

Idaho Youth Soccer State League

“Rules & Procedures”

Section 1: Introduction

1.1 Name

The Idaho Youth Soccer State League (ISL) is the name of the NCS qualifying league administered by IYSA for boys and girls ages 12U through 19U.

1.2 Mission

The purpose of the league is to provide the most competitive environment for the highest-level teams in Idaho to qualify for regional play, guided by the PDI's.

Section 2: Governance

2.1 Authority

The ISL 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 the Technical Committee (TAC) and be consistent with Idaho Youth Soccer, Federation Internationale de Football Association (FIFA), US Soccer, and US Youth Soccer policies and rules.

2.2 Technical Advisory Committee (TAC)

Members of the Technical Advisory Committee shall include the following:

IYSA Technical Director
3 Members from District 3
1 Member from District 1
2 Members from District 2/4

2.3 Appeals and Discipline Committee

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

IYSA Technical Director
IYSA Executive Director
ISRC Committee Member
2 Members from the TAC

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 ISL.

3.2 Registration Deadlines

All applications for participation in the ISL 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 Bond

All teams playing in the ISL are required to submit a performance bond. This bond will be cashed and rolled over for the next seasonal year unless requested for a refund.

3.4.1 The Bond Amount is \$500.00

3.4.2 For any ISL sponsored competition(s) which requires the posting of a performance bond for team participation, a club may elect to post a single "Club" bond in the amount of \$5000.00 in lieu of individual performance bonds.

3.5 Team Eligibility

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

3.5.1 Returning Team Eligibility will be contingent on retaining player continuity from their prior seasonal year club. At all times during the current seasonal year, an ISL League team must have on its ISL 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 ISL League.

3.5.2 New Team Eligibility will be determined by the team's affiliated US Youth Soccer State Association in accordance with Individual ISL League Operating Procedures. Any team relegated out of their ISL League will be subject to New Team Eligibility standards by their State Association.

3.6 Transfer of Pre-Qualified Slot

Any movement of a team from one club to another during the course of the seasonal year, including but limited to the time period following acceptance into a ISL League, may result in the team being dropped from the league at the sole discretion of the ISL League TAC. In situations where players from a team transfer to another club in between seasonal years, the club from which the players transferred from shall have the right to retain the ISL League slot subject to the Returning Team Eligibility requirements. In unique situations where players from a team transfer to another club in between seasonal years, and the club from which the players transferred from cannot fulfill the Returning Team Eligibility requirements, the ISL League TAC, subject to oversight by the IYSA TD, shall review if the club to which the players transferred to shall have a right to the slot. In such cases, the Club Director must file with the ISL League TAC a written document outlining the reason for such movement to another club, and all circumstances surround the movement.

3.7 Contested Pre-Qualified Slot

In unique situations where a Pre-Qualified ISL League slot is contested by different clubs, due to the transfer of the majority of players from one team within a club to a team within another club, the ISL League TAC shall review the situation and determine which club, if any, retains the contested slot. The ISL League TAC oversight by the IYSA TD, may request additional supporting documentation in regard to the contested slot.

The process shall include the following:

- \$500 nonrefundable fee per team per club.
- Reasoning for exception to ISL League Returning Team Eligibility Requirement (3.5.1)

3.8 Club Mergers Affecting Pre-Qualified Slot

In situations where there is a mutual desire to merge or consolidate entire organizations/clubs, the ISL League TAC may review and determine whether such teams resulting in the merger or consolidations should be subject to the "Returning Team" or "New Team" eligibility requirements. In such situations, the ISL League TAC may request additional information regarding to this matter including but not limited to the rationale for the merger/consolidation, a guarantee on the number of returning ISL League level players for the coming season and any other matter that the ISL League TAC deems pertinent in the review of this matter.

Section 4: ISL Structure

4.1 1st Division – Minimum of 4 teams. Maximum of 8 teams.

The ISL will offer competition divisions for the following age groups:
12U (9v9), 13U, 14U, 15U, 16U, 17U, 18U (19U final weekend only)

4.2 Addition of Divisions

The addition of a 2nd division will be reviewed following the 2023 season, with an established pathway of qualification for the 1st division State Cup pathway and participation. This division and format will be determined by the IYSA TD and TAC prior to the league announcement and communication for the following season.

4.3 Format

4.3.1 Round Robin league schedule where each team plays everyone once. Games will be created by a computer-generated schedule using GotSport.

4.3.2 Boise will be the base of all League games unless the outlying area (District 1/3/4) has two teams in the same division and gender. Teams can be assigned as the home team during a travel date in order to balance Home/Away allocation.

