



Iowa Soccer League 9U-10U Central RULES

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SECTION 1 Introduction

1.0 Name

The name of the League is the Iowa Soccer League 9U-10U Central, hereafter referred to as “ISL 9U-10U Central” or “League.”

1.1 Purpose

The purpose of the ISL 9U-10U Central is to create an appropriate developmental environment to help player enjoyment, resulting in increased player retention.

1.2 League’s Association with Iowa Soccer

The League is an Iowa Soccer property, open exclusively to the 9U-10U teams of Iowa Soccer member clubs that have Academy Central status with teams in the ISL Academy.

1.3 Goals

The League will:

- Be developmentally appropriate
- Provide meaningful competition
- Provide improved competition formats for players to enjoy and develop
- Provide coaching education standards and resources
- Take a common sense approach to matters so as to best support a fun and developmentally appropriate playing environment

1.4 Management and Operations

The League is managed and operated by Iowa Soccer staff with a designated League Director. The Iowa Soccer staff will collaborate with club technical leaders (Section 1.6) to assure maximum collaboration, teamwork and input from participating clubs.

1.5 Authority

Participating clubs will be responsible for teams entering the league and ultimately will be responsible for team (player, coach, parent/supporter) actions.

The League is under the authority of the Iowa Soccer Association and its Board of Directors. Direct authority for management and operations of the League rests solely with the Iowa Soccer staff.

Iowa Soccer reserves the right to make certain decisions regarding the League, as it deems necessary, for the good of the game, in order to improve the game and/or to protect the participants. Such decisions shall include but are not limited to: postponement or cancellation of games; rescheduling of games; changing of fields; changing of sites; fair play; unsporting behavior.

All teams submitting an entry to compete in the League thereby agree to abide by and accept the jurisdiction of the bylaws, policies, rules and regulations of the Iowa Soccer Association, the Iowa Soccer League, US Youth Soccer, US Soccer and FIFA. No official, coach, club, referee, player, team or their representatives may invoke the aid of the Courts without first exhausting all available remedies within the appropriate affiliated soccer organizations noted above.

1.6 Advisory Panel

The Iowa Soccer staff will utilize an Advisory Panel for collaboration. The panel is advisory in nature and may make recommendations, but is not a decision-making body. The panelists serve to bring their perspectives to the Iowa Soccer staff and League Director and serve as ambassadors and advocates of and for league participants.

1.6.1 Eligibility to serve

- Current club staff and/or volunteers associated with the club's Academy program and/or a club's technical leader(s)

1.7 Website

The league website will serve as the informational and promotional hub for participants and fans alike. It can be found on www.iowasoccer.org.

1.8 Rules changes

Rules may be updated/revised at any time. Please make it a point to review the rules prior to the opening weekend of competition for your team, and regularly. A plea of ignorance to all rules and regulations governing this competition is not sufficient grounds for not following them, or to serve as the basis for a protest.



SECTION 2 Entry and eligibility criteria

2.0 Eligibility

Entry is accepted on a team basis and teams and players must be currently registered with Iowa Soccer in 9U-10U age groups.

2.0.1 Each team and participant must be a current member of and in good standing with Iowa Soccer.

2.1 Registration procedure

During the registration period a designated club official will be in charge of utilizing the online team entry tool to enter all teams from the club.

2.2 Age Groups Offered

The Iowa Soccer League 9U-10U Central offers single age group divisions for 9U and 10U in both girls and co-ed. Should there not be enough teams to form a single age group division, age divisions will be combined.

2.3 Roster sizes, minimum number needed to play

- 9U and 10U (playing 7v7), maximum of 12 on the roster
- Minimum of 6 players needed to begin the match

2.4 Team Formation

9U-10U teams are classified as Level 3 teams and therefore must be in compliance with Level 3 team formation rules; teams may not be formed on the basis of talent evaluation and must be formed randomly. Refer to the Iowa Soccer Association Member Rules Section 1.

2.5 Multiple rostering

9U players may be registered to two Iowa Soccer sanctioned teams at any given time during the seasonal year; this is considered multiple rostering. One team must be designated as the primary team and the other team will be designated as the secondary team.

