



Illinois Cup Rules Of Competition

The Illinois Cup is a member in-state tournament.

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 Cup competitions in the 13 and Under, 14 and Under, 15 and Under, 16 and Under, 17 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.

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.

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

1.0 Overtime.

1.1 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.

1.2 Group Play

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

2.0 Scores and Standings

Scores and Standings for group play will be as follows:

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

- 2.1.1 Three (3) points for a win (including forfeits)
- 2.1.2 One (1) point for a tie
- 2.1.3 Zero (0) points for a loss.

2.2 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:

- 2.2.1 Two teams tied with the same amount of points
 1. Winner of head to head competition
 2. Winner of most games.
 3. Goal differential (goals scored minus goals against) with a maximum differential of four per game.
 4. Fewest goals allowed
 5. Goals for
 6. Least Red Card Received
 7. FIFA "Kicks from the Penalty Mark" rules will apply
- 2.2.2 Three or more teams tied with the same amount of points the following sequence will be followed until a team advances or is eliminated.
 - Winner of most games.
 - Goal differential (goals scored minus goals against) with a maximum differential of four per game.
 - Fewest goals allowed
 - Goals for
 - Least Red Card received
 - FIFA "Kicks from the Penalty Mark"***
- 2.2.3 If 3 or more teams remain tied after a team advances or is eliminated, the remaining teams will then restart the sequence as stated in 2.2.2 until a team advances or is eliminated. If two teams remain tied, the remaining two will then restart the sequence as stated in 2.2.1 until a team advances or is eliminated.

Examples:

- 4 teams tied with 4 points. Top 2 teams advance
 - Team A has +2 Goal Differential, Team B has +1 Goal Differential, Team C has -1 Goal Differential, Team D has -3 Goal Differential: Teams A & B Advance.
 - Team A has +2 Goal Differential, Team B has a 0 Goal Differential, 1 Goal Allowed, Team C has a 0 Goal Differential, 3 Goals Allowed & Team D has a 0 Goal Differential, 3 Goals Allowed all have 0 Goal Differentials. Team A Advances with +2 Goal Differential & Team B Advances with 1 Goal Allowed
- Example: 3 Teams tied with 3 points. Top 2 teams advance

- Team A has +3 Goal Differential, Team B has +1 Goal Differential, Team C has -1 Goal Differential. Team A defeated Team C, Team B defeated Team A, Team C defeated Team B Team A advances with +3 Goal Differential. Team B & Team C decided by 2.2.1 and Team C advances due to winning head to head match-up
 - Team A, Team B & Team C all tied with 5 points and have the same goal differential, fewest goals allowed and all 3 teams tied each other in head-to-head games. Team B's coach got a red card in group play. Team B is eliminated and Team A & Team C do kicks from the mark to determine who advances as Group 1 and Group 2 for Quarterfinals.
- 2.2.4 If after 2.2.2 1-4, are still tied, there will be a draw by the IYSA Cup committee.
- Three team tie: The first team drawn will receive the bye. The next team drawn will be the home team against the remaining team in the first contest of penalty kicks. The winner of the first contest will then compete against the bye team in Kicks from the Penalty Mark to determine the winner. The bye team in the second contest of penalty kicks will be the home team. This process is only used when three (3) teams remain tied after going thru the Tie Breakers.
 - If Kicks from the Penalty Mark are to be taken by four (4) teams. The first team drawn will compete against the second team drawn in the first contest of penalty kicks. The first team drawn will be the home team in this contest of penalty kicks. The third team drawn will compete against the fourth team drawn in the second contest of Kicks from the Penalty Mark. The third team drawn will be the home team in this contest of Kicks from the Penalty Mark. The winners of each of these two (2) contests will then compete to determine the winner. The winner of the first/second drawn teams will be the home team in this final contest. This process is only used when four (4) teams remain tied after going through the Tie Breakers

3.0 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.

