



IYSA D3 League 2025-26

ELIGIBILITY, FORMAT AND PLAYING RULES

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1. D3L NAME & FORMAT

Section 1.1 Name

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

1.2 Format

League teams will play games against each opponent within their division. This Accumulation of points at the end of season will determine the league champion for their division.

- 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 7 game schedule. Crossover games may be utilized to accommodate a 7 game schedule.
- 1.2.3 Teams wishing for more games than they are scheduled may organize friendlies amongst themselves and then notify IYSA via the Friendly Application form on the D3L website, of agreed upon day/time and location. No other form of communication or organization of friendly will be accepted.

2. GOVERNANCE/ TEAM APPLICATION AND ADMISSION

2.1 Club Eligibility and Application

2.1.1 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.

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

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

2.1.4 Fees are due at the time of registration through GotSport and will be collected at the time of/ before acceptance.

2.2 Team Eligibility

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

2.2.2 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 50% 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 the minimum 50% player continuity, the team shall be considered a "New Team" and will not retain the team's previous position in the D3L League.

2.2.3 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.

3. LEAGUE STRUCTURE & SCHEDULING

3.1 League Structure

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

3.1.2 The D3L will offer competition divisions for the following age groups:

- 9U(7v7) 10U(7v7), 11U(9v9), 12U (9v9), 13U, 14U, 15U—both Fall and Spring Season
- 16U, 17U, 18U/19U-- Spring Season Only
- 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)

3.2 Scheduling

3.2.1 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.

3.2.2 League games are scheduled through GotSport.

3.2.3 Schedules will be written to follow US Soccer PDI. 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.

3.2.4 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 policy and done through the GotSport reschedule process as outlined on the IYSA website.

3.3 Schedule Changes

3.3.1 Once the final schedule has been posted, league games may only be changed or cancelled at no cost for the following reasons:

- Inclement weather (State decision/communication)
- Unplayable or dangerous field condition
-

3.3.2 The hosting site must contact the IYSA D3L Administrator and IYSA Staff immediately if the fields are closed due to weather.

3.3.3 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.

3.3.4 When the game is being requested to reschedule, the coach or manager of the requesting team must complete the reschedule process outlined [here](#)

3.5 Fees

3.5.1 IYSA will maintain and update each season (Fall/Spring) a D3L Fee sheet that will be accessible on our website at www.idahoyouthsoccer.org/d3-league/

3.5.2 Fees will be in two different categories

- Entry Fees
- Disciplinary Fees

3.5.3 Entry Fees - are fees IYSA will assess teams for the following

- Entry Fee – Fee assessed to participate in the league charged at time of acceptance to league
- Usage Fee - Fee assessed to use IYSA facilities (Simplot) as home field to be billed before the season
- Referee Fee - Fee assessed to Pay for referees to be billed throughout the season.

3.5.4 Disciplinary Fees – are fees assessed to clubs that have broken specified areas of these D3L rules. They can fall under the following.

- Rescheduling Fee – Fee assessed to teams that do not follow the rescheduling policy.
- Disciplinary Fines – Fines assessed to the club, team or individual for infractions against D3L and or IYSA policy. Monetary fines can be assessed by specific parts under the D3L rules, IYSA Policy, or deemed appropriate corrective action by the Appeals and Discipline Committee.

4. TEAM ROSTERS AND PLAYER ELIGIBILITY

4.1 Rosters and Eligibility

4.1.1 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.

4.1.2 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.

4.1.3 NO recreational players may participate in league games.

4.1.4 Players from other clubs may not be used in league or friendly games.

4.2 Identification

4.2.1 One of the following methods are permissible at check in with the referee(s) for D3L games in this order:

- GotSport photo match card (entire team must be included) – maybe checked at the request of the referee.
- Official Player Pass – must have photo affixed and be laminated – may be checked at the request of the referee.

4.2.2 NO electronic check in of teams will be permitted

4.2.3 All team officials (Head Coach, Assistant Coach, DOC, Team Manager) are required to be listed on the photo match card to be eligible to be in the technical area. This is to ensure they have met all requirements.

