match
- iv. Cup rosters are frozen once a team plays their first match at each level of the competition
- v. In accordance with US Youth Soccer National Championship Rule 224 Section. 2: A player may be on the Cup roster of only one team at each level of the competitions during the soccer year (August – July) for either the Illinois State Cup or Illinois Presidents Cup.
- vi. Players that compete in any of the following competitions are ineligible to be on the roster of a team competing in Illinois Presidents Cup

1. Midwest Conference Premier I
2. Midwest Conference Premier II
3. US Youth Soccer National League

B. Gamecard

- i. Teams must print and provide a gamecard at check-in for all Cup matches
- ii. A maximum of 18 players can be listed on a gamecard per match.
- iii. All inactive players over the 18 player maximum must be crossed off the gamecard prior to check-in for a match

6. Substitutions

Substitutions will be as follows for all matches played in this competition:

A. Open Cup Play-Ins

Substitutions shall be unlimited and can be made with the consent of the referee during any stoppage of play, except Penalty Kicks.

B. State Cup

- i. For age groups 14U and younger, substitutions shall be unlimited and can be made with the consent of the referee during any stoppage of play, except Penalty Kicks.
- ii. For 15U and older, substitution may occur on any stoppage of play with the approval of the referee. A maximum of seven (7) substitutions for each team shall be allowed in each game during each half of play and during overtime play. The substituted player may not re-enter the game during the same half of play. After leaving the game during overtime play, the substituted player may not re-enter the game.

C. Presidents Cup

Substitutions shall be unlimited and can be made with the consent of the referee during any stoppage of play, except Penalty Kicks.

D. For all above, if the goalkeeper is dismissed by the referee, the referee may allow the team to replace the goalkeeper with a player from the bench. The team however must still play short with another player leaving the field of play.

E. If a player is suspected of suffering a head injury they may be substituted for evaluation without the substitutions counting against the Teams total number of allowed substitutions during each half or overtime period. If the player with the suspected head injury has received clearance from the events' Health Care Professional, the player may re-enter at any stoppage of play. The evaluated player must replace the original substitute and will not count as a substitution. The temporary substituted player may re-enter the game as a regular substitute. A Team may only make a temporary substitution if they have a substitution available.

7. Uniforms

- A. All teams must wear uniforms that conform to acceptable U.S. Youth Soccer standards.
- B. Each player on a team INCLUDING GOALKEEPER must wear shin guards
- C. An official uniform must have a permanently affixed six-inch minimum size number on the back of the shirt. Goalkeeper numbers are optional. Each number must be different.
- D. The players must wear the same color shirts, shorts and socks. Jerseys must be of an accepted soccer style jersey. The jerseys must have finished sleeve openings and enclosed sides. The jerseys must be tucked into the shorts.
- E. Goalkeepers must wear colors that distinguish them from other players and game officials.
- F. If in the opinion of the referee or tournament official the uniforms are not acceptable for this competition, the team shall be given an opportunity to change uniforms.
- G. When teams' colors are similar as determined by the Referee

- i. In Open Cup and group play games, the Home Team must change in case of a uniform conflict. The top team listed is the Home Team.
 - ii. In Quarterfinals, Semifinals & Finals where IYSA has notified participants which team wears light and which team wears dark uniforms, the team causing the conflict must change.
 - iii. IYSA can make either team change uniforms in order for the match to be played.
 - iv. All teams should have two sets of uniforms, light and dark, with them for all matches
- H. A player must not use equipment or wear anything which is dangerous to himself or another player including any kind of jewelry, with the exception of medical alert bracelets or necklaces; hard billed hat or street glasses. Medical alert bracelets or necklaces must be taped.
- I. At every level of the National Championships competitions, each player, team and team official may only have on his/her/their apparel the name, logo, or other identifying mark of US Youth soccer or a member directly or indirectly of US Youth Soccer.
 - i. A name, logo, or other identifying mark of any youth soccer organization other than US Youth Soccer or its member must be removed, replaced, or covered before a player, team or team official may enter or remain at a field complex where the National Championships competition is being held.
 - ii. After an initial warning pursuant to (1) above, the name, logo, or other identifying mark of any youth soccer organization other than US Youth Soccer or its member must be removed or replaced with the US Youth Soccer name or logo before the player, team or team official may enter or continue in the competition.