4.3.3 12U and above – Spring ISL league will count toward establishing the State Cup semifinal Round.

4.3.4 The scheduled number of games per event "play dates" will be determined by the TAC based on the number of teams in a division.

4.4 Competition Season

Spring for Both genders, 12U – 18U.

4.5 Scheduling

- 4.5.1 The event “play dates” for each season are established by the IYSA Technical Director with guidance from the TAC.
- 4.5.2 The league games are scheduled through GotSport.
- 4.5.3 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.
- 4.5.4 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 10 days for administration and referee notification.

4.6 Schedule Changes

- 4.6.1 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
 - b. No officials are available
 - c. Unplayable or dangerous field conditions
 - d. Conditions outlined in section 4.5.4 are met.
- 4.6.2 The hosting site must contact the ISL Administrator and IYSA Technical Director immediately if the fields are closed due to weather.
- 4.6.3 Any schedule changes outside of noted above, will result in a rescheduling fee in accordance with the ISL fee schedule. 10 days’ notice or greater is required.
- 4.6.4 When the game is being requested to reschedule, the coach or manager of the hosting team must email the ISL 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 ISL teams must establish and submit its 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 ISL 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 ISL 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 A player that is rostered to a team outside of the ISL but within the same US Youth Soccer affiliated club as approved by IYSA, may also be listed on the Club Pass Roster(s) on team(s) within the same Idaho Youth Soccer affiliated club. In situations where a player may be listed as a Primary or Secondary player, such player may only be on a Team Roster or Club Pass Roster for a team within the player's Primary Club.

5.2 Identification

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

1. Game Day Roster with photo (entire team must be included) – may be 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 of Players

The maximum number of players on a Team Roster shall be 22 although the pool of players eligible to participate for an individual team is 30. Such pool of players may include club pass players, as well as any players that may have been added to the Team Roster once the team's division has commenced.

5.4 Club Pass Players

- 5.4.1 Club pass players must be reported to IYSA no later than 48hrs prior to game in order for players listed on the roster(s) to be eligible to play. An authorized official from the IYSA must authorize the validity of all rostered players in order for players to be eligible for Conference play.
- 5.4.2 A Primary or Club Pass Player may only appear on one (1) ISL roster in a gender age group during the ISL season.
- 5.4.3 The maximum number of club pass players per season is equal to 30 minus the number of primary rostered players (i.e., a team with 18 rostered players can Club Pass 12 players in a season).
- 5.4.4 In situations where a club has multiple teams participating in the same ISL League Division, at no time may such primary players appear on both ISL League Division rosters. Under no circumstances may a player be listed on multiple team rosters if such teams are from different clubs. During the ISL season, a player may play for only one (1) ISL team per day.
- 5.4.5 During the ISL season, a Goalkeeper may be listed on up to two (2) ISL team match day team lineups per day from the same club, with the written consent by the ISL TAC. A Goalkeeper may not play on more than one team in the same gender age group of a ISL Division and is subject to the same standards as club pass players.

5.5 Playing Up

No team shall play up an age group in the ISL.

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 ISL League.

Additional disciplinary action could include:

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

5.8 Additional Player Information

The ISL League at its discretion may require participating teams to provide additional information on players for use in promoting the ISL 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 for their \$500.00 bond.

6.3.3 A team that forfeits 2 games will not be eligible for State Cup semifinals.

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 ISL 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.

7.2 Substitution

We are allowing unlimited substitution for all Divisions and age groups during round robin play.

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

Extra/Stoppage time is allowed at the referee's discretion according to FIFA laws.

7.2.1 Final Four Weekend Substitution

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

For the 14 and under age groups, unlimited substitutions shall be allowed.

For all other age groups, a maximum of 7 substitutions for each team shall be allowed in each game during each half and during any overtime play. After leaving the game during a half of play, the substituted player may not re-enter the game during the same half of play. After leaving the game during overtime play, the substituted player may not re-enter the game.

If a player is suspected of suffering a head injury they may be substituted for evaluation without the substitution counting against the team's total number of allowed substitutions during each half or overtime period. If the player with the suspected head injury has received clearance from the events "Health Care Professional, the player may re-enter at any stoppage of play. The evaluated player must replace the original substitute and will not count as a substitution. The temporary substituted player may re-enter the game as a regular substitute. A team may only make a temporary substitution if they have a substitution available.

If a team is in the lead and subbing during the remaining 10 minutes of the game, the clock will be stopped to ensure delay of game tactics are not being utilized.

7.3 Game Day

13U & above rosters of 22 should ONLY have 18 eligible players and all players not playing should be clearly marked out.

