



Friday, January 9, 2026,

Today's update will cover the following items.

- 1) Rule Reminders
- 2) Time Clocks/Buzzers
- 3) Location of Check-in
- 4) Scores and Standings

ISC 2026 Bubble Blowout Participants,

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## **RULES SUMMARY FOR THE ISC 2026 BUBBLE BLOWOUT**

I have attached the 2026 Bubble Blowout rules. Many of you have played in the event before, but I have summarized 3-4 main rules below to remind everyone to take note of these rules. The rules summarized below are not new to the event, they are just important to remind everyone prior to the event.

- 1) **Substitutions:** Substitutions may occur at any dead-ball situation, but players must enter and exit at the half-field mark only. Players must have the permission of the referee to enter the field of play. **In other words, this is NOT a "sub on the fly" tournament!**
  
- 2) **Game Duration:**  
Games are 25 minutes long with no half time. We will play with a

running clock without a half time. The games will start and end with the horn. The game will start whether your team is on the field or not. Games tied after regulation play shall end in a tie, except in playoffs (see below). No time-outs are permitted.

### **3) Goal Kicks for 9U-12U divisions:**

For the 9U-12U divisions, the defensive team must drop off to the half line on their opponent's goal kick. As soon as the ball is put in play, the defensive team can cross the half line to defend the ball.

### **4) Advancement Tiebreaker Criteria and Procedures for 13U and Older Division:**

If two or more teams are tied in group play standings, the following sequence will be followed until a team is eliminated. Once a team has been eliminated, the remaining teams will then resume the sequence at the next criteria.

#### **Criteria in order:**

- 1) Winner of head to head competition (this criteria is NOT used if more than two teams are tied)
- 2) Goal Differential (Goals scored-goals allowed), with a maximum differential of 6 goals per game.
- 3) Fewest goals allowed
- 4) Number of Shutouts
- 5) Coin Toss

**Please note that the maximum goal differential per game is 6 goals! Therefore, even if you win a game, 10-0, your goal differential for that game will only be recorded as +6.**

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### **HORN/BUZZER SYSTEM**

This is only applicable for the games on the Iowa Turf which is for Fields #1-#6.

**There is no horn on the Hawkeye Turf which is for Fields #7 and #8.**

- 1) When clock runs down after a round of games is completed, we will add 4 minutes on the clock and do a 4-minute count down. When the 4 minutes is up, we will manually buzz the horn 2 times so you know that you have 1 minute left before the next games will start.

- 2) When you hear a single horn buzz, the game will start. The game will start whether your team is on the field or not, so please make sure that your team is ready to go. The referees will do their best to remind your team when the 1-minute warning buzz goes off that your team needs to get on the field.

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## **LOCATION OF CHECK-IN DESK**

Our check-in desk for the team coaches or team managers will be located by Field #2 on the Iowa Turf.

We ask that parents, players and families leave this area open so we can check-in teams and distribute awards.

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## **Scores and Standings for ISC Bubble Blowout 2026:**

We do not post the scores at the event, but all scores can be found online at the link below.

The scores can be found [HERE](#).

You can also [sign up for notifications to be sent to your email](#).

Thanks for reading the information. We look forward to seeing you all this weekend!

Jon Cook

ISC Director