- Each team is limited to three secondary rostered players.

2.6 Entry Fee, Collection of

The team entry fee is \$25 per team, per season. Team entry fee is not due at the time of entry; Iowa Soccer will invoice clubs for their total team entries in a playing season.

SECTION 3 League Standards and Expectations

3.0 Programming Guided by Iowa Soccer’s Player Pathway



3.0.1 Focus, by Age Group

- 9U-10U: Participation Pathway, Learning to Train
The primary focus for this stage of development is to have fun while learning to train. From a soccer perspective, the focus should be on technical development and basic understanding of tactical principles in the 7v7 game format.

3.1 Alliance 4 All: Practice better sportsmanship

Iowa Soccer is an Alliance 4 All-Endorsed State Association and will conduct its programming in accordance with this status. The Iowa Soccer League 9U-10U Central will have as a minimum standard participation by league participants in the Alliance 4 All sportsmanship program.

It is the position of Iowa Soccer that the pursuits of competing and of practicing good sportsmanship are not mutually exclusive. Club officials and their technical leaders are expected to take the lead in



directing their coaches, parents, spectators, players and referees to “practice better sportsmanship” as part of participation in an Iowa Soccer League competition.

3.2 Education: Coaches, Parents

Iowa Soccer is committed to creating a better environment by building its foundation on education. Coach and parent education are critical components of player development and enjoyment of the game and contribute to player retention. Through education, coaches and parents are better equipped to support players, while also creating more enjoyable experiences for themselves.

SECTION 4 Scheduling

4.0 Seasons

The Iowa Soccer League 9U-10U Central will offer a fall and a spring playing season for 9U and 10U.

4.1 Number of games

The number of league games is seven, played over an eight-week period.

4.2 Play dates

League games will be scheduled primarily on Saturdays, with some Sunday matches as field constraints or number of teams in a group dictate.

4.2.1 Saturday game times will be 9:00am, 10:30am, 12:00pm, 1:30pm, 3:00pm and 4:30pm

4.2.2 Sunday game times will be 1:00pm, 2:30pm and 4:00pm

4.3 Group Formation

The League Director will form groups within each age division with the starting point of placing teams from the same club in different divisions.

4.4 Responsibility for scheduling

Iowa Soccer will be responsible for creating the League's playing schedule

4.5 Rescheduling allowance and notification of

Team coaches have the autonomy and flexibility to reschedule matches as needed. The flexibility and structure of the League is intended to help minimize the necessity to reschedule, however coaches have this available should it be necessary.

4.5.1 In order to maintain the integrity of and confidence in the public, online schedule, when a reschedule has been confirmed by coaches from each team, the HOME TEAM coach must submit the update to the League Director via an online form. Information should be submitted as soon as the change is confirmed and no later than NOON on the Friday before the game.

Information needed to submit game change:

- Original game information - age group, home and away club and team names, date, time, location and field designation
- Rescheduled game information -- date, time, location and field designation



SECTION 5 Specifications & Requirements: rosters, games, fields/equipment, offside

5.0 Comprehensive Chart of Standards and Requirements



Iowa Soccer League 9U-10U Central Standards



	9 and under	10 and under
Field: Length Range	55-65	55-65
Field: Width Range	35-45	35-45
Number of Players	7v7	7v7
Maximum Roster Size	12	12
GK	Yes	Yes
Playing Time (Minutes)	2x25	2x25
Break Time (Minutes)	10	10
Ball Size	4	4
Goal Size (Feet)	6.5x18.5	6.5x18.5
Offside	Yes	Yes

5.1 Field inventory submission requirements, timeline

Club officials will be asked to complete a field inventory form as provided by the League Director. The deadline for field inventory collection will coincide with the deadline date for team entry confirmation.

5.2 Team benches and spectator sideline

Players and team officials will be positioned on one sideline that is opposite the spectator sideline. It is not permissible for spectators to be positioned behind the team benches.





SECTION 6 Referees

6.0 System for assigning

Each club will be responsible for assigning, managing and paying for Referees for any game played at their home complex involving a team from their club. Assignments must be made by a US Soccer-certified assignor.

