International Student Council

IOWA STATE UNIVERSITY

World Soccer Tournament 2020 – Rules and Regulations

➢ International Student Council (ISC) will make all rules & decisions. Such decisions shall be deemed final.
➢ Individuals may represent ONLY ONE team. Playing in more than one team will result in the individual being disqualified from the event.
➢ The World Soccer Tournament (WST) is co-ed.
➢ The WST will be composed of 16 teams, divided into 4 pools of 4 teams. During the group stages, each team will play one game each with all other teams in their pool. Teams will receive 3 points for a win, 1 point for a tie and 0 points for a loss. The top 2 teams from each pool will advance to the single-elimination round of 16.

1. Number of Players: Teams will comprise of a minimum of 7 players and will have at most, 10 players. Each team is only allowed to have 7 players (including the goalkeeper) on the field during play. **You may not withdraw the goalkeeper; you must always have a goalkeeper during play.** Each team will be allowed 1 permanent change from the team of 10 players in case of severe injuries. An empty slot left unfilled before the tournament does not count towards this permanent change.

2. Eligibility: All teams must have paid the registration fee of $30 to ISC. All participants of the WST must have a current ISU Card or have paid the appropriate fees to enter the Lied Recreation Center. ISC is not responsible for paying any additional fees Lied Gym might require to enter. All players must also sign the liability prior to the tournament. Teams will not be admitted to play until all players on their roster complete liability forms.

3. Player Equipment: All players must wear tennis shoes or indoor court type shoes, or turf shoes. **(No spikes or cleats OF ANY SIZE are allowed on indoor turf areas).** The Recreation Services Office will supply 10 soccer bibs for each team. Players must wear a shirt under the bib. At the beginning of each game, team captains must check out the soccer bibs from the officials. These must be returned at the end of each game. Soccer balls will be provided by the International Student Council. **ISC will NOT provide gloves to goalkeepers. Teams are allowed to bring their own gloves but may choose to play games without.**
4. **Playing Area:** All games will be played in the Lied Recreation-Athletic Facility on the turf area (25 yards wide and 50 yards long). The penalty/goal box is 30 feet wide and 20 feet deep. These may be adjusted by the program coordinator. Goal size is 11’ wide x 7’ high.

5. **Duration of Game:** The league games shall consist of 2 periods of 8 minutes, for a total of 16 minutes with a 3-minute break between periods. The knockout stage will consist of 2 periods of 10 minutes, with a 3-minute halftime. The final game in total will be 15 minutes and will consist of a 3-minute halftime as well. A time stoppage will only occur if there is an injury. If an argument between team members ensues, the stoppage will be determined by refs discretion. If the game at the end of the second period is tied, the match enters Penalty Shootouts. If a team is late, penalties are as follows:

   ✓ If a team is up to 5 minutes late - 1 goal will be awarded to the opponent
   
   ✓ If a team is more than 5 minutes late - a game win of 3-0 will be awarded to the opposing team.
   
   ✓ Each team is expected to be ready by the field 10 minutes prior to their match.

6. **Starting the Game:** A coin toss will determine which team gets the ball to start the game. The team who wins the coin toss decides who starts the ball. The team who loses the coin toss chooses the goal to defend.

7. **Playing Rules:**

   A. Substitution can take place at any time during a game (between plays/during dead ball situations) after notifying the officials. Substitutions cannot be used as a delay tactic. The player leaving the playing area must touch hands with the entering player outside the playing area before the substitute can enter play. **If it is determined that a substitution was used as a delay tactic, the substitution will be postponed for 2 minutes, resulting in the offending team playing a player down for those 2 minutes.** Whether or not a substitution has been used as a delay tactic will be determined by the head referee, with all decisions final.

   B. There will be a goal/penalty area marked, and the goalkeeper can use his/her hands in this area. Other players may be in the goal area but cannot obstruct or interfere with the goalkeeper. Violations of the goal area are:

   ✓ On a violation by an offensive player, the ball goes to the defense at the sideline.

   ✓ Goalkeeper takes the ball out of the goal box with the ball in his/her hands; the ball goes to the other team at the sideline.

   ✓ If a defensive player commits a foul or handles the ball. It will result in a penalty shot.