3.1 Cup Roster

- 3.1.1 Team Roster shall have a maximum of 22 registered youth players
- 3.1.2 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
 - Central Illinois Youth Soccer League
 - Illinois Women's Soccer League
 - Illowa
 - LDE Competitive Soccer League
 - St Louis Youth Soccer Association – Illinois
 - Young Sportsmen's Soccer League
 - Tournament Only Team – Gold Divisions ONLY
- 3.1.3 Team must enter all players into their official Cup Roster in GotSoccer no later than 48-hours prior to their first match
- 3.1.4 Cup rosters are frozen once a team plays their first match of the competition

- 3.1.5 A player may be on the Illinois Cup roster of only one team during each season of the competition
- 3.1.6 Players must be rostered to a team that plays in one of the following league division to be eligible for Illinois Cup Silver Division
 - Central Illinois Youth Soccer League (CIYSL): Gold or lower
 - Illinois Women's Soccer League (IWSL): C or lower
 - Illowa –finished in 3rd place or lower in the previous years standings
 - St Louis Youth Soccer Association – IL (SLYSA-IL): Division 1 or lower
 - Young Sportsmen's Soccer League (YSSL): 3rd or lower

3.2 Gamecard

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

4.0 Substitutions

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

- 4.1 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.
- 4.2 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.

5.0 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. For Group Play Games: The Home Team must change in case of a uniform conflict. The top team listed is the Home Team.
 - ii. In 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. 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.

6.0 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.

7.0 Player Check-In & Gamecard

- 7.1 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.
- 7.2 Players not competing in the match should be crossed off the gamecard prior to player check-in.
- 7.3 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.

8.0 Late Player

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

9.0 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.

10.0 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.

11.0 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.

12.0 Technical Area & Staff

- 12.1 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.
- 12.2 The Technical Area is the seating area only for the team's eligible players and Technical Staff.
- 12.3 Team may have up to three (3) Technical Staff in the Technical area
 - 12.3.1 All coaches/staff in the Technical Area must have a valid IYSA Member League pass
- 12.4 Only the active players listed on the team's gamecard (maximum 18) are to be dressed in uniform.
 - 12.4.1 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.
- 12.5 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.
- 12.6 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.
- 12.7 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.
- 12.8 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.

13.0 Coaching During The Match

- 13.1 No coaching other than conveying of tactical instruction is permitted during the game.
- 13.2 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.
- 13.3 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.

14.0 After The Match

- 14.1 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
- 14.2 **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.
 - 14.2.1 Teams and coaches failing to attend the Cup Awards Ceremony will be assessed a fine up to and including \$750.

14.2.2 Team that fail to attend the Cup Awards Ceremony may no longer be eligible for available Regional Wild Card spots

15.0 Game Officials

15.1 Illinois Youth Soccer shall assign USSF registered referees for all Cup matches.

15.1.1 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

- Home Team Host
- Mutually agreed upon match played at alternative locations other than IYSA assigned fields

15.1.1..1 The referee email request must include all of the following

15.1.1..1.1 Competition

15.1.1..1.2 Age Group

15.1.1..1.3 Participating Teams

15.1.1..1.4 Date

15.1.1..1.5 Time

15.1.1..1.6 Specific Location: Including address and field number

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

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

15.4 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.

15.5 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.

15.6 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.

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

16.0 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

16.1 Replayed in its entirety

16.2 Restarted where the match was stopped

16.3 Winner declared

17.0 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.

17.1 Player Send-Off

17.1.1 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.

- 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.
- 17.1.2 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.
- 17.1.3 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.
- 17.1.4 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.
- 17.2 Coach / Team Official Send-Off
- 17.2.1 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.
- 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.
- 17.2.2 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.
- 17.2.3 Coaches and other team officials dismissed must leave the vicinity of the field before the game will be restarted.
- 17.2.4 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.
- 17.2.5 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
- 17.3 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.
- 17.3.1 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.

- 17.3.2 Additional sanctions against a team / club may also be levied for spectator behavior.
- 17.3.3 Spectator send-offs or post game incidents will count as red cards tabulated in tie-breakers for advancement to elimination round
- 17.4 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.
- 17.5 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.
- 17.6 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.

