



## Iowa Soccer League Rules and Policies

### PART V

#### PLAYER & MATCH RULES

##### 501: Registration

**Section 1:** All Competitive League players and teams shall be registered with the Club Registrar for the seasonal year. (August 1- July 31)

**Section 2:** By submitting an approved, signed registration form for processing by the Club Registrar, a player agrees and commits to the club for the seasonal year unless released by the club.

**Section 3:** A player may only participate for one member club in ISL

Players must satisfy all financial commitments to the club they are registered with before transferring or signing with another ISL member club.

##### 502: Players/Coach Passes

**Section 1:** All teams are required to present a valid ISA player/coach pass for each player, head coach, assistant coach, trainer and/or manager that will be on the member teams sideline. Passes must be complete with pictures and signatures and laminated on both sides. Players may only play for one club in the ISL

**Section 2:** The Referee Assignor will insure that all referees assigned to officiate any ISL games are aware of this rule.

##### 503: Teams

**Section 1:** The age brackets of teams within the ISL will be in the U11, U12, U13, U14, U15, U16, U17, U18 and U19 age groups. Age divisions may be combined or divided by the League Committee for the purpose of league play.

**Section 2:** It is the responsibility of each team to comply with rules and regulations outside the boundaries of the ISL rules and policies.

**Section 3:** Teams are limited to 14 on the sideline for U11/12 matches. 18 for U13 and above.

##### 504: Playing Divisions

**Section 1:** Teams may request to be placed in a division at the time of application. Decisions for placement will be the domain of the League Committee and may not be changed after the schedule is complete except by vote of the League Committee.

**Section 2:** The League Committee, after taking into consideration all requests for placement, will place teams into divisions they deem appropriate to the teams skill level.

##### 505: Matches

**Section 1:** All teams registered in the ISL shall be required to play all of their scheduled league matches. Teams may not cancel or reschedule matches. Teams not playing a scheduled league match are subject to a \$400 forfeit fine and possible suspension from the ISL. Failure to adhere to this policy will render the offending team responsible for all referee fees and match expenses for the game.

**Section 2:** In the event of weather, field closures, or an Act of God, the League Director will work with clubs and verify the dates, locations, and matches that will be cancelled.

**Section 3:** Only those matches cancelled due to an "Act of God" , field closures, or weather may be rescheduled at the League and Club Directors discretion as per the following procedure:

- Team coaches or coordinators must contact each other and agree upon a date and time
- The agreed-upon date and time must then be forwarded to the League Director and Referee Administrator
- The League Director will confirm if fields and referees are available for the agreed-upon time and if so, the rescheduled match will be entered into the ISL schedule
- In the event matches cannot be rescheduled, those matches will be posted as not played.

**Section 4:** The team listed first on the schedule will be designated the Home team and is responsible for changing jerseys should there be a color conflict.

**Section 5:** Match length

### **Match Duration**

U11/U12 - 30 minute halves

U13/U14 - 35 minute halves.

U15/U19 - 40 minutes halves.

Coaches may change the length of any match as long as both coaches agree and inform the referee prior to the start of a match. Teams play the match length of the oldest team scheduled to compete. Coaches will advise referees if they are playing two games in one day.

**Section 6:** The ISL is a statewide league and as such will play matches throughout the State.

- All ISL Member Teams must be prepared to travel for league matches.
- No Member Team may reschedule a match due to traveling conflicts.
- If a Member Team must reschedule a match in accordance with Sections 3 of this rule, the rescheduled match will be played in the city it was originally scheduled for.
- All attempts will be made by the League Committee to schedule two matches in one day for all teams that have to travel.

**Section 7:** The ISL may schedule matches on both Saturday and Sunday, Sunday being the primary day, based on field availability and the wishes of the Member Teams and ISL.

**Section 8:** Substitutions

U13 and Older Age Divisions

Unlimited player substitutions at any stoppage at the discretion of the referee, with a limit of three times per half. Injured players who have left the field for attention may re-enter at the discretion of the referee.

U11/U12 Age Divisions

Unlimited Substitutions shall be made with the consent of the referee at the following times: Both teams may substitute if players are at the center mark.