   C. Most fouls (See Section B) (e.g., handball, tripping, etc.) will result in the ball being kicked at the spot of the foul by the non-offending team. A ball kicked out of bounds, into the side net, or
hits the ceiling goes to the opponent for a kick from the sideline. Also, if a player kicks the ball back to their own team’s goalie while in play, the goalie cannot use their hands. If the goalie is found using their hands a foul will be issued.

D. There are no throw-ins. All violations (fouls of any kind except in the penalty box) result in a kick from the sideline. Set the ball on the floor and kick after the official has blown the whistle. These kicks cannot be direct at the goal. A minimum of 5 ft should be provided between the kicker and a player. The “kick-in” should be indirect and must touch a player before entering the goal to register as one. If a ball enters without touching a player, it is considered a goal kick. The kicker should kick immediately following the whistle.

E. A ball hit into the end net by the offense goes to the defense for a goal kick. A ball hit into the end net by the defense goes to the offense for a corner kick.

F. Goalkeepers may hold the ball in their hands for up to 5 seconds. If the goalkeeper holds the ball for more than 5 seconds, at referees discretion, the goalkeeper will have a verbal warning, then a Yellow Card, then a Red Card on repeated action. The goalkeeper may place the ball on the floor to be passed by him/her once possession has been established, but they must comply with 5 seconds limitation.

G. The tournament should be played with full compliance with the rules and regulations. Sportsmanship is required between players and players are required to respect the decision of the referees.

H. In line with standard Soccer rules, Yellow Cards will be given as a warning for rule violations (overly physical or aggressive play, offensive language, etc.) A referee giving out a Yellow Card is a dead ball situation. A player receiving two Yellow Cards in the same game is equal to a Red Card/Ejection. Depending on referees’ discretion a Red Card can be immediately given upon an extreme enough offense. If a player receives a Red Card they will be immediately ejected from the current game and will not be allowed to play in the next game their team is scheduled for. All disciplinary issues, rules questions or other game-related problems will be handled by the officials at the game site as they happen. All decisions are final.

I. An unintentional handball will result in the game continuing without a stoppage. Handballs will be determined as intentional or unintentional by the head referee and all decisions are final. An intentional handball is considered a foul and will be handled as such stated in Section 7C.

J. There are no offsides.

K. No sliding tackles are allowed. You can't play the ball while you are on the ground. A knee touching the ground is interpreted as being "on the ground." The penalty for a slide tackle is a direct kick at the point of infraction for the non-offending team. Violent or persistent slide tackles may result in a yellow card. The goalkeeper cannot slide tackle in the box. They may dive, hands first, or move laterally directly in front of the goal to save a shot.

L. Tied Games for Knockout Rounds - There will be extra time of 5 minutes after a 3-minute break. If both teams are tied, a penalty shootout will decide the outcome of the match. Each team takes 3 penalty shots if the game is still a draw after extra time. A coin flip determines who
shoots first. If after the 3 penalty shots still results in a tie, it is sudden death penalty shots. The players may take as many of these shots as necessary (including goalkeepers). The first unanswered goal will end the game in sudden death. Penalty shot mark is 7 yards or 21 feet away. Anyone from the team can be the goalkeeper during the shoot-off, but that person must stay in the goal for all penalty shots unless he/she is injured. Penalty shootouts to determine tied games only apply for the elimination rounds. Tied games during group play will result in a draw, with each team receiving one point.

**M. No running the clock.** If the referee determines that a team is running the clock, the team will get a warning. If it happens again, the team will be deducted 1 point.

**8. Ejections:** A player will be ejected from a game for violent conduct, serious foul play, using abusive language, or if he/she persists in misconduct, all of which are to be determined by the head referee with all decisions being final. An ejection will be signaled by the referee presenting a Red Card. If a player is ejected, he/she **cannot be replaced** by another player. This means that the team has to continue and finish the game with one less player. The ejected player is automatically suspended for the next game their team is scheduled to play.

**9. Injuries:** ISC and the university are **not responsible** for any injuries that may happen during the WST. Each player is required to fill out the liability form before the tournament.

**All disciplinary issues, rules questions or other game-related problems will be handled by ISC and match officials at the game site as they happen. All decisions are final.**

*This contract is subject to change by the International Student Council*