- It is best practice for the referees to be older than the age group to which they are assigned.

6.1 Certified referees required

Number of referees assigned to a match, by age group/form of the game

- 9U, 10U (playing 9v9) -- one referee (may use club assistant referees if desired)

6.2 Pay scale

There currently is no league-wide pay scale for referees. Clubs will determine its referee fees.

6.3 Method of payment

Each club may determine how and when it pays for Referees who have officiated games played at the club's home complex.

6.4 No-shows

The expectation of referees is that they honor their game assignment. If a referee(s) does not show at the game, the home club must submit this incident to the League Director via online form so the League can track and take action to support where necessary.

The game may still be played under the supervision of coaches.

6.5 Notification to referees if game is cancelled or rescheduled

If a game is cancelled or rescheduled, it is the responsibility of the home club's coach to notify his/her club's referee coordinator immediately.

6.6 Participant obligation to referees

Participants in a match - coaches/team officials, players and parents/spectators - should read and be familiar with the rules governing the League. Following from that, the expectations of being a participant in an Iowa Soccer competition are high and begin with treating the match and the referees with respect, and to the Alliance 4 All initiative to "practice better sportsmanship" at all times. While there are many "gamesmanship" actions that are accepted as part of the soccer culture, all participants must keep at the forefront the understanding that this is a youth sport and that the adults in particular should be modeling respectful treatment of referees.

6.7 Referee obligation to participants

Referees should know which rules are to be applied to an ISL 9U-10U Central match. We recognize most referees officiate games outside of this League, many of which are governed by different

rules. No matter, the first obligation referees have to ISL 9U-10U Central participants is to ensure he/she has prepared for the match by reviewing these rules. As one of four participants in a match, and in accordance with Alliance 4 All, referees are expected to set the tone of the game by “practicing better sportsmanship”. Manage the match in a calm, confident manner, model good sportsmanship and from there set the expectations for the players, coaches and parents/spectators.

6.8 A Referee’s reporting requirements

Send-offs, Forfeit, Abandoned game

- In the event of any of the above, the Referee must submit a report to the League Director by 10pm on the Sunday of the weekend of the game. Email to Jenny Wood, jwood@iowasoccer.org.



SECTION 7 Required Game Credentials

7.0 Team roster, player and coach passes, guest player credentials (if applies)

Prior to each match the Referee will conduct the pre-game check in with the players and coaches. Coaches must present to the Referee a team roster, a player pass (a.k.a. player card) for each player, a “hard pass” for each coach and, if applicable, an Iowa Soccer-approved guest player approval credential and that player’s player pass from his/her regular season team (Section 8).

7.0.1 Team roster

The Referee will use the Iowa Soccer-approved roster to compare the player cards and coach passes during the pregame check-in. A coach has three roster options to present to the Referee

- A printed version of the Iowa Soccer-approved roster. These are easily obtainable, generally as a .pdf, from his/her club registrar.
 1. It is recommended that the team coach provide printed rosters to each assistant coach and team managers and instruct them to also bring to every match if needed for back-up.
 2. It is also recommended that the team coach and assistants/managers keep the .pdf version on a mobile device.
- An electronic version of the Iowa Soccer-approved roster. The coach may utilize a hand-held device such as a smartphone, tablet or laptop, or if a team or club official onsite has access to the club’s LeagueOne login credentials, may pull up the roster and show to the Referee.
- If neither of the above are accessible, the coach may handwrite the roster and submit to the Referee prior to kickoff. The Referee must submit the roster to the League Director by 10pm on the Sunday of the weekend of the game. It is suggested that if the Referee has a smartphone, he/she take a picture of the roster and email to the League Director while still onsite (jwood@iowasoccer.org). Information on the hand-written roster needs to include:
 - a. Age group, club name, team name
 - b. First, last name of each player
 - c. Reference to the game: game date, time, field and the two teams involved

7.0.2 Iowa Soccer-issued player passes must be presented for each player prior to the match. In the event the coach cannot provide the player passes at pregame check-in or by the scheduled kick-off time, the Referee should adhere to the following

