



# RULES AND REGULATIONS





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### *League Format*

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- Brackets for the fall season will be determined by a league placement meeting ran by the IYSA Technical Director.
- League teams will play one game against each opponent within their division. This will determine the league champion. If we have small brackets and available play dates then home and away against each opponent will determine the league champion.
- Final league standings will be used to assist placement for the following season.
- Depending on the bracket sizes there will be additional games added to make up the 7-8 game schedule. These games are called non-league games and will not count in the scores and standings and will have a different guest play policy.
- Teams wishing for more games than they are scheduled may organize friendlies amongst themselves.

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### *Player Eligibility*

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NO recreational players may participate in league games.

All players must be properly registered as competitive in accordance to current IYSA policy.

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### *Length of Games / Ball Size*

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<b>Age</b>	<b>Length of Game</b>	<b>Halftime</b>	<b>Ball Size</b>
U10	2 x 25	5	4
U11/U12	2 x 30	5	4
U13/U14	2 x 35	5	5
U15-U16	2 X 40	5	5
U17-U19	2 x 45	5	5

\*No overtime or tie-breaking kicks from the penalty mark during League matches.

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*Field Preparation*

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Home Teams are responsible for field readiness. Mowing, lining, goal setup. All goals must be securely anchored to the ground.

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*Game Start Time*

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Teams are expected to play games at the scheduled time and location. Referees must complete the player/coach credential check-in process (with cards and roster) prior to scheduled game time.

Failure to present valid member passes and official roster to the referee prior to scheduled game time will be subject to investigation by IYSA. Rosters can be either a State roster or GotSoccer game card. Player passes may also be electronic or hard copy

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*Cancellations Due to Weather*

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Should the league games become cancelled by IYSA, the City or a host club due to adverse conditions or safety reasons IYSA will issue a statement regarding the reschedule process.

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*Minimum Number of Players*

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U10, a team must have 5 players and one registered adult to start a match

U11 / U12, a team must have at least 6 players and one registered adult to start a match

U13 / U19, a team must have at least 7 players and one registered adult to start a match

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*Guest Players (club passes)*

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### **U10 Games**

- Maximum of 3 guest players
- Players may play up or down a bracket or sideways to another team from the same club in the bracket.

### **League Games**

- U11/U12 Maximum of 3
- U13 and older Maximum of 4
- Players ARE ALLOWED to play up 2 years from their designated birth year
- Players ARE ALLOWED to play up to a higher division than their rostered team
- Rec players ARE NOT ALLOWED to guest play on competitive teams in the league
- Players ARE NOT ALLOWED to play down an age from their rostered team
- Players ARE NOT ALLOWED to play down to a lower division from their rostered team
- Players ARE NOT ALLOWED to play for another team in the same division
- Players ARE NOT ALLOWED to guest with another club from within the league
- **If IYSA combines age groups into one division (e.g. U15/U16 Premier division) then players from the younger teams ARE ALLOWED to play up an age group within that division.**

### **Non-League or Friendly games**

Players can be from anywhere within your club, there are no restrictions other than abiding by the play-up rules.

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*Player/Coach Member Passes & Rosters*

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Each team must submit valid IYSA member passes AND an official IYSA game roster or GotSoccer game card to the referee prior to each game. Each team must also receive a copy of the opposing team's roster.

For a pass to be valid, it must have photo of the player/coach. Valid passes are also mandatory for coaches, assistant coaches and managers, limit 4 per team. Any team that plays an ineligible player will face possible fines and sanctions from IYSA. Any team without valid player/coach member passes and/or official game roster prior to the start of the game will be subject to investigation by IYSA

Guest Players (Club Passes) must be handwritten on the bottom of the roster or electronically listed on the GotSoccer game card and must comply with the club pass rules.

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*Team Sidelines*

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If space permits, coaches, spectators, and players not on the field of play must remain at least 6

feet behind the touchline and at least 18 yards from the corners of the field. Teams must be on one side of the field, spectators on the other side.

A “team” consists of only those GAME ROSTERED players, coaches and managers who have valid member passes. A maximum of 4 bench personnel with passes may be present on the team sideline.

Coaches, players and spectators are not allowed immediately behind the goal line for any reason.

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*Substitutions*

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Substitutions are permitted at any stoppage of play at the referee’s discretion

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*Heading / Punting at the U10/U11/U12 age group.*

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There is **no heading** at the U10/U11.U12 age group. Should a header occur the following rule will be applied

- When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

There is **no punting** at the U10 age group **but it is allowed at U11/U12.**

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*Referee Report*

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Managers / Coaches should verify with the referee at the game’s conclusion that their score matches his/her report. All officials must submit online game reports to IYSA within 48 hours after the match

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*Cautioned or Sent Off Participants*

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**YELLOW CARDS (CAUTIONS):** Referees will note all cautioned players/coaches in their game report, but will not retain the specific member passes.

**RED CARDS (SEND OFFS):** Referees **will not retain** the member passes of any sent off player/coach. However, the referee will be required to submit the ejection report to IYSA within 48hrs. **Referees may (but is not required) show yellow and red cards to coaches.** If a coach is sent off (ejected), the assistant coach or an adult with valid member pass belonging to

the team's club will be appointed. If no one is available, the game will be forfeited.

When a player is ejected, consideration must be given whether to remove the player from the playing field and bench area. If that player would be unsupervised he should be allowed to remain under the control of the coach, but he must remove his jersey and wear a color that distinguishes him (her) from the rest of the team.

