



Illinois Cup Rules Of Competition

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 or is registered to another US Soccer affiliated platform

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

IYSA annually organizes the Illinois Cup across the age groups of 13U to 19U. These competitions are conducted for boys and girls. 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.

1. Competition Information

- 1.1. Match rules follow the IFAB Laws of the Game unless specifically modified by IYSA policies.
- 1.2. Match durations are as follows:
 - 13U: Two 35-minute halves
 - 14U: Two 35-minute halves
 - 15U: Two 40-minute halves
 - 16U: Two 40-minute halves
 - 17U: Two 45-minute halves
 - 19U: Two 45-minute halves

- 1.3. Standard Size 5 Match balls will be used and must meet IFAB standards.
2. **Overtime:** For all matches that require a winner (play-in games, Quarterfinals, Semifinals and Finals) teams will proceed directly to Penalty Kicks if tied, with no Extra Time played.
3. **Scores and Standings**
 - 3.1. Scoring Method: The standings of teams within brackets are based upon the number of points earned in qualifying games. Teams earn points as follows:
 - Three (3) points for a win (including forfeits)
 - One (1) point for a tie
 - Zero (0) points for a loss
4. **Tie Breakers:** In the event teams are tied on the basis of points earned, the team's advancement will be determined in accordance with the following sequential criteria:
 - 4.1. If two (2) teams are tied based on points earned, the team's advancement will be determined in accordance with the following sequential criteria:
 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 five (5) per game
 4. Fewest goals allowed
 5. Fair Play Points: Each match a team earns 5 Fair Play Points. Points are deducted for the following:
 - Player Indirect Red (2 yellows) = - 3 points
 - Player Straight Red = -4 points
 - Spectator Dismissal = -4 points
 - Coach Dismissal = -5 points
 6. Most Goals Scored
 7. Kicks from the Penalty Mark: If teams are not present/available for kicks the Cup committee may replace kicks with a coin toss or drawing of lots (if more than two teams tied)
 - 4.2. If three (3) teams are tied based on points earned, the final rankings will be determined in accordance with the following sequential criteria.

Once a criterion separates just one (1) team, with advancement taking priority over elimination, then the two (2) teams that are still tied based on that criterion will resort to the two-team tiebreaker (3.2.1) to determine the order of finish between those two (2) teams:

2. Winner of most games
3. Goal differential (goals scored minus goals against) with a maximum differential of five (5) per game
4. Fewest goals allowed
5. Fair Play Points: Each match a team earns 5 Fair Play Points. Points are deducted for the following:
 - Player Indirect Red (2 yellows) = - 3 points
 - Player Straight Red = -4 points
 - Spectator Dismissal = -4 points
 - Coach Dismissal = -5 points
6. Most Goals Scored
7. Kicks from the Penalty Mark: If teams are not present/available for kicks the Cup committee may replace kicks with a coin toss or drawing of lots (if more than two teams tied)

4.3. If four (4) teams are tied based on points earned, the final rankings will be determined in accordance with the 3-Team tiebreaker sequence (3.2.2). If a criterion breaks a portion of the tied teams, with advancement taking priority over elimination, then the tiebreaker shall move to the tiebreaker that coincides with the number of teams that remain tied.

4.4. If Kicks From The Mark are needed for more than two teams:

4.4.1. Three teams: 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.

4.4.2. Four 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

5. **Team Eligibility:** The Illinois Cup tournament tournaments shall be open to any Team whose players are registered with a US Soccer affiliated platform.
6. **Player Eligibility:** 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.
 - 6.1. Any US Soccer registered players is eligible to be on an Illinois Cup Gold Division roster.
 - 6.2. Players must be rostered to a team that plays in one of the following league divisions 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 year's standings
 - St Louis Youth Soccer Association – IL (SLYSA-IL): Division 1 or lower
 - Young Sportsmen's Soccer League (YSSL): 3rd or lower
7. **Roster & Match Card:** Every Team in a Cup tournament shall have an official Cup Roster entered into GotSport and must provide a match card for every match or competition.
 - 7.1. Cup Roster
 - 7.1.1. Team Roster shall have a maximum of 22 registered youth players
 - 7.1.2. 22 players is the maximum number of players allowed to participate in a match.
 - 7.1.3. All players on a Cup Roster must be registered to the club in an IYSA member competitive league or a US Soccer affiliated platform.
 - 7.1.4. Teams must enter an initial roster of players into their Cup Roster in GotSport no later than the IYSA designated date. Failure to do so could result in removal from the event or a daily fine of \$50 per day beyond the deadline.