- Instruct the coach that if he/she can produce the player passes by the end of the match, and if the coach is confident the player passes for each player at the game will show the player is of the correct age group and club and on that team (with guest player exception), the game will kick off as scheduled and will be played

- If the player passes are not produced by the end of the game, the game will be recorded as a forfeit
- If the coach can produce most, but not all, player passes, the game will be recorded as a forfeit. All passes for the players present at the game must be produced.
- The Referee must report the forfeit to the League Director by 10pm on the Sunday of the weekend of the game. The Referee report should include the reason given by the coach that he/she indicated passes would be produced by the end of the game, but were not.
- If the coach indicates during the pregame check-in that the player passes cannot be produced, the Referee will have the game proceed as scheduled, but inform the coach it will be recorded as a forfeit.
 - The Referee must report the forfeit to the League Director by 10pm on the Sunday of the weekend of the game. The Referee report should include the reason given by the coach that the player passes could not be produced.

7.0.3 Coach hard passes

Each coach must present his/her “hard pass” (plastic) to the Referee during pregame check-in. After it is presented, the coach should wear the pass on the Iowa Soccer-branded lanyard during the game so that it is visible or can be pulled out from under outerwear and quickly displayed upon request. This is a risk-management issue and compliance is expected.

- If the coach indicates during pregame check-in that he/she cannot produce his/her coach pass, the Referee should adhere to the following
 - Instruct the coach that if he/she can produce the coach pass by the end of the game, the game will kick off as scheduled and will be played.
 - If the pass is not produced by the end of the game, the game will be recorded as a forfeit.
- If the game is played and the coach does not produce the pass, the Referee must report the name of the coach to the League Director by 10pm on the Sunday of the weekend of the game, kkinney@iowasoccer.org. The Director will follow-up with the coach and club registrar to verify the coach’s status and eligibility to be on the sideline with the team.
- If it is found a coach knowingly told a Referee that he/she has a coach pass but in actuality does not, the coach will be subject to immediate and severe penalty.
 - This is a risk-management issue and Iowa Soccer has zero tolerance for abuse of this requirement.



SECTION 8 Guest Player Allowance

8.0 The Guest Player Allowance

What it IS

- This allowance is a tool for coaches to use to ensure they have enough players and/or substitutes at a game so that the game doesn't have to be rescheduled, thus eliminating the work involved for coaches to reschedule.
- The tool is not a guaranteed answer to all scenarios, or to last-minute changes in player availability, but if planned for and used properly, the allowance should minimize the need to reschedule. In cases where the allowance can't be applied, coaches are still able to reschedule matches.
- Maximum number of guest players in a match is three.

What it is NOT

- If the team has enough players and substitutes to play a match, the guest player allowance is NOT to be used.
- This allowance is NOT a tool for coaches to use to "stack" a roster with "ringer" type players just because the allowance exists or just because there is room on the team to still be under/within the maximum roster size.
- The tool is NOT to be used to gain a competitive advantage.

8.1 Abuse of allowance

Abuse of the spirit or letter of this allowance will not be tolerated and will be dealt with harshly. Iowa Soccer will monitor guest player requests and impose strict penalties in the event a coach or club is found to have been abusing or finding ways around the allowance. Penalties for abuse will include, but are not restricted to

8.1.1 Team's/Team Coach's first offense

The team loses the allowance for the remainder of the season. If it happens in the last game of the season, the penalty will follow the team and/or coach and be applied in the next season.

8.1.2 Team's/Team Coach's second offense

The club loses this allowance for the remainder of the season. If it happens in the last game of the season, the penalty will be applied club-wide for the entirety of the next season.

8.2 Eligibility

8.2.1 Guest players must be currently registered with your club and Iowa Soccer.

8.2.2 Guest players must be 9U or 10U aged-players and registered only as Level 3. If a true 9U-10U player is “playing up” because of advanced development, that player is not eligible to be a guest player.

8.2.3 ISL Academy players are not eligible to be guest players.

8.3 Spirit of the Allowance

Do not abuse the spirit of the allowance in order to gain a competitive advantage in your game. Abuse of the allowance will result in strict penalties. The allowance’s intent is to help take the burden of rescheduling off volunteer coaches; having up to three additional player options to add to your team so that a match can be played as scheduled is the foundation of the allowance. In the spirit of fair play, the allowance is guided by replacing a “like player” with a “like player” and, only in the event you need guest players.