18.0 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.

- 18.1 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.
- 18.2 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.

19.0 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.

20.0 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...).

21.0 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

- 21.1 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:
 - 21.1.1 \$500 Protest Fee (\$250 of which is a non-refundable administrative fee).

21.1.2 Two written copies of the protest that includes the reason for the protest and the facts.

21.2 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.

21.3 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.

21.4 A plea of ignorance to the rules and regulations of the Cup competitions is not sufficient grounds for a protest or appeal.

21.5 Referee decisions are final as they pertain to the FIFA Laws of the Game

21.6 Red Cards, Yellow Cards and Send-Offs may not be protested.

22.0 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.

22.1 if failing to compete is observed and confirmed, the competition authority representative will give notice to the offending team or teams.

22.2 if corrective action is not taken, the team or teams will be subject to disqualification.

23.0 Weapons/Firearms

Weapons/firearms are not permitted at Illinois Youth Soccer events

24.0 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.

25.0 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.



Illinois Cup Event Policies

In all matters provided or not provided in the Event Policies, the decision of the Cup Director, Cup Committee & IYSA shall be final and binding. The Cup Director & shall have the power to deal with all breaches of the Policies

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

1. Team Eligibility

- a. The Illinois Cup tournaments shall be open to any Team whose players are registered with Illinois Youth Soccer through one of the following member competitive leagues or are an Illinois Youth Soccer tournament only team:
 - i. Central Illinois Youth Soccer League (CIYSL)
 - ii. Illinois Women's Soccer League (IWSL)
 - iii. Illowa
 - iv. LDE Competitive Soccer League
 - v. St Louis Youth Soccer Association – IL (SLYSA-IL)
 - vi. Young Sportsmen's Soccer League (YSSL)
 - vii. IYSA registered Tournament Only Teams – Gold Divisions ONLY
- b. The Team must be comprised of properly registered and rostered Youth Players (as defined by IYSA & US Youth Soccer).
- c. The Team must be in good standing with the IYSA member league they are registered to and the IYSA and must be in compliance with, and has not violated, any of the bylaws and policies of IYSA or USYS.

2. Player Eligibility

- a. A team may roster any Youth Player to their official Cup roster who is a registered Youth Player of the Club before the Team to which such Youth Player is rostered plays their first Cup match.
- b. The player must be registered to and carded to a club in Illinois Youth Soccer through one of the following:
 - i. Central Illinois Youth Soccer League (CIYSL)
 - ii. Illinois Women's Soccer League (IWSL)
 - iii. Illowa
 - iv. LDE Competitive Soccer League
 - v. St Louis Youth Soccer Association – IL (SLYSA-IL)
 - vi. Young Sportsmen's Soccer League (YSSL)
 - vii. Illinois Youth Soccer Tournament Only Team
- c. Players must be rostered to a team that plays in one of the following league division to be eligible for Illinois Cup Silver Division
 1. Central Illinois Youth Soccer League (CIYSL): Gold or lower
 2. Illinois Women's Soccer League (IWSL): C or lower

3. Illowa –finished in 3rd place or lower in the previous years standings
 4. St Louis Youth Soccer Association – IL (SLYSA-IL): Division 1 or lower
 5. Young Sportsmen’s Soccer League (YSSL): 3rd or lower
- d. A Team may have on its Team Roster only players of the following age groups for the seasonal year in which the Team is participating in the National Championships:
- i. For Teams competing in the 13 and Under, 14 and Under, and 15 and Under age groups, each player on the Team must be (A) of the age of the age group competition in which the Team is participating in that seasonal year, or (B) of the age in either of the next 2 younger age groups of that age group competition in which the Team is participating in that seasonal year.
 - ii. For the Teams competing in the 16 and Under, 17 and Under, 18 and Under, each player on the Team must be (A) of the age of the age group competition in which the Team is participating in that seasonal year, or (B) of the age of any younger age group, through the 14 and Under age group, of that age group competition in which the Team is participating in that seasonal year.
- e. A player may be rostered to only one Illinois Cup team during each season (Fall and Spring) of the year.