4.3 Roster Size and Pool Players

4.3.1 Roster Minimums -- These minimum standards are required to be added to the D3L schedule

- 7v7 – 7 Players
- 9v9 – 9 Players
- 11v11 – 11 Players

4.3.2 Game Day Roster and Pool Size—the following will serve as the maximum numbers on a D3 roster:

- Roster (pool) sizes for all ages shall be a maximum of 22 players
- Game Roster sizes for all ages shall be a maximum of 18 players

4.3.3 The number of team officials (Head Coach, Assistant Coach, DOC, Team Manager) in the technical area shall be limited to four (4) at all times.

4.4 Club Pass Players (Guest Players)

4.4.1 For 7v7 and 9v9 play the maximum number of guest (club pass) players allowed is 3.

4.4.2 For 11v11 play the maximum number of guest (club pass) players allowed is 4.

4.4.3 Players may play up a bracket on another team from their rostered club in the same bracket at the 7v7 level ONLY.

4.4.4 For 9v9 and 11v11 players are not allowed to play down an age group from their rostered team.

4.4.5 For 9v9 and 11v11 players are not allowed to play down to a lower division from their rostered team.

4.4.6 For 9v9 and 11v11 players are not allowed to play for another team in the same division as their rostered team.

4.4.7 For 7v7 players are allowed to play up a maximum of 1 year from their designated birth year.

4.4.8 For 9v9 and 11v11 players are allowed to play up a maximum of 2 years from their designated birth year.

4.4.7 Players are not allowed to guest play for any club outside of their registered club.

4.4.8 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.

4.4.9 For games designated “friendlies” players must abide by the play up rules. Guest player maximums and division limitations does not apply. players may not play down from their birth year.

5.5 Playing Up/ Down

4.5.1 In all divisions players will not be allowed to play down from their designated birth year

4.5.2 For 7v7 players are allowed to play up a maximum of 1 year from their designated birth year.

4.5.3 For 9v9 and 11v11 players are allowed to play up a maximum of 2 years from their designated birth year.

4.5.4 Any 7v7 birth year player wishing to play up more than 1 age group must do the following:

4.5.5 Any 9v9 birth year player wishing to play up more than 2 age groups must do the following:

4.5.6 Any 11v11 birth year player wishing to play up more than 2 age groups must do the following:

- Apply for an exception via form at IYSA website at least 4 weeks prior to the first D3L game.
<https://forms.office.com/r/jqcai1ZXHV>
- 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

4.6 Transfers/ Releases

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

4.7 Playing of Ineligible Player

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

- forfeiture of the match; and
- suspension of the team’s coach from the D3L League.

Additional disciplinary action could include:

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

5. PLAYING RULES

5.1 Laws of the Game, Field of Play

4.1.1 All games shall be played in accordance with FIFA/ IFAB Laws of the Game, except as modified by these rules.

4.1.2 Nets and Flags will be provided by the teams participating in the match

5.2 U19-U12 Law Modifications

5.2.1 **Intentional/ deliberate heading** is not permitted in U9, U10, and U11 age groups. Any header in these age groups will result in an indirect free kick from the spot of the infraction.

5.2.2 Punting is not permitted in the U9 or U10 age groups. Any punt in these age groups will result in an indirect free kick from the spot of the infraction.

5.2.3 Buildout Lines--

- 5.2.3a Buildout lines will be used in the **U9 and U10 age groups**. During a goal kick or when the keeper has the ball in their hands during play, the opposing team must move behind the build out line until the ball is put into play. The keeper can pass, throw, or roll the ball into play (punts and kicks are not allowed).
- 5.2.3b. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. The ball is in play once it is released from the goalkeeper's hands.
- 5.2.3c Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line, however, the goalkeeper can put the ball into play sooner, but (s)he does so accepting the positioning of the opponents and the consequences of how play resumes.
- 5.2.3d The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway spot and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

5.3 Alternate Jersey

5.3.1 The home team will wear a light-colored kit. The visiting team will wear dark colored kit. The team in the incorrect color will have to change. The referee has the authority to remedy the situation as he/she sees fit.

5.4 Players Equipment

5.4.1 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.

5.4.2 Matters of safety are left up to the discretion of the referee. Equipment which may be considered unsafe includes the following but not limited to: jewelry (including taped/ untaped earrings, nose rings, watches), head, arm, thigh or hip pads containing sole leather, fiber, metal or any unyielding material, hard casts of any material and knee braces made of hard unyielding material and may be made safe by applying an appropriate amount of padding. The dangerous use of any equipment previously approved by the referee during the game may be cause for removal of the player from the game until the equipment is made safe. Players can receive approvals for equipment from the State Youth Referee Administrator; however, the match official must approve the safety of the equipment.