12U Pool Rosters – maximum of 16 per game and all players not playing should be clearly marked out.

| AGE | HALF LENGTH | BALL | GAME FORMAT | ROSTER MINIMUM | ROSTER MAXIMUM |
|------------|--------------------|-------------|--------------------|-----------------------|-----------------------|
| 12U | 2*30 | SIZE 4 | 9v9 | 6 | 16 |
| 13U/14U | 2*35 | SIZE 5 | 11v11 | 7 | 18 |
| 15U/16U | 2*40 | SIZE 5 | 11v11 | 7 | 18 |
| 17U/18U | 2*45 | SIZE 5 | 11v11 | 7 | 18 |
| 19U | 2*45 | SIZE 5 | 11v11 | 7 | 18 |

7.4 Field Size

- 7.4.1 9v9 US Soccer Standards
- 7.4.2 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 game will be replayed in its entirety prior to the end of the current season.
- 7.5.2 If a game is terminated for any other reason, the TAC 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 the \$500 team bond.

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. 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 in Boise.

- 7.7.3 The host team must ensure that all goals are properly secured, nets in good condition, and corner flags are properly placed if the home field is not in Boise.

7.8 Reporting of Scores

The winning team is responsible for posting the score of the game immediately following the game by following procedures set by IYSA.

Both teams must sign the game card at the conclusion of the game.

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).
Please review the Coaching License Requirements for the ISL on www.idahoyouthsoccer.org.
- 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 attached to his/her jersey.
- 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.

7.11 Heading

- 7.11.1 Heading will be allowed at the 12U age group. If a player is playing up in the 12U age group, all effort should be made for that player to avoid heading and follow the directive outlined by FIFA and US Soccer regarding heading below 12U.
- 7.11.2 There will be no monitoring of this by officials, and no penalty's awarded in the event a player of under 12U age but playing in the 12U age group heads the ball.
- 7.11.3 Please refer to the IYSA Concussion Policy for further information.

Section 8 Discipline

8.1 Accumulative Cautions and Send offs (proposed)

- 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 one (1) game suspension and a fine of \$150 to the club.

- 8.1.3 The one game penalty and fine as listed in 8.1.1 and 8.1.2 may be increased at the determination of the Appeals and Discipline Committee.
- 8.1.4 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.
- 8.1.5 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.
- 8.1.6 Any coach, player, or team official receiving a 5-7 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.
- 8.1.7 Any coach, player, or team official receiving 8-10 yellow cards in a season, will receive a five (5) game suspension to start the following season. Any coach or team official will also receive a fine of \$500 to the club.
- 8.1.8 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 (season = Fall/Spring or Spring/Fall) Any coach or team official will also receive a fine of \$500 to the club.
- 8.1.9 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.
- 8.1.10 Send-offs received in the ISL must be served with the same team of the red card and in State League games, or the National Championship Series.
- 8.1.11 Red Cards received in any USYS Sanctioned tournament that cannot be served during the tournament must be served in the team's next scheduled game. 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.

8.3 Protests and Appeals

- 8.3.1 All matters involving protests and appeals within the ISL 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 72 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 State Cup/Final 4 Weekend

10.1 Seeding

- 10.1.1 Top 4 teams in a 5,6 or 8 team bracket will advance to the Semi-finals of State Cup. Winner of those semifinals will play for the final the following day.
- 10.1.2 If only 4 teams in a bracket, then top two will advance to State Cup Final. Semifinal will not be held.
- 10.1.3 U19 State Cup will be held during Directors Cup in traditional tournament format.

10.2 Final 4 Format

- 10.2.1 Refer to Section 7 Rules of play for all game guidelines, requirements and rules.
- 10.2.2 OVERTIME PERIODS (For Semifinal, and Championship Final Games Only) If a game is tied at the end of regulation play, two complete overtime periods will be played.

For 12U – 14U the length of each overtime period will be 10 minutes.
For 15U -19U the length of each overtime period will be 15 minutes.
If a game is still tied at the end of the prescribed overtime play, FIFA “Kicks from the Penalty Mark” rules will apply in order to determine the winner.

Section 11 Sportsmanship

11.1.1 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.

11.1.2 Spectator Ejection

Any spectator being ejected from the game shall serve a minimum of 2 game suspension. 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 ISL League administrator for follow up on ejection.

1. The two-game penalty as listed in 11.1.2 may be increased at the determination of the Appeals and Discipline Committee.
2. Send-offs received in the ISL must be served with the same team of the red card and in State League games, or the National Championship Series.

Section 12 Matters Not Provided For

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