8. Passes

Each player and coach must be registered on an IYSA Member League approved team roster, have a valid IYSA/USYS Member League Soccer Pass and present the Pass to the match officials prior to each game.

9. Player Check-In & Gamecard

- A. Each team must complete and submit the Game Card to the match referee before each game. The Game Card is the official record of the players who participated in a given match and must contain player names and jersey numbers. An incomplete or improper Game Card may result in a forfeit or fine.
- B. Players not competing in the match should be crossed off the gamecard prior to player check-in.
- C. Players sitting on the bench or warming-up are required to wear pinnies until the check-in to the match. Players checking in should wait at the sideline on the halfway line until the player coming off reaches them. Player coming on should give the player coming off their pinnie to wear on the bench.

10. Late Player

A late player shall present a valid pass to the match referee at the time he/she first enters the game.

11. Grace Period

A fifteen (15) minute grace period will be allowed. The Referee or Tournament Official may extend the Grace Period for a reasonable amount of time, at his/her discretion, if circumstances dictate. The IYSA expects decisions in this regard to be made in the spirit of providing an opportunity for the match to be decided on the field. A team not ready to play after expiration of the allowed Grace Period will forfeit the match.

12. Starting The Game

A game shall not be started with fewer than seven (7) eligible and properly uniformed players on each team. If the team has fewer than seven (7) players, the match shall be forfeited to the opponent. If during the match a team is unable to field at least seven (7) players, the opponent shall be declared the winner by forfeit.

13. Field Of Play

FIFA designates the preferred dimensions for the field of play and the goals. Goals must be properly anchored and have nets. The fields must be safe and properly marked with lines, corner flags or cones sufficient for the match officials to perform their essential duties. The game referee shall determine the safety and acceptability of the field. Teams found to have inadequate fields may have future home games revoked until fields improved to IYSA standards.

14. Technical Area & Staff

- A. The Technical Area shall be designated for each team and include one (1) yard on either side of the team's designated seating (bench) and up to a distance of one (1) yard from the touchline.
- B. The Technical Area is the seating area only for the team's eligible players and Technical Staff.
- C. Team may have up to three (3) Technical Staff in the Technical area
 - i. All coaches/staff in the Technical Area must have a valid IYSA Member League pass
- D. Only the active players listed on the team's gamecard (maximum 18) are to be dressed in uniform.
 - i. A player that is listed on the team's gamecard but is not active for a match, may be in the team's Technical Area/Team Bench but must be dressed in street clothes that are easily distinguishable in color from the team's uniform.
- E. Red carded and/or suspended coaches (ineligible persons) are not allowed in the viewing area of the field. Any violation of these rules will cause the team to forfeit the State Cup game in which the violation occurred.
- F. A red carded player may remain in the technical area dressed in clothes that easily distinguish them from active players. The red carded player may be removed from the Technical Area by the referee.
- G. The team's Technical Staff must remain within the confines of the Technical Area except in special circumstances as permitted by the referee such as entering the field of play to treat an injured player.
- H. Players sitting on the bench or warming are required to wear pinnies until the check-in to the match. Players checking in should wait at the sideline until the player coming off reaches them. Player coming on should give the player coming off their pinnie to wear on the bench.

15. Coaching During The Match

- A. No coaching other than conveying of tactical instruction is permitted during the game.
- B. Only the designated head coach is authorized to convey tactical instructions from the Technical Area and has the responsibility of making sure that no person associated with the team violates this coaching restriction.
- C. The designated head coach is responsible for the actions of all persons associated with the team. Violations by any person including spectators and supporters associated with the team will be deemed the actions of the designated head coach.

16. After The Match

- A. Following the match, the Winning team's coach/team manager must collect both gamecards from the referee and bring them to the onsite IYSA registration area (if applicable) or email,

fax or bring to the IYSA office no later than 24-hours after the completion of the match. Failure to do so may result in a \$50 fine

- B. After the Championship Match:** The champion and finalist teams and their head coach/ assistant coach as designated on the Cup roster must attend the Awards Ceremony immediately following the championship match.
- i. Teams and coaches failing to attend the Cup Awards Ceremony will be assessed a fine up to and including \$750.
 - ii. Team that fail to attend the Cup Awards Ceremony may no longer be eligible for available Regional Wild Card spots

17. Game Officials

- A. Illinois Youth Soccer shall assign USSF registered referees for all Cup matches.
- i. For matches played at locations other the IYSA assigned fields, the host must submit an email request to iysascheduling@gmail.com by the dedicated “schedule by date.” This includes
 1. Home Team Host
 2. Mutually agreed upon match played at alternative locations other than IYSA assigned fields
 - a. The referee email request must include all of the following
 - i. Competition
 - ii. Age Group
 - iii. Participating Teams
 - iv. Date
 - v. Time
 - vi. Specific Location: Including address and field number

B. Where no IYSA assigned match officials appear, the coaches shall agree on a Referee and play the match as scheduled.

C. In the event the IYSA assigned Center Referee fails to appear, one of the assigned linesmen shall function as Center Referee.