- 7.1.5. Team must enter all players into their official FINAL Cup Roster in GotSport no later than 48-hours prior to their first match
- 7.1.6. Cup rosters are frozen once a team plays their first match at each level of the competition
- 7.1.7. A player may be on the Cup roster of only one Illinois Cup per season (Spring and Fall)
 - A player may be on one Illinois Cup roster in the Fall and another Illinois Cup roster in the Spring
 - A player may be a State Cup or Presidents Cup roster and one Illinois Cup roster

8. **Match card:** Teams must print and provide a match card at check-in for all Cup matches

- 8.1. All inactive players must be crossed off the match card prior to check-in for a match

9. **Substitutions:** Substitutions will be as follows for all matches played in this competition. Substitutions can occur at any stoppage with the referee's approval. Re-entry is permitted at designated substitution points or at any time during play if the referee permits.:

- 9.1. Substitutions shall be unlimited and can be made with the consent of the referee during any stoppage of play, except Penalty Kicks.
- 9.2. 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.

10. **Uniforms:** All teams must wear uniforms that conform to acceptable U.S. Youth Soccer standards.

- 10.1. Each player on a team INCLUDING GOALKEEPER must wear shin guards
- 10.2. 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.
- 10.3. The players for each team 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.

- 10.4. Goalkeepers must wear colors that distinguish them from other players and game officials.
- 10.5. 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.
- 10.6. When teams' colors are similar as determined by the Referee
 - 10.6.1. For play-in and group play games, the Home Team must change in case of a uniform conflict. The top team listed is the Home Team.
 - 10.6.2. 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.
 - 10.6.3. IYSA can make either team change uniforms in order for the match to be played.
 - 10.6.4. All teams should have two sets of uniforms, light and dark, with them for all matches
 - 10.6.5. Teams that do not have uniforms to change when required to will be issued a \$100 fine
- 10.7. 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 casts, hard billed hat or street glasses. Medical alert bracelets or necklaces must be taped.

11. **Passes:** Each player and coach must be registered on an IYSA Member League or a US Soccer affiliated platform approved team roster, have a valid Member League Soccer Pass and present the Pass to the match officials prior to each game. Non-member players must print and show their GotSport issued Cup pass for each match.

12. **Player Check-In & Gamecard :** 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.

- 12.1. Inactive or suspended players must be crossed off the march card before check-in

12.2. 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.

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

14. **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.

15. **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.

16. **Field Of Play:** IFAB designates the preferred dimensions for the field of play and the goals.

16.1. Goals must be properly anchored and have nets.

16.2. The fields must be safe and properly marked with lines, corner flags or cones sufficient for the match officials to perform their essential duties.

16.3. The game referee shall determine the safety and acceptability of the field.

16.4. Teams found to have inadequate fields may have future home games revoked until fields improved to IYSA standards.

17. **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:

- \$50 per day fine
- Loss of home game(s)
- Removal from event in the current and future years

18. Forfeits:

- 18.1. 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.
- 18.2. 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.
- 18.3. Forfeited matches will be reported as 5-0 loss for scoring purposes
- 18.4. Teams that forfeit matches or fail to complete all games may be subject to additional sanctions including but not limited to
 - \$250 Fine
 - May not be considered / accepted into a Cup or other IYSA run or sanctioned competition the following year

19. Technical Area & Staff:

- 19.1. 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.
- 19.2. The Technical Area is the seating area only for the team's eligible players and Technical Staff.
- 19.3. Team may have up to three (3) Technical Staff in the Technical area
- 19.4. All coaches/staff in the Technical Area must have a valid IYSA Member League pass
- 19.5. Only the active players listed on the team's match card are to be dressed in uniform.
- 19.6. A player that is listed on the team's match card 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.
- 19.7. 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.
- 19.8. 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.

- 19.9. 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.
- 19.10. 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.

20. Coaching During The Match:

- 20.1. No coaching other than conveying of tactical instruction is permitted during the game.
- 20.2. 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.
- 20.3. 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.

