



District 3 League (D3L, formerly ISL Southern)

“Rules & Procedures”

Section 1: Introduction and Format

1.1 Name

The district 3 League (D3L) is the name of the southern division league administered by IYSA for boys and girls ages 10U through 19U.

1.2 Format

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.

1.2.1 Final league standings will be used to assist placement for the following season.

1.2.2 Depending on the bracket sizes there will be additional games added to make up the 6-8 game schedule. These games are called friendly games and will not count in the scores and standings and will have a different guest play policy outlined in section 5.4.

1.2.3 Teams wishing for more games than they are scheduled may organize friendlies amongst themselves **and then notify IYSA of agreed upon day/time and location.**

Section 2: Governance

2.1 Authority

The D3L is authorized by Idaho Youth Soccer Board of Director's to operate as an official league of IYSA. All policies, rules, and guidelines will be approved by Idaho Youth Soccer, Federation Internationale de Football Association (FIFA), US Soccer, and US Youth Soccer policies and rules.

2.2 Appeals and Discipline Committee

Members of the Appeals and Discipline Committee shall include the following:

IYSA Technical Director
IYSA Executive Director
ISRC Committee Member
IYSA District 3 Representative



Section 3: Team Application and Admission

3.1 Registration

Any team registered with Idaho Youth Soccer and in good standing may apply for entry into the D3L.

3.2 Registration Deadlines

All applications for participation in the D3L must be received by the deadline established by Idaho Youth Soccer for each playing season.

3.3 Fees

All team fees are due by the posted deadline for each season.

3.4 Team Eligibility

Any team registered with Idaho Youth Soccer and in good standing may apply for entry into the D3L.

3.4.1 Returning Team Placement Eligibility will be contingent on retaining player continuity from their prior seasonal year club. At all times during the current seasonal year, an D3L League team must have on its D3L League roster, to be eligible to play during the current seasonal year, no less than 11 US Youth Soccer players that were on a roster of any US Youth Soccer registered team within such team's club during the prior seasonal year. If a Returning Team does not retain player continuity, the team shall be considered a "New Team" and will not retain the team's previous position in the D3L League.

3.4.2 New Team Eligibility will be determined by the team's affiliated US Youth Soccer State Association. Any team sanctioned from participation in the D3 League will be subject to New Team Eligibility standards by their State Association.

Section 4: D3L Structure

4.1 Division – Minimum of 4 teams. Maximum of 8 teams.

The D3L will offer competition divisions for the following age groups:
9U(7v7) 10U(7v7), 11U(9v9), 12U (9v9), 13U, 14U, 15U, 16U, 17U, 18U/19U)

Any division may be combined if the league scheduler and bracketing placement suggestions made by participating club representative deem it best for development and remains the lowest age-appropriate format (7v7, 9v9, 11v11)



4.2 Scheduling

- 4.2.1 The event “play dates” for each season are established by IYSA. Games scheduled outside of the event play dates must be scheduled outside of IYSA facilities and with permission of the host club.
- 4.2.2 The league games are scheduled through GotSport.
- 4.2.3 Schedules will be written to follow US Soccer PDI (one game per day). In the event a team has elected to play two (2) games in one day, every effort shall be made to provide for a minimum of three (3) hours between game kickoffs.
- 4.2.4 Games can be rescheduled to alternate time and “play date” if both teams are from the same district, agree to the change, and is within the guidelines of the reschedule procedure.

4.3 Schedule Changes

- 4.3.1 Once the final schedule has been posted, league games may only be changed or cancelled at no cost for the following reasons:
 - a. Inclement weather (State decision/communication)
 - c. Unplayable or dangerous field conditions
 - d. Conditions outlined in section 4.5.4 are met.
- 4.3.2 The hosting site must contact the IYSA D3L Administrator and IYSA Executive Director immediately if the fields are closed due to weather.
- 4.3.3 Any schedule changes outside of noted above, will result in a rescheduling fee in accordance with the D3L fee schedule. 10 days’ notice or greater is required to avoid fees.
- 4.3.4 When the game is being requested to reschedule, the coach or manager of the hosting team must email the D3L League scheduler, copying the opposing team coach or manager and include the following:
 - a. The teams involved
 - b. Age Group, gender, and Game Number
 - c. Date, time, location of the original game
 - d. Date, time, location of the agreed upon reschedule.