8.3.1 The allowance is not to be used to replace players on your team who can be at the game. You may use the allowance only after you have asked all players on your team if they are available to play in your next League match and you have determined you’ll be missing too many, and that the use of guest players will therefore allow the game to be played as scheduled.

8.3.2 The allowance is not to be used so a coach can intentionally “stack” a team by seeking out and adding “ringers” as guest players (i.e. strong and/or above average ability for the team’s age group).

8.4 Maximum roster size applies

When requesting guest players, coaches must adhere to the maximum roster size, as per Section 2.3.

8.5 Guest Player Form timeline requirement

By Noon of the Friday prior to the weekend of the game, coaches must submit their requests via the online Guest Player Form. If a guest player request has not been submitted, or submitted by the Noon deadline, the player is not eligible to guest play that weekend. The coach’s submission of the online Guest Player Form will be emailed in real time to the League Director and immediately forwarded to your club’s registrar.

8.6 Last minute situations

Should “last minute” situations arise after the Noon Friday deadline, coaches are not allowed to solicit guest players “on the fly”. Meeting the established deadline and eligibility requirements is the only way coaches may use the guest player allowance.

If losing a player(s) at the last minute results in your team not having enough to players to play, then the coach must contact the opposing coach immediately to explain the situation and attempt to reschedule the game.



8.7 Information needed to submit a guest player form, via Iowa Soccer's online form:

- Coach name, contact information
- Iowa Soccer Team ID number
- Additional team, game and opponent information (age group, time/date/location of match, opponent's club)
- Regular-season roster size
- Reasons for using Guest Player Allowance
- Name and birth year of the guest players who are currently registered with your club and Iowa Soccer, and who are eligible for the age group
- Names of the players from your regular-season roster who are not able to be at the game

8.8 Compliance and Approval

Iowa Soccer monitors the use of the guest player allowance and the scores of teams who use it. Any data points that indicate repeated use by a team and/or a lopsided score by a team using a guest player will automatically trigger further investigation.

Iowa Soccer has the final authority over the eligibility of guest players.

8.9 Guest player game credentials

Once the guest player form is submitted, the coach will receive an automatic email response indicating approval, which is a required game credential to show to Referees during pregame. The guest player must also present his/her player pass. In the absence of either credential detailed below, the guest player may not play in that match.

8.9.1 The automatic email response serves as the Guest Player Game Approval credential the coach must present to the Referee crew prior to the match; print this response and bring it to the game.

In the event the coach does not have the paper copy, he/she may present the email approval on a mobile device.

8.9.2 Guest players must bring to the match their current player pass for his/her regular-season team. It must be presented to the Referee crew prior to the match.

8.9 Guest player game credentials

Once the guest player form is submitted, the coach will receive an automatic email response indicating approval. Guest player must also present their player pass. In the absence of either credential detailed below, the guest player may not play in that match.

8.9.1 The automatic response serves as the Approved Guest Player Game Credential the coach must present to the Referee crew prior to the match; print this response and bring it to the game.

In the event the coach does not have the paper copy, he/she may present the email approval on a mobile device.

8.9.2 Guest players must bring to the match their current player pass for his/her regular-season team. It must be presented to the Referee crew prior to the match.



SECTION 9 Playing Rules

9.0 FIFA Laws of the Game except as noted herein

9.1 Game length

- 9U-10U (Two 25-minute halves)

9.2 Overtime

Overtime is not played if the game is tied at the end of regulation time, and the result of the game is recorded as a tie.

9.3 Free kick distances

All opponents must be eight yards from the ball for indirect and direct free kicks.

9.4 Goalkeeper distribution (modified 9/2/2016)

Goalkeepers are not allowed to punt or drop-kick, and training should be focused upon throwing and using their feet with the ball on the ground to transition play to the attack.

9.4.1 If a goalkeeper punts or drop-kicks the ball, an indirect free kick will be awarded to the opposing team from the spot of the offense. If the punt or drop-kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

9.4.2 Referees must be flexible when enforcing the 6-second rule and counting the time of possession should only begin when all opponents have moved behind the build-out line.