D. Should the Center Referee become incapacitated during the match, an IYSA assigned linesman shall assume the duties of the Center Referee. If an IYSA assigned linesman is not present, the coaches shall agree on a Center Referee for the match and the match shall be played to its conclusion.

E. The duties of the match officials are defined by FIFA. Referees must be able to properly apply the Laws of the Game and the Cup rules.

F. The match officials shall have the authority to determine the acceptability of the field of play; deal with players or coaches exhibiting violent conduct or threatening, abusive language; and stop the match due to interference from spectators. The Referee shall forward the names of offenders to the Cup Director within twenty-four (24) hours.

G. The Referee shall remain on the field and in charge during the traditional handshake.

18. Unfinished Matches

For matches played short-time due to any cause, it shall be at the discretion of the IYSA Tournament Director as to whether the match is to be

- A. Replayed in its entirety
- B. Restarted where the match was stopped
- C. Winner declared

19. Red Card / Send-Offs & Ejections

Any player, coach or spectator who is removed from a match by the referee is subject to fines and suspensions.

A. Player Send-Off

- i. A player who is sent-off from any game is prohibited from participating in the next immediately following game played by the player's team. A player may receive more than a one-game suspension.
 1. If player is not automatically crossed off game card, the players should manually be crossed off the game card prior to giving it to the referee for check-in. If a player that owes a red card suspension plays shows as active for a match, the result of the match will be a 4-0 forfeit loss for the offending teams.
- ii. A player who is sent-off from any game must pay a \$50 fine prior to returning to Cup play. Any outstanding player fines at the conclusion of a Cup tournament will be billed to and become the responsibility of the player's club.
- iii. Players ejected from a match may continue to sit in the technical/bench area unless removed by the referee for inappropriate behavior once they have been sent to the bench. Coaches are responsible for ejected player's behavior on the bench, further inappropriate behavior by player may result in coach being sent-off from match.
- iv. Players serving a suspension for additional game(s) are permitted to sit on the team bench in street clothes (no uniform) and will be held responsible for their actions the same as any other participant. If an ejected player becomes disruptive from the bench, he/she may receive an additional game(s) suspension.

B. Coach / Team Official Send-Off

- i. A coach / team official in the Technical Area who is sent-off from any game is prohibited from participating in the next immediately following game played by team they were coaching at the time of the ejection. A coach may receive more than a one-game suspension.
 1. If a coach that owes a red card suspension is on the sidelines for a match, the result of the match will be a forfeit for the offending teams.
- ii. A coach / team official who is sent-off from any game must pay a \$300 fine prior to being eligible to returning to coach a Cup match. Any outstanding coach fines at the conclusion of a Cup tournament will remain the responsibility of the coach and club and if left unpaid may disqualify them from coaching at future Cup events at the state, regional or National level.
- iii. Coaches and other team officials dismissed must leave the vicinity of the field before the game will be restarted.
- iv. Coaches serving a disciplinary suspension may attend team activities during the suspension as a spectator only. No communication with players or team management is permitted during the suspended game(s). Any violations will result in additional disciplinary action being taken by Illinois Youth Soccer.
- v. If a team has only one coach on the sideline, and that coach is sent-off, that coach's team will forfeit the match 4-0

C. Spectator / Supporter / Parent Send-Off

Coaches and other team officials Any other individuals who may be reasonably construed as being associated with a team, such as relatives and spectators, are also subject to the jurisdiction and authority of Illinois Youth Soccer and shall be subject to all rules pertaining to misconduct contained in this policy, including ejections. Any coach or team official shall

be held responsible for the actions of any individual at any game that, in the opinion of the referee, is a supporter of that team.