21. After The Match / Reporting Results: Following the match, the referee will report the result to IYSA.

22. 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.

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

23. Game Officials

- 23.1. All Officials are assigned by the IYSA Cup assignor or designee.
- 23.2. Match officials are responsible for properly executing their duties as set forth in the IFAB Laws of the Game, including any applicable and allowable modifications as outlined by IYSA/USYS.
- 23.3. Where no IYSA assigned match officials appear, the coaches shall agree on a Referee and play the match as scheduled.

- 23.4. In the event the IYSA assigned Center Referee fails to appear, one of the assigned linesmen shall function as Center Referee.
- 23.5. 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.
- 23.6. 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.

24. Unfinished Matches

- 24.1. 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:
- Replayed in its entirety
 - Restarted where the match was stopped
 - Winner declared

25. 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.

- 25.1. **Player Send-Off :** 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.

25.1.1. 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.

25.1.2. If a player that owes a red card suspension plays or shows as active for a match, the result of the match will be a 5-0 forfeit loss for the offending teams.

25.1.3. 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.

25.1.4. 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.

25.1.5. 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.

25.2. **Coach / Team Official Send-Off** : 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.

25.2.1. 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.

25.2.2. 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.

25.2.3. Coaches and other team officials dismissed must leave the vicinity of the field before the game will be restarted.

25.2.4. 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.

25.2.5. If a team has only one coach on the sideline, and that coach is sent-off, that coach's team will forfeit the match 5-0

25.3. **Spectator / Supporter / Parent Send-Off** : 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.

25.3.1. 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.

25.3.2. Additional sanctions against a team / club may also be levied for spectator behavior.

25.3.3. Spectator send-offs or post-game incidents will count as red cards tabulated in tie-breakers for advancement to elimination round

25.4. 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.

25.5. Cup Red Card fines are strictly enforced. The club is responsible for unpaid fines incurred by its team coaches, players, officials and supporters.

25.6. 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. Matches where an opponent forfeits will count towards the suspension.

25.7. 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 or during the following season of play.

26. 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.

26.1. At IYSA hosted site, 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.

26.2. The All-Clear Signal is three (3) short blasts from the siren/air horn. The All-Clear Signal indicates that the coaches and players may return to the field of play.

26.3. 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 current event and subsequent soccer year.

27. 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.

27.1. Any player who 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.

27.2. It is the responsibility of the team coach to submit the clearance to the IYSA prior to the injured player's next Cup match.

28. 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...).

29. 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

29.1. 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:

29.1.1. \$500 Protest Fee paid in cash (\$250 of which is a non-refundable administrative fee).

29.1.2. Two written copies of the protest that includes the reason for the protest and the facts. Emailed communication is acceptable.

29.1.3. Protests must be received 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.

29.1.4. Protests relating to the field of play, 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.

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

29.1.6. Referee decisions are final as they pertain to the IFAB Laws of the Game

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

30. 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.

31. Weapons/Firearms: Weapons/firearms are not permitted at Illinois Youth Soccer events

32. Cameras & Tripods: All cameras and tripods must be properly secured according to the manufacturer's specifications for the field and weather conditions.

32.1. Clubs should purchase property and liability insurance coverage for their personal property and be able to supply a COI upon request from IYSA

32.2. 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.

32.3. All camera must be place on the spectator sidelines as least 5 feet behind the sideline to avoid and obstruction with the AR.

32.4. Any cameras not set-up in accordance with this rule will be required to be taken down or the match will be discontinued.

33. 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 IYSA Athletic Trainers are primary to any team trainers, who are deemed secondary.

34. 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 fines (up to \$500) and sanctions for the club.

35. 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).

36. 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.

37. 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

38. Distribution of Flyers/Materials Strictly Prohibited - Minimum \$1000 Fine: Distribution of flyers/materials at 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.

39. Noisemaker Policy: Artificial noisemakers are not allowed at fields for Cup games. Artificial noisemakers, such as, but not limited to, air horns, cow bells, drums, megaphones, etc., shall not be allowed. Referees and league officials have the authority to stop play or remove individuals who violate this policy. Repeat violations may result in forfeit for team and suspension of individuals from attending future matches.

40. 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.

41. 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, special circumstances and have the authority to modify any of the rules as deemed necessary to ensure the orderly progression of the event.