9.4.3 Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build-out line. However, the goalkeeper is allowed to put the ball into play sooner, but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.

9.5 Build-out line: Goalkeeper possession (hands) and goal kicks (modified 9/2/2016)

As per US Soccer: "the build-out line promotes playing the ball out of the back in a less pressured setting."

The ISL 9U-10U Central requires that the opponent "drops off" to the build-out line when the goalkeeper has the ball in his or her hands, and on all goal kicks. The defending team may not release from the half line until the ball has been played. Referees will be instructed to strictly enforce this rule. This rule is designed encourage the development of building play out of the back.

- For Fall 2016, the build-out line will be the half line!
- For goalkeeper distribution as it relates to the build-out line, see 9.4.3

9.6 Offside (added for clarification 9/2/2016)

As per US Soccer mandates, 9U-10U will now play with the offside law. The build-out line is the offside line.

9.7 Small-sided forms of the game

9U and 10U age groups will play 7v7 (6 field players plus a goalkeeper) on a modified-sized field with modified goals. Refer to Section 5.0 for dimensions.

9.8 Forfeits

9.8.1 Failure to show

A minimum number of players constitutes a team (Section 2.3); a team with the minimum number of players present must start the game at the scheduled time. If the minimum number of players are not available, a 15-minute grace period will be extended beyond the scheduled kick-off time. If at the end of the 15-minute grace period the team does not have the minimum number of players, the Referee will suspend the game and report it as a forfeit to the League Director. For the purposes of score reporting, the match will be recorded as a 1-0 (forfeit).

9.8.2 Ineligible player, coach or team official

If it is determined that an ineligible player or coach participates in an ISL 9U-10U Central match, the match will be forfeited. Any team, coach and/or team official found guilty of knowingly using an ineligible player or having an ineligible coach on the sideline will be subject to strict disciplinary action that could include additional sanctions for the club.

9.9 Completed game

Any game that has started the second half of play is considered a completed game, so if suspended for any reason it will stand as such and not be rescheduled. If the game is suspended prior to the start of the second half, it will be rescheduled and restarted from the beginning.

9.10 Substitutions

Substitutions may occur for either team at any stoppage of play, at the direction of the referee. There are no restrictions on the number of substitutions, in keeping with the league rule that players must get 50% playing time in a game (Section 9.10).

9.11 Playing time requirement

All players must receive 50% playing time in a game. If a coach is managing a disciplinary situation with a player, the player may receive less than 50% playing time. Prior to the game the coach must inform the parents, the referee and the opposing coach of this disciplinary status. If the incident occurs during the game, the coach must inform the referee and opposing coach of the decision.



9.12 Game ball

Each team should have a properly inflated, size 4 game ball provided to the Referee prior to the start of the match. The Referee will decide which ball to put into play.

9.13 Game Credentials

During pregame of the match, the Referee will conduct the team check-in at which time the credentials (Section 7) must be presented: team roster, player passes, including for any guest player, the Iowa Soccer-approved Guest Player Credential if applicable and the “hard pass” for each coach.

9.14 Team Uniforms and Player Equipment

Each player of a team is required to wear “like” uniforms within a team (jerseys and socks especially).

9.14.1 Uniforms

Each jersey should have a visible number that is different from the number of every other player on the team. Goalkeepers must wear colors that distinguish them from any other players and game officials; numbers for GK jerseys are optional. There is no requirement for home (wearing light color) and away (wearing dark color). As long as the colors between the teams are easy to distinguish, that is the requirement, particularly sock color (which aids the Referee in making calls). The Referee will be the final authority on uniform colors. Should a change of jerseys be directed, the home team must change into an alternate jersey color.

9.14.2 Equipment

Wearing age- and size-appropriate shinguards will be enforced by referees, and goalkeepers are encouraged, but not required, to wear gloves to help ensure their safety. Casts are allowed if properly padded, keeping in mind the safety not only of the player wearing the cast, but of the other players. Referees will be the final authority of properly-sized guards and properly-padded casts. If a Referee points out non-compliance, the player will be given the opportunity to comply before any final decision is made regarding his/her ineligibility to play in the game.