5.4.3 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.

5.5 Duration, Ball, & Field Size

5.5.1 The length of games will be as listed below:

Age	Half Length	Ball Size	Game Format
U9-10	25	4	7v7
U11-12	30	4	9v9
U13-14	35	5	11v11
U15-16	40	5	11v11
U17-19	45	5	11v11

5.5.2 No extra time, overtime, or tie breaking kicks will be used to break ties. All games should end in a tie, if that is the result after full time.

5.6 Substitutions

5.6.1 Any unlimited number of substitutions will be permitted at any stoppage of play at the referee's discretion.

5.7 Field Size

5.7.1 7v7 US Soccer Standards

- Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.
- Length: minimum 55 yards maximum 70 yards
- Width: minimum 35 yards maximum 50 yards
- Field Markings: Distinctive lines not more than (5) inches wide. The center mark is indicated at the midpoint of the field. A circle with a radius of eight (8) yards is marked around it.
- The Goal Area: 6 yards out from the goal line x 6 yards wide of each goalpost.
- The Penalty Area: 12 yards out from the goal line x 12 yards wide from each goalpost. A penalty arc with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.
- Penalty Mark: 10 yards
- Corner Flags: Conform to FIFA Laws of the Game
- The Corner Arc: Conform to the FIFA Laws of the Game.
- Build Out Line: Equidistant between the top of the penalty area and the halfway spot.
- Goals (6x12): Goals must be placed on the center of each goal line **and securely anchored.**

5.7.2 9v9 US Soccer Standards

- Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.
- Length: minimum 70 yards maximum 90 yards
- Width: minimum 45 yards maximum 55 yards
- Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.
- The Goal Area: 6 yards out from the goal line x 6 yards wide of each goalpost.

- The Penalty Area: 14 yards out from the goal line x 14 yards wide of each goalpost. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.
- Corner Flags: Conform to the FIFA Laws of the Game.
- The Corner Arc: Conform to the FIFA Laws of the Game.
- Goals (6x18): Goals must be placed on the center of each goal line **and securely anchored.**

5.7.3 11v11 US Soccer Standards

- Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.
- Length: minimum 100 yards maximum 120 yards
- Width: minimum 55 yards maximum 80 yards
- Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of Ten (10) yards is marked around it.
- The Goal Area: Six (6) yards from each goal post and six (6) yards into the field of play, joined by a line drawn parallel with the goal line.
- The Penalty Area: Eighteen (18) yards from the goal post and eighteen (18) yards perpendicular to the goal line. Penalty mark: Twelve (12) yards parallel to the goal line centered between the goal posts.
- Corner Flags: Conform to the FIFA Laws of the Game.
- The Corner Arc: Conform to the FIFA Laws of the Game.
- Goals (8x24): Goals must be placed on the center of each goal line **and securely anchored.**

5.8 Inclement Weather/ Official Game Policy

5.8.1 The IYSA Environmental Policy will be applied in all games. Link to the policy can be found [here](#).

5.8.2 In the event that a game is abandoned due to inclement weather, the following procedures will be followed:

- *If the game had at least reached half time, then the score stands as is.*
- *If the game had not reached half but one team was 3 or more goals ahead then the score stands as is*
- *If the game had not reached half and there was less than a 3 goal difference then, the teams can elect to play again with a new referee crew or the score can be recorded as no contest.*

4.8.3 The D3 Administrator has full discretion over rescheduling due to weather or other unforeseen circumstances.

5.9 Delayed Game Start

5.9.1 Any team delaying the start of a scheduled game by more than fifteen (15) minutes, without the sanction of the D3L Administrator, shall forfeit the game to the opponent by a score of 4-0.

5.9.2 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. No Points will be awarded to either team. The teams will pay the referee fees for the game. IYSA will consider the game an automatic forfeit and fine a \$250 forfeit fee to both teams and Full referee fees.

5.9.3 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 instance of not providing roster or passes for a game - \$50.00 fine.
- 3rd instance of not providing roster or passes for a game - \$75.00
- 4th instance of not providing roster or passes for a game - \$100.00
- Not providing a roster after 5th instance, 100.00 each infraction.

5.9.4 If a team official is not present at game time, a forfeit will be declared after the 15- minute grace period.

5.10 Host Team & Responsibilities

5.10.1 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.