Section 5 Team Rosters and Player Eligibility

5.1 Rosters and Eligibility

- 5.1.1 D3L teams must establish and submit their State Association approved Team Roster and State Association approved Club Pass Player Roster per Idaho Youth Soccer and US Youth Soccer rules prior to the first D3L game for each season.



- 5.1.2 All players must be current US Youth Soccer members and have member passes that have been approved by IYSA. During a D3L season, a player may be listed on one Team Roster. Players listed on a Team Roster may also be listed on a Club Pass Roster(s) on team(s) within the same US Youth Soccer affiliated club as approved by the team's State Association.
- 5.1.3 NO recreational players may participate in league games.
- 5.1.4 Players from other clubs may not be used in league or friendly games.

5.2 Identification

One of the following methods are permissible at check in for D3L games in this order:

1. Game Day Roster with photo (entire team must be included) – maybe checked at the request of the referee.
2. Official Player Pass – must have photo affixed and be laminated – may be checked at the request of the referee.
3. Electronic Device

5.3 Maximum Roster Size and Pool Players

The maximum number of players on a 11v11 Team Roster for game day shall be 18 although the maximum pool of eligible players is 22. The maximum number of players on a 9v9 Team Roster for game day shall be 18 although the maximum pool of eligible players is 22. The maximum number of players on a 7v7 Team Roster for game day shall be 18 although the maximum pool of eligible players is 22.



5.4 Club Pass Players (Guest Players)

- 5.4.1 For 7v7 and 9v9 play the maximum number of guest (club pass) players allowed is 3.
- 5.4.2 For 11v11 play the maximum number of guest (club pass) players allowed is 4.
- 5.4.3 Players may play up or down a bracket or sideways on another team from their rostered club in the same bracket at the 7v7 level ONLY.
- 5.4.4 For 9v9 and 11v11 players are not allowed to play down and age group from their rostered team.
- 5.4.5 For 9v9 and 11v11 players are not allowed to play down to a lower division from their rostered team.
- 5.4.6 For 9v9 and 11v11 players are not allowed to play for another team in the same division as their rostered team.
- 5.4.7 For 7v7 players are allowed to play up a maximum of 1 year from their designated birth year.
- 5.4.8 For 9v9 and 11v11 players are allowed to play up a maximum of 2 years from their designated birth year.
- 5.4.9 Players are not allowed to guest play for any club outside of their registered club.
- 5.4.10 During the D3L season, a player may be listed on up to two (2) D3L team match day team lineups per day from the same club. A player may not play on more than one team in the same gender, age group, and division and is subject to the same standards as club pass players.
- 5.4.11 For games designated "friendlies" players must abide by the play up rules. Guest player maximums and division limitations does not apply.

5.5 Playing Up

Any player wishing to play up more than 2 age groups must do the following:

- 5.5.1 Apply for an exception via form at IYSA website at least 4 weeks prior to the first D3L game.
- 5.5.2 Meet one of the following exceptions to be considered:
 - Player is currently in the USYNT National team pool/team cycle.
 - Player is a designated prospect in MLS/NWSL academy
 - Player is grade appropriate for the age group wanting to play in.
 - Player is in High School ages of 16U-19U

5.6 Transfers/Releases

Please refer to the IYSA General Membership Rules regarding the transfer/release of players located under the Bylaws and Rules section of www.idahoyouthsoccer.org.



5.7 Playing of Ineligible Player

A team that plays an ineligible player shall be subject to disciplinary action that could include, but not be limited to:

- (a) forfeiture of the match; and
- (b) suspension of the team's coach from the D3L League.

Additional disciplinary action could include:

- (a) expulsion of the team from the D3L League and/or
- (b) any further action(s) as determined by the IYSA.

5.8 Additional Player Information

The D3L League at its discretion may require participating teams to provide additional information on players for use in promoting the D3L league and/or its teams and players. Teams are required to submit information as requested within the timeline provided in the request.