9.15 Heading Restrictions and Limitations

As per the Iowa Soccer Concussion Management Policy, heading is not allowed in 9U or 10U games or at practices.

9.15.1 Penalty for intentional heading – referees have/should be instructed to handle in the following manner (added for clarification 9/2/2016)

- Outside goal area = indirect free kick, from spot of offense
- Within goal area = indirect free kick, on goal area line parallel to the goal line at point nearest spot of offense
- If not deliberate, play should continue
- Two exceptions when “advantage” should be played
 - Deliberate, but errant header results in an own goal. Referee allows goal.

- Deliberate, but errant header goes directly to attacker who “easily” shoots and scores. Referee allows goal.

9.16 Concussions, possible head injuries and returning to play

Refer to the Iowa Soccer Concussion Management Program for requirements on returning to play

9.17 Cautions, send-offs

Coaches/team officials who are sent off must immediately leave the field and the match. He/she may not remain at the match, must leave it in a timely manner, and must be out of sight and out of sound of the match. He/she may receive additional suspension or sanctioning if he/she does not comply or is found to have returned within sight and/or sound of the match.

9.17.1 Referees will refrain from issuing yellow or red cards to players. Referees are directed to stop play and have the coach substitute for the player, so he/she can deal with the situation by guiding the player on the proper skills or behavior.

9.17.2 Coaches/team officials are expected to comply with the standards set by Alliance 4 All: Practice Better Sportsmanship. The 9U and 10U age groups are commonly-used training grounds for youth and newer Referees and therefore it is not acceptable for a coach/team official or spectator to negatively and/or consistently engage with the Referee about a disagreement with how the game is being called. Coach/team official send-offs will result in a suspension for the next game with that team and may include additional penalties. The League Director will investigate coach/team official send-offs and determine if additional penalties are warranted. A Referee’s decision regarding a send-off is final and may not be protested.

9.17.3 As per FIFA Laws of the Game, when a coach/team official is sent off from the match, the referee does not display a red card. Therefore if the coach is instructed by the Referee to leave the match, it is considered that the coach has been sent off.

9.17.3 Teams and coaches will take one side of the field and parents/spectators will be on the opposite side of the field. Any other individuals who may be reasonably construed as being associated with a team -- such as relatives and spectators -- will also be subject to the jurisdiction and authority of the Iowa Soccer League 9U-10U Central rules, associated Iowa Soccer rules and policies, and to the authority of League officials and game referees. Any coach or team official will be responsible for the actions of any individual(s) at any match that in the opinion of League officials or game referees is a supporter of that team.

9.17.3.1 Coaches or team officials who are sent off for the action(s) of any such individual(s) at a match are subject to the same penalties as detailed in these rules.

9.17.4 A send-off in a match carries with it the ineligibility for the coach/team official to participate in the next immediately-following League match with that team



9.17.4.1 The one game suspension follows the team within League play, therefore if the coach/team official coaches with a different team in the League, the suspension is not in effect for that other team, nor does it follow if the next scheduled match for the team with which the send off was issued is outside the League schedule (a tournament, for example).

9.17.4.2 If the send-off occurs in the last game of the League season, the suspension will follow the coach/team official to the immediately following season's first League match.

9.17.5 At the discretion of the League Director, the suspension may be increased and a player or coach/team official may receive a more than one game suspension.

9.17.4 The Referee must submit a report, including the name of the coach or team official that was sent off, to the League Director by 10pm on the Sunday following the game.

9.18 Referee Authority

From the time the Referee enters the playing field or its vicinity and until such time as the Referee leave the playing field or the next game begins, the Referee will have the authority to caution or send off any coach/team official or spectator. This authority extends to before, during and after game play, and the entire vicinity of the game field, including the entire location of the field, the entire park, facility or complex, and parking lots. The Referee is further given the authority to order off the field or its entire vicinity and parking areas any coach/team official or spectator who, in the Referee's judgment, is acting in a manner that is detrimental to the game.