3. Scheduling Deadlines

Teams are required to meet specific schedule by and play by dates for Cup competitions. Teams that fail to meet those deadlines may be subject to

- a. \$50 per day fine
- b. Loss of home game
- c. Removal from event in the current and future years

4. Forfeits

- a. During group play, a team must forfeit any match where they fall below the required minimum number of players during a match. Subsequent matches will not be automatically forfeited.
- b. A team forfeiting a match for any other reason will result in all of their group play matches being recorded as forfeits including matches previously played except for unusual circumstances as determined by IYSA, the Cup Director and Cup Committee.
- c. Forfeited matches will be reported as 4-0 loss for scoring purposes
- d. Teams that forfeit matches or fail to complete all games may be subject to additional sanctions including but not limited to
 - i. \$250 Fine
 - ii. May not be considered for US Youth Soccer Midwest Conference the following year
 - iii. May not be accepted into a Cup competition the following year

5. Team or Club Trainers

A team may use their own Athletic Trainers as one of their three (3) team officials allowed on the sidelines. The competition Athletic Trainers are primary to any team trainers, who are deemed secondary.

6. Alcohol & Smoking

The drinking and/or dispensing of alcoholic beverages are not permitted at locations hosting Cup games. Smoking is only allowed in designated smoking areas at locations hosting Cup games. Smoking is not permitted on spectator sidelines or the technical area. Individuals found violating

the alcohol or smoking policy will be removed from the sideline and may result in sanctions for the club.

7. Pets

The allowance of pets is determined by the host facility. If a host facility allows pets on the premises ALL PETS must be leashed and kept off the playing fields. Pets are not allowed in the coaches and players sideline and Technical Area. Person with the pet(s) must pick-up after the pet(s).

8. Clean-Up Fine

Any team that has not cleaned up its bench, Technical Area, spectator side or other area used by the team for pre or post game, must pay an up to \$500 Clean-up Fee to the IYSA.

9. Unmanned Aircraft Systems (DRONES)

In compliance with US Youth Soccer's Policy on Unmanned Aircraft Systems (Drones), the use of drones is strictly prohibited at all Cup matches. It is the responsibility of the host to ensure that this policy is strictly enforced

10. Distribution of Flyers/Materials Strictly Prohibited - Minimum \$1000 Fine

Distribution of flyers/materials at State Cup events, facilities and parking lots is not permitted. No organization or individual on behalf of the organization is allowed to distribute or display flyers/materials including but not restricted to tryout and recruitment information, club promotions, solicitations, camps and tournaments at an Illinois Youth Soccer event without prior written consent from Illinois Youth Soccer Association. Violators will be charged at minimum \$1,000 for clean-up.

11. Cameras & Tripods

All cameras and tripods must be properly secured according to the manufacturer's specifications for the field and weather conditions and clubs should purchase property and liability insurance coverage for their personal property. Illinois Youth Soccer does not provide insurance coverage for claims resulting from the use of personal property including but not limited to cameras, tripods, tents, banners, grills, seating, containers, etc.

12. Matters Not Provided

In all matters provided or not provided in the IYSA policies, the decision of the Cup Director, Cup Committee & IYSA shall be final and binding. The Cup Director, Cup Committee & IYSA shall have the power to deal with all breaches of policies.

The IYSA, the Cup Director & Cup Committee have the authority to modify any of the policies as deemed necessary to ensure the orderly progression of the event.

COVID-GUIDELINES

All State Cup and Presidents Cup participants including coaches, players and team spectators are required to follow all IDPH, local and Illinois Youth Soccer COVID-19 Guidelines. Failure to do so may result in removal from the Cup competition and additional sanctions against the club.

Guidelines for sports are fluid and subject to change at any point based on governmental requirements. Should the state loosen or tighten any restrictions during the season, IYSA will follow those changes and update these protocols. Info in the Illinois Youth Soccer guidelines are secondary to all state-issued guidelines and members should reference the state guideline documents below to ensure they are up to date on all current state requirement.