5.10.2 The host team is responsible for the condition of the field and field markings if the home field is not at Simplot.

5.10.3 Both teams must ensure that all their designated goals are 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.

5.10.4 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.

5.11 Coaching from the Technical Area

5.11.1 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 lengthy or aggressive in nature.

5.11.2 Any rostered coach that will provide tactical instruction during the match, must do so from the technical area. A rostered coach may not give tactical instruction from anywhere other than the technical area, including but not limited to the spectators sideline, behind either goal. Violation of 5.11.2 is a cautionable offense, for unsporting behavior.

6. LEAGUE STANDINGS

6.1 Scoring Method

6.1.1 IYSA D3 League standings will follow the following scoring system:

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

Note: For the purposes of league standings, goals for and goals against will be displayed as true values, while goal differential will be capped at 4 goals per game.

6.2 Reporting of Scores

6.2.1 Scores will be posted by the match referee. If a score has not been posted within 72 hours of the match (Tuesday at Noon all Saturday matches, teams may then send the score to be entered into GotSport.

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 + Full referee fees

6.3.3 A team that forfeits 3 games will not be eligible for D3L play the following season.

6.4 Tiebreakers

6.4.1 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

7. TEAM BREACHES OF RULES

7.1 Player Send Off

7.1.1 A player that has been sent off during a match must remain in the team bench area until the conclusion of the match. Players that remain with their credentialed team rep. in the technical area must remove their player's jersey. If a sent off player continues to be disruptive or a distraction to anyone in the bench area, the game can be:

- suspended to allow for removal
- terminated

7.1.2 Any ejected player who has been asked to leave the game by the referee will automatically be suspended for the next game.

7.1.3 All players are subject to the penalties listed in the US Soccer Referee Abuse Program:

<https://www.ussoccer.com/rap> These penalties may be applied by the League Appeals and Discipline Committee.

7.1.3 The League Administrator has the right to modify and change the player sendoff policy/rule at any time during league.

7.2 Team Officials Send Off

7.2.1 A **team official** that has been sent off during a match must leave the immediate sight and sound vicinity of the playing field. Non-compliance with immediate exit of sight and sound will be reviewed by the League Administrator who may increase the suspension and/or refer the matter to the IYSA JEC.

7.2.2 **Team officials** sent off the field for an infringement of the “laws of the game” shall be suspended for the next game and fined \$150. “Club” coaches or coaches listed on multiple rosters who are suspended will serve their suspension during the next scheduled game(s) involving the team they were coaching at the time of their suspension.

7.2.3 **All team officials** are subject to the penalties listed in the US Soccer Referee Abuse Program: <https://www.ussoccer.com/rap>. These penalties may be applied by the League Appeals and Discipline Committee.

7.2.4 When serving a suspension, **a team official** shall not attend nor be involved in any manner with the game being played. This includes any form of communication with the team immediately prior to or during the game. If the coach or team official should show up at the game site, and in any way attempt to participate in the game, his or her team will automatically forfeit the game.

7.3 Accumulated Misconduct

7.3.1 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.

7.3.2 Any coach 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.

7.3.3 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.

7.3.4 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.

7.3.5 Any coach or team official receiving 10 or more 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.

7.3.6 The accumulative game penalty and fine may be increased at the determination of the Appeals and Discipline Committee. Accumulation is based across all rosters listed during the seasonal year.

7.3.7 Send-offs received in the D3 must be served with the same team of the red card and in D3 games, or the National Championship Series.

7.3.8 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.

7.4 Referees Jurisdiction and Reporting

7.4.1 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.

7.4.2 The referee's jurisdiction, per the laws of the game is from arrival to departure at the game site

7.4.3 Referee shall verify and record all misconduct on the game day roster and the Referee report. Reports must be submitted to IYSA via GotSport and USSF Supplemental Page 2 emailed to rjones@idahoyouthsoccer.org within 48 hours of the completion of the game.

8. SPECTATOR CODE OF CONDUCT, DRONES, WEAPONS, & TERMINATED GAMES

8.1 All participants must adhere to the IYSA Code of Conduct, US Youth Soccer Code of Conduct, IYSA referee abuse policy, IYSA Zero Tolerance addendum, and Boise Parks and Rec Code of Conduct Policy.