SECTION 10 Scores and standings

10.0 Reporting

- Team Manager or Coach of first team listed will report score after completion of match through the TourneyMachine schedule.
 - Open up the schedule
 - Locate your division
 - Locate your match
 - Click on the “green” icon to post score
- Scores will be collected and posted publicly, but standings will not be kept or posted. Scores will be used as data points, if necessary, in helping to form “like playing level” groups for the spring season, and to help monitor the guest player allowance.

10.1 League points, standings

The ISL 9U-10U Central does not keep or post standings, as the cornerstones of the League are having fun and developing players while creating a positive playing environment. Scores are used as data points in helping to manage the league.



SECTION 11 Conduct and Discipline

11.0 Sportsmanship expectations

Iowa Soccer is an Alliance 4 All-Endorsed State Association and will conduct its programs in accordance with this standard. Expectations of players, coaches, referees and parents/supporters are high and reflected throughout these rules as “practicing better sportsmanship”. Developing the culture of good sportsmanship is a vital part of the League.

11.1 Send-offs

Refer to Section 9.16

11.2 Disciplinary Committee

Any player or coach/team official found to violate any League, Iowa Soccer Association, US Youth Soccer, or US Soccer Bylaws, Rules or Policies, or the FIFA Laws of the Game, may be subject to a hearing in front of a disciplinary committee.

If necessary the League Director will convene a disciplinary committee, which will be comprised of the following members:

- The League Director will serve as the mediator (will not vote)
- Three members designated by the League Director from among participating clubs; designees may not have any affiliation with those brought before the panel.

11.3 Disciplinary Committee procedures

- The committee may call any witness to document the case
- The alleged violator may call any witness to document the case
- After hearing all evidence presented, the disciplinary committee will make a determination of the discipline to be handed out.
- Unless the violated rules have a specific punishment the disciplinary committee will determine the punishment, which may be any of the following:
 - Verbal/Written Warning
 - Suspension
 - Removal from the league

SECTION 12 Protests and Appeals

12.0 Investigation

It is the responsibility of the League Director to investigate a properly-lodged protest within the timetable as laid out herein. Failure of the parties involved to cooperate with such investigation will result in disciplinary action up to and including suspension.

12.1 Decision

All questions relating to the qualifications of competitors, to interpretation of the rules, or any dispute or protest concerning an Iowa Soccer League 9U-10U Central game will be referred to the League Director. Decisions will be made by the League Director and will be binding on all parties.

12.1.1 A plea of ignorance to all rules and regulations governing this League is not sufficient grounds for a protest.

12.1.2 A referee's judgment will not be a basis for protests and a referee's decision will be final. This includes, but is not limited to, cautions or send-offs for players, coaches/team officials or parents/spectators.

12.1.3 Misapplication of the Laws of the Game (LOTG) may be a valid basis for a protest. Misapplication of the LOTG is different from a referee's judgment call.

12.1.4 To be valid and eligible for consideration

- A protest relating to grounds, goal posts or bars, or other appurtenances of the game will be entertained only if a written objection has been lodged with the Referee and with the opposing coach prior to the start of the game by a coach/team official listed on the team's Iowa Soccer-approved roster from the involved game.
- In any other instances, a protest must be verbally lodged by a coach/team official listed on the team's Iowa Soccer-approved roster from the involved game with the Referee and with the opposing coach at the game site before entering the field of play, or before leaving the game site at the conclusion of the match.

12.2 Filing a protest

- The League Director must be notified, in writing (jwood@iowasoccer.org) or verbally, of the intent to lodge a protest by 10 pm on the date of the match.
- Protest may be filed only by a coach/team official listed on the team's Iowa Soccer-approved roster
- The protest must be filed with the League Director within 24 hours after the completion of the game being protested and include:
 - A fee in the amount of \$250.00
 - A written protest which must clearly articulate the disputed matter and include the grounds on which the protest is lodged



- A written copy of any information to be presented by witnesses.
- After having received a properly lodged protest, the League Director will notify the team/party against which such protest is made, who will have the right to defend its case. A copy of the written protest will be provided to the other involved team/party.
- A lawyer will not represent a team/party at a hearing unless he or she is a bona fide member of one of the teams/parties concerned.