Section 6 League Standings

6.1 Scoring Method

State League Standings will follow the following point system:

- Three Points (3) – Win
- One Point (1) – Tie
- Zero Points (0) – Loss

6.2 Tiebreakers

The following tie-breaking criteria will be used to determine the final standings of each division in order:

1. Winner of Head-to-Head Competition
2. Most wins
3. Team with greatest net goal difference (NGD), which is computed as goal for minus goals against with a maximum of 4 NGD per game
4. Fewest goals allowed
5. Most goals scored

6.3 Forfeits

- 6.3.1 A team that forfeits shall have their score recorded as a 0-4 loss and no points, thereby awarding the other team played a 4-0 win and 3 points.
- 6.3.2 The team that forfeits shall be invoiced \$250.00
- 6.3.3 A team that forfeits 3 games will not be eligible for D3L play the following season.



Section 7: Rules of Play

7.1 Laws of the Game

The rules of play shall be current “Laws of the Game”, as published by F.I.F.A. All contests sanctioned by the D3L shall abide by the “Laws of the Game.” Authorized modifications to the Laws of the Game, as permitted by F.I.F.A. are noted below.

7.1.1 Heading

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.

7.1.2 Punting

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

7.1.3 Extra Time

No overtime or tie-breaking kicks from the mark during league matches

7.1.4 Concussion

Please refer to the IYSA concussion policy for protocols.

7.2 Substitution

We are allowing unlimited substitution for all Divisions and age groups.

Substitutions may be made with the consent of the referee at any stoppage of play.

7.3 Game Day

Age	Length of Game	Halftime	Ball Size
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 40	5	5



7.4 Field Size

- 7.4.1 7v7 US Soccer Standards
- 7.4.2 9v9 US Soccer Standards
- 7.4.3 11v11 US Soccer Standards

7.5 Abandonment of Game

- 7.5.1 Any game that is abandoned because of inclement weather or darkness, after the completion of the first half, will be considered a completed game. If the first half has not been completed, the teams will have the option to replay the game in its entirety.
- 7.5.2 If a game is terminated for any other reason, IYSA will decide the disposition of the match score.

7.6 Delayed Game Start

- 7.6.1 Any team delaying the start of a scheduled game by more than fifteen (15) minutes, without the sanction of the proper authority, shall forfeit the game to the opponent by a score of 4-0.
- 7.6.2 In the event both teams do not show up for a scheduled game and the referee rules the ground playable, then both teams will be assessed with a No Score. The teams will pay for the referee fees for the game. IYSA will evaluate if the game is considered a forfeit and fine a \$250 forfeit fee.
- 7.6.3 Failure to present valid credentials for check in process with the referee will be addressed with the following procedure:
 - 1st offense – written warning notification to team and club
 - 2nd offense – forfeit of game and fines for referee and forfeit costs.
 - 3rd offense – forfeit of game and fines for referee and forfeit costs, and suspension from league for the remainder of the current season and the following season.



7.7 Host/Host Team Responsibilities

The host team is defined as the team whose home club is the site being used for the games if outside of Simplot Sports Complex. The host team is defined as the team who appears first on the schedule.

- 7.7.1 The home team will wear a light-colored jersey. The visiting team will wear dark colored jerseys. The team in the incorrect color will have to change.
- 7.7.2 The host team is responsible for the condition of the field and field markings if the home field is not at Simplot.
- 7.7.3 Both teams must ensure that all their designated goal is properly secured, nets in good condition, and corner flags are properly placed. If field setup is provided by the host club, then the previously mentioned is the responsibility of the host club.
- 7.7.4 Host clubs with field locations outside of Simplot Sports complex must notify IYSA and opponent(s) if net and flags are not provided by the host.

7.8 Reporting of Scores

The Home team is responsible for posting the score of the game immediately following the game by following procedures set by IYSA, outlined on the website.

7.9 Coaching from the Technical Area

- 7.9.1 Coaching from the technical area (giving direction to one's own team on points of strategy and position) by a coach or assistant coach is allowed in accordance with FIFA Laws of the Game. No mechanical devices are permitted, and tone of voice shall be informative and not harangue.
- 7.9.2 The number of team officials (Head Coach, Assistant Coach, DOC, Team Manager) in the technical area shall be limited to four (4).
- 7.9.3 If a team official is not present at game time, a forfeit will be declared after the 15-minute grace period.

7.10 Players Equipment

- 7.10.1 Every field player shall have a unique and identifiable number added to his/her jersey. That number must match the roster credentials provided at check in.
- 7.10.2 All player's equipment, including, but not limited to braces, casts, or splints covered by padding, uniforms, footwear, shin guards, head gear, is subject to Referee's approval per USSF guidelines.