8.2 Unsportsmanlike behavior, by participants or spectators, including dissent towards referees or opponents, will not be tolerated and will result in disciplinary action. Please refer to IYSA's Referee abuse policy and Zero Tolerance policy.

8.3 NOISE-MAKING DEVICES (I.E. DRUMS, HORNS, COWBELLS, TRUMPETS, ETC.) AND WEAPONS OF ANY KIND ARE PROHIBITED.

8.4 Drones of any kind are not allowed at Simplot Sports Complex without a proper permit. This permit must be on hand with the operator. Drones must also be flown outside the perimeter of the field at all times. Drones can also not be flown over the top of people.

8.5 If a referee terminates a game for reasons other than weather or field conditions, the Appeals and Discipline Committee will decide the results of the game.

9. IYSA/ BOISE PARKS & REC CONDUCT POLICY

12.1 Per the License agreement between IYSA and Boise Parks & Rec, all spectators must also abide by the following conduct policy. While it is impossible to list every type of conduct that is unacceptable, the following are examples of behavior that violate this policy:

- Harm or threat of harm to any City employee, member of the public, City government, or City property, *regardless of location.*
- Physical violence against persons or property.
- Sabotage of City property or processes.
- Theft or unauthorized removal or possession of the City's property or another person's property from City premises.
- Speech or conduct with the public that violates commonly accepted standards and that, under present circumstances, has no redeeming social value, including the use of profane, indecent, or abusive language.
- Speech or conduct deemed rude, disrespectful, aggressive, intimidating, harassing or otherwise inappropriate when conducting licensee's business.

- Making malicious, vindictive, false, and/or harmful statements about others or engaging in verbal abuse, altercations or outbursts.
- Any conduct that obstructs, disrupts, or interferes with City business, service, work environment or administrative functions, including City sponsored events.
- Untruthfulness related to use of the license which could hinder or jeopardize the City's interests.
- Use, possession, distribution, or sale of illegal drugs, paraphernalia, or controlled substances not prescribed to the user by a physician, on City property or at City sponsored events, including the use of alcohol, drugs, or controlled substances while working in accordance with the license.

10. PROTEST AND APPEALS PROCEDURE

10.1 The Appeals and Discipline Committee, explained in rule 11 of the rules, shall hear all protests and appeals arising from the competition and shall serve as a discipline committee and as a credentials committee, if necessary. All questions relating to the qualifications of competitors, interpretation of the rules, suspension, dispute, or protest shall be referred to the Committee. Decisions of the Committee can be appealed to the IYSA Judicial and Ethics Committee.

10.2 A plea of ignorance of the rules and regulations of this competition is not sufficient ground for appeal or protest. Any protest relating to the grounds, goal posts, bar or other appurtenances of the game shall be entertained only if a written objection has been lodged with the referee and the opposing coach prior to the start of the game.

10.3 Judgement decisions of the referees are not subject to protest.

10.4 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.

10.5 All Protests or appeals filed through the IYSA Complaint Form 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.

10.6 The Protest Administrator shall compile the necessary information to hear the protest from all available sources before the protest is heard. This shall include, but not limited to, coaches, field marshals, referees, assessors, witnesses, if necessary, etc. All materials will be treated with confidentiality.

11. APPEAL AND DISCIPLINE COMMITTEE AUTHORITY

11.1 The Appeals and Discipline Committee will have full authority on making decisions regarding interpretation of these rules. The IYSA Appeals and Discipline Committee will also have full authority to make decisions as they see fit, in instances where the rules do not cover a given situation.

11.2 The Committee must operate in the best interest of all parties to find solutions to any issue that falls in line with IYSA and USYS policies.

11.3 Members of the Appeals and Discipline (IYSA Tournament) Committee will be one of each of the following:

- IYSA Staff Member
- Idaho State Referee Committee (ISRC) Member
- IYSA Board Member

12. PLAYER SAFETY, MEDICAL, & CONCUSSION PROTOCOL

12.1 When **IYSA assigned medical personnel are available**, all players who are suspected are suffering a head injury will have to be evaluated and cleared **by IYSA's assigned personnel prior to returning to play**.

12.2 When IYSA assigned medical personnel are **not** available at the game site, all players who are suspected are suffering a head injury will have to be evaluated and cleared by **licensed healthcare professional prior to returning to play**.

13. USE OF THE COURT SYSTEM

13.1 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."