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### *Game Suspensions*

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In all cases where there is an ejection, the club Technical Director or designated club representative will be notified by IYSA

Ejected players may remain on the bench. Should the player continue to be a problem the game may be suspended until the player is removed from the area **under adult supervision.**

#### **Player**

Ejections are an automatic 1 game suspension, unless the ejection is for the following offenses

- Violent contact = 2 game minimum and possible IYSA investigation
- Spitting at players / coaches / referees or spectators – 2 game minimum and possible IYSA investigation
- Referee assault = US Soccer 3 month suspension and possible additional sanctions.

Players who are serving suspensions may sit on the team bench during the game(s) from which they have been suspended. They must wear non-uniform apparel and must conduct themselves in an appropriate manner.

Misbehavior may result in removal from the team area at the request of the game and/or league officials and additional sanctions are possible.

#### **Coach**

- Coach ejection = 1 game minimum and possible IYSA investigation
- Refusal to give name to the official after ejection = 1 additional game.
- Refusal to leave the field when asked by an official
- Additional game suspension Using an illegal player= forfeit of the game and will be subject to investigation by IYSA

Coaches who are suspended cannot participate in any game activities related to the team from which they were suspended. Coaches are prohibited from participating in any pre-game activities. The use of cell phones for team contact is expressly prohibited unless it is for medical information or attention is required by a team member.

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### *Responsibilities of Coaches*

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- Each coach is responsible for the conduct of his/her team players, staff and spectators
- Coaching is permitted from the touchline for a temporary amount of time, but otherwise coaching is to be accomplished from the team technical area. All valid coaches/managers must be on the team's roster and present valid member passes to the referee prior to the game.
- Coaching is understood as giving directions to one's own team on points of strategy and position--no mechanical or electronic devices are permitted. The tone of voice must be informative. No coach is to make derogatory remarks or gestures to the referee, players or spectators or opposing coach and players.

The following are considered irresponsible behavior and can result in dismissal from the match:

- Throwing objects in protest
- Speaking insulting words or making offensive gestures
- Kicking chairs
- Making unwanted or unnecessary contact with opponent
- Persistently and flagrantly protesting decisions of an official
- Interfering with the performance of assistant referee or fourth official duties
- Entering the field of play without the permission of the referee
- Making threatening remarks

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### *Players Equipment*

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- All players on the field must be attired in matching uniforms (except the goalkeeper) to the satisfaction of the referee. The goalkeeper will be attired in an outfit that is different from the opposing keeper, and all other players on the field and the referee.
- Each team must have alternate color of jersey or training vest. In cases of color similarity, the designated home team (listed first) will change jerseys.
- **No equipment shall be worn that is dangerous to another player.** The game referee shall have final say over any equipment that he/she may deem safe or dangerous.
- Shin guards, covered by socks, are mandatory in all IYSA sanctioned games. Players not wearing shin guards will not be allowed to play.
- **No jewelry is permitted.** Taping of jewelry is not permitted. Medical alert and religious bracelets/necklaces must be allowed by officials but are required to be taped to the body.



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*Scoring Method and Tie-Breakers*

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A Maximum of a 6 goal difference will be officially recorded in any one game

**Team Points for Game Results:**

- 3 Points for a Win (\*includes forfeit)
- 1 Point for a Tie
- 0 Points for a loss

A team shall be awarded a forfeit win when its opponent does not play or is declared ineligible. The score of the game will be recorded as 1-0.

At the conclusion of the League season, if two or more teams are tied in point totals, the league championship will be determined according to the following tiebreaker rules:

- 1) Goal differential (Goals scored minus goals conceded)
- 2) Least goals conceded
- 3) Head to head

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*Safety*

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In the interest of everyone's safety, please observe the following: no one may play if they are bleeding or there is blood on their uniform. The player must leave the field and may be substituted at the coach's discretion. The player may return to the game after any bleeding is stopped, the wound is covered and the uniform cleaned appropriately of blood.

If a referee suspects a concussion has occurred, they may remove the player from the game field. All suspected concussions will be reported to IYSA by the referees.

Consumption of alcoholic beverages and any use of tobacco products are strictly prohibited at all League game sites.

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*Lightning*

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In the event of lightning prior to or during the game, the game will be stopped immediately and will be delayed for 30 minutes. Should more lightning occur within that 30-minute delay then the game will be abandoned. In the event that the game is abandoned after the second half has begun then the score will stand. If the game is abandoned prior to, or during the first half, every effort will be made to reschedule the game, which will need to be replayed in its entirety.

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*Sanctions*

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All referee reports and violations of the ISL rules are subject to investigation by IYSA and / or the Judicial and Ethics Committee. Sanctions may include, but are not limited to, suspensions, fines or termination of league membership. The amount of each fine will depend on the circumstances and severity of the infraction(s) and in all cases, will be



determined by IYSA

All forfeits will be subject to investigation by IYSA, Additional club and/or team sanctions may also be imposed for failure to comply with IYSA rules, bylaws, policies or procedures relating to a competition. Failure to pay fines within 30 days of receipt of the official notice may result in a club being removed from "league good standing" and could affect the club's eligibility to participate further in the league.

Forfeits will result in a 1-0 win being awarded to the opposing team.

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*Protest and Appeals*

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All protests will be investigated by IYSA. Referee judgment decisions during the game are final and may not be appealed.

To be valid and eligible for consideration, each protest must be:

- Must be made by the designated club's league representative
- Any complaint must cite the law of soccer, league or IYSA policy rule violated
- Must be received no later than 72 hrs. after the game has taken place