1. Prior to a throw-in in your favor
2. Prior to a goal kick by either team
3. After a goal by either team
4. A team may substitute for an injured player or players and the opponent may substitute a like number of players, when the referee stops play for an injury
5. At halftime.

## **506: Schedules**

**Section 1:** Schedule Format – Round robin/double round robin league schedule will be written so that each team plays every other team once or twice (depending on the number of teams in the division). If additional games are needed to fill schedule, scheduler will look at similar competitive opponents based on geographic location in another division. Games may be scheduled for a neutral site to minimize travel.

**Section 2:** The Director of Competition and/or the appointed league scheduler shall be responsible for establishing the calendar parameters for the ISL seasons

**Section 3:** League game count per division will be dependent upon the number of entries in each division and requests by teams for additional games.

- Number of Games -The scheduled minimum number of games shall be determined by the league based on the number of teams in a division.
- Standard number of games is a maximum of 9 for the division depending on number of teams.
- Team may request additional games above the standard game count up to a maximum of 12 games during registration. These games will be considered exhibition games as part of a friendly pool and may be outside of your division depending on opponents available. The league will make every effort to schedule additional games if opponents are available. The league will schedule a maximum of 12 games per team. For exhibition games, teams will be charged an additional \$15.00 nonrefundable administrative fee per game scheduled for the 2014/2015 seasonal year. Beginning with the 2015/2016 season year, the administrative fee will increase to \$30.00. Referee and field fees are still additional. Or as an option teams may use the self-scheduling module located on the league's webpage free of charge.
- Teams in MRL/APL may request exhibition games in ISL. Teams will be charged \$30.00 per game scheduled. This is non-refundable. Referee and field fees are still additional.

**Section 4:** Teams sharing coaches-The league will coordinate schedules for a head coach of two teams to the best of our ability. Beyond that, we cannot guarantee game coordination.

**Section 5:** Teams sharing players-the league will coordinate schedules for two teams that share players to the best of our ability. Beyond that, we cannot guarantee game coordination.

**Section 6:** Neutral sites may be used and may provide:

- Better options for referee scheduling
- Better league management and oversight

## **507: Blackout Dates**

**Section 1:** Blackout dates will be allowed and vary in their numbers dependent upon if the team is playing in state cup.

**Section 2:** The number of blackout dates will be clearly explained on the application form.

**Section 3:** Blackouts must be properly entered by each team during registration. Blackouts may be revised up until the blackout date deadline. At the start of the scheduling process, no further changes are allowed.

**Section 4:** For Fall 2014: teams in State Cup will receive a maximum of 6 blackout dates. State cup weekends will be automatically blacked out and will not count towards the total. Teams not entered in State Cup will receive a maximum of 8 blackout dates.

## **508: Match Locations**

**Section 1:** Each Member Club must provide one approved field for every three teams entered. The fields must be available for scheduling on the same day at the same time. The League Director will try to locate appropriate fields for clubs who do not meet this requirement. It will be the responsibility of the Team and or Club to contract and secure fields.

**Section 2:** All league matches will be played at the locations listed on the schedule that is posted on the web site.

**Section 3:** The League Director will locate and maintain a database of premier quality fields available for league matches.

## **509: Referees**

**Section 1:** The Referee Assignors will ensure that all referees assigned ISL games are certified as required by the IRC and USSF.

**Section 2:** It is the responsibility of the Referee Assignors to ensure that only referees of the highest caliber are assigned matches played in the ISL.

**Section 3:** It is the responsibility of each Member Teams Head Coach to advise the League Director of all referees deemed inappropriate to referee matches of the caliber of play in the ISL. The League Director will then meet with the Referee Assignor to investigate the report and confirm allegations and discuss the future use of the referee.

- Report any Head Coach found to be making an unsubstantiated complaint to the League Committee.

**Section 4:** The referees will officiate all matches in accordance with the FIFA Laws of the Game.

**Section 5:** The referees will be paid after the game report has been submitted to the ISA office. ISA will process referee payments, as per ISA accounting procedures, on the 15th and the last day of each month.

**Section 6:** The Referee Assignors will communicate with the League prior to the start of the seasonal year to determine the fees to be paid to referees.

**Section 7:** The League Director will assure that all teams pay an equal fee for referees within an age division.