- i. Any team that has a supporter removed / ejected from a match or involved in an incident at the conclusion of a match must pay a \$300 fine per occurrence.
 - ii. Additional sanctions against a team / club may also be levied for spectator behavior.
- D. A Red Card fine shall be assessed against players, coaches/officials or team supporters and neither the offender nor the team shall be allowed to participate further in the National Championship or Presidents Cup series until such fine is paid to the IYSA. Cup Red Card fines are strictly enforced. The club is responsible for unpaid fines incurred by its team coaches, players, officials and supporters.
- E. Mutually agreed upon non-played games or cancelled match WILL NOT count towards an owed Cup suspension. The red carded player or coach has to sit out the next Cup game that is played by player/coach's team.
- F. If a player or team official is dismissed from their team's last match in the event, suspensions will be served at the next level of Cup competitions (Regional Championships) or during the following season of play.

20. Safety & Weather Related/ Lightning Procedures

The team's coaches/officials are responsible for the safety of their players and shall ensure that all persons associated with the team abide by the safety and weather related instructions issued by the IYSA officials, tournament/site officials, and/or referees.

- A. The Thunder Storm Warning is one (1) long blast from the siren/air horn. As soon as the Thunder Storm Warning is sounded, the coaches shall remove the players from field and immediately seek shelter in an enclosed vehicle or building.
- B. The All-Clear Signal is three (3) shorts blasts from the siren/air horn. The All-Clear Signal indicates that the coaches and players may return to the field of play. No one is to return to the fields until the All-Clear Signal is used. A team/ coach/ player/ official and/or a person related to the team that ignores the safety instructions shall be prohibited from competing further in the National Championship or Presidents Cup series in the current and subsequent soccer year.

21. Head, back or neck injuries

Any athlete who receives a concussion, neck or back injury will not be allowed to return to play or practice until he/she submits a signed Concussion Return to Play form from a medical doctor or doctor of osteopathy who is trained in concussion treatment and management to the IYSA. Any player is placed in the Concussion Protocol and does not submit the appropriate paper for clearance prior to returning to play will result in a forfeit. It is the responsibility of the team coach to submit the clearance to the IYSA prior to the injured player's next Cup match.

22. Casts

For the protection of the players on the field, no person will be allowed to play on the field with any type of hard cast applied by a medical professional. This includes casts padded with any material (padded foam, bandages, etc...).

23. Protests & Appeals

All questions pertaining to any dispute or protest shall be referred to the Cup Director, who will forward it to the Cup Committee

- A. To be valid and eligible for consideration, each protest must include at least the following items at the time of its filing with the Cup Director:
 - i. \$500 Protest Fee (\$250 of which is a non-refundable administrative fee).
 - ii. Two written copies of the protest that includes the reason for the protest and the facts.

- B. Protests must be received in writing by the Cup Director within twenty-four (24) hours after the start of the protested match. Once filed, protests may be withdrawn only with IYSA consent.
- C. Protests relating to the field of play, i.e.: improper uniforms, equipment, field size, markings, dangerous field conditions, etc. shall be considered only if the objection was lodged with the game officials prior to the match.
- D. A plea of ignorance to the rules and regulations of the Cup competitions is not sufficient grounds for a protest or appeal.
- E. Referee decisions are final as they pertain to the FIFA Laws of the Game
- F. Red Cards, Yellow Cards and Send-Offs may not be protested.

24. Match Manipulation

Teams failing to compete in the spirit of the competition or are involved in the manipulation of a game result are subject to forfeiture and disqualification from all levels of the competition.

- A. if failing to compete is observed and confirmed, the competition authority representative will give notice to the offending team or teams.
- B. if corrective action is not taken, the team or teams will be subject to disqualification.

25. Weapons/Firearms

Weapons/firearms are not permitted at Illinois Youth Soccer events

26. Rule Violations

Any person or team that is found guilty of violating IYSA policies, procedures and Cup rules shall be prohibited from competing further in the National Championship or Presidents Cup series in the current and subsequent soccer year, and be subject to additional sanctions including but not limited to forfeiture of all Cup games, fines, and suspensions.

27. Matters Not Provided

In all matters provided or not provided in the IYSA rules and regulations, the decision of the Cup Director & IYSA shall be final and binding. The Cup Director & the Cup Committee shall have the power to deal with all violations and/or special circumstances.

The IYSA and the Cup Director have the authority to modify any of the rules as deemed necessary to ensure the orderly progression of the event.