Section 8 Discipline

8.1 Send offs

- 8.1.1 Players who are red carded by the referee shall receive an automatic one (1) game suspension.
- 8.1.2 Coaches or team officials who are sent off (ejected) by the referee shall receive an automatic 2 game suspension
- 8.1.3 The one game penalty as listed in 8.1.1 and 8.1.2 may be increased at the determination of the Appeals and Discipline Committee based on the offense.
- 8.1.4 Send-offs received in the D3L must be served with the same team of the red card and in league games or seasonal State-Run tournaments if no league game is available.
- 8.1.5 A game cannot be added to a schedule to wipe out the red card. It is the responsibility of the team official to notify the club and the state administrator of the sendoff player to serve his/her suspension.

8.2 Accumulative Cautions and Send offs

- 8.2.1 Any coach, player, or team official receiving a 5 -9 yellow cards in a season, will receive a three (3) game suspension to start the following season. Any coach or team official will also receive a fine of \$300 to the club.
- 8.2.2 Any coach, player, or team official receiving 10 yellow cards in a season, will receive a two-season suspension to be served the next two consecutive seasons. Any coach or team official will also receive a fine of \$500 to the club.
- 8.2.4 Any coach, player, or team official receiving a second red card in a season, will receive a three (3) game suspension. Any coach or team official will also receive a fine of \$300 to the club.
- 8.2.5 Any coach, player, or team official receiving a third red card in a season, will receive a two-season suspension to serve the next two consecutive seasons. Any coach or team official will also receive a fine of \$500 to the club.
- 8.2.6 The accumulative game penalty and fine may be increased at the determination of the Appeals and Discipline Committee. Accumulation is based on across all rosters listed on during the seasonal year.

8.3 Protests and Appeals

- 8.3.1 All matters involving protests and appeals within the D3L shall be in accordance with the IYSA Appeals and Discipline Policy.
- 8.3.2 Notice of intent to protest activity that occurred during a match must be filed in writing to the IYSA Executive Director within 48 hours after the completion of the match.
- 8.3.3 All Protests or appeals filed must be accompanied by a certified check in the amount of \$250.00 made out to IYSA. This fee is refundable if appeal is found to be valid and enforceable.



8.4 Use of the Court System

US Youth Soccer Bylaw 704, Section 1 states that, “No member of US Youth Soccer, official, league, club, team, player, coach, administrator, or referee may invoke the aid of the courts of the United States or of a state without first exhausting all available remedies within the appropriate soccer organizations, and as provided within US Youth Soccer.”

Section 9 Referee Game Responsibilities

9.1 Verification

- 9.1.1 The referee will verify the identity of the player/coach/staff via passes and Team Roster.
- 9.1.2 Prior to the start of the game, the referee shall make sure that each player’s equipment is in accordance with the Laws of the Game.
- 9.1.3 Prior to the start of the game, the referee shall make sure that all goal nets and corner flags are properly installed, and field has proper markings. Goals must be securely anchored.

9.2 Referee’s Authority

The referee’s judgment regarding the physical condition of the field and its acceptance for play, to the actual happenings and occurrences related to the conduct of the game, and those prerogatives granted to him/her by the Laws of the Game as published by FIFA, will not be challenged.

9.3 Ejections

Referee shall verify and record all send-offs on the game day roster and the Referee report. Reports must be submitted to IYSA within 48 hours of the completion of the game.

Section 10 Sportsmanship

10.1.1 Code of Conduct

Coaches, players, parents/guardians, shall be familiar with and conduct themselves in an appropriate manner outlined in the United States Youth Soccer (USYS) and IYSA Code of Conduct.



10.1.2 Spectator Ejection

Any spectator being ejected from the game shall be subject to investigation under the ZERO Tolerance Referee Addendum located on the IYSA league webpage. The team sideline in which the fan was ejected is responsible for reporting this individual(s) name and contact information (phone and email) to the D3L League administrator for follow up on ejection.

1. Send-offs received in the D3L must be served with the same team of the red card and in League games.

Section 11 Matters Not Provided For

IYSA reserves the authority to make decisions and resolve conflicts in all matters not specifically provided by in this copy of the D3L Rules.