

Idaho Youth Soccer State Cup League

“Rules & Procedures”

Section 1: Introduction

1.1 Name

This league caters exclusively to our highest-level teams, offering meaningful games with the flexibility to accommodate other USYS tournaments and National League events for boys and girls ages 12U through 19U.

1.2 Mission

By including crossover games, we aim to provide the appropriate level of challenge for each team while allowing you to manage your schedule, keeping players’ best interests and developmental needs in mind.

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 recommended by the Technical Committee (TAC), and approved by the Board of Directors. And will 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
- 4 Members from District 3
- 1 Member from District 1
- 2 Members from District 2
- 1 Member from District 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 competitive State Cup level 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.

Section 4: ISL Structure

4.1 1st Division – Minimum of 6 teams (exceptions to be made by the TAC. Maximum of 8 teams.

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

4.2 Addition of Divisions

The addition of a 2nd division will be reviewed annually.

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 to balance Home/Away allocation.

4.4 Competition Season

Year round for Both genders, 12U – 15U, Spring only for 16U - 18/19U.

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 greater than 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 working days’ notice or greater is required.
- 1st reschedule with less than 10 working days’ notice – written warning
 - 2nd and any additional reschedules within less than 10 working days’ notice will be charged \$500.00 for each reschedule.
- 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 their State Association approved Team Roster and State Association approved Club Pass Player Roster per Idaho Youth Soccer and US Youth Soccer rules 2 weeks (14 days) prior to the first ISL game weekend.
- 5.1.2 All players must be current US Youth Soccer members and have member passes that have been approved by IYSA. During an 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

Check in for ISL games will require:

1. Game Day Roster with photo (entire team must be included) – may be checked at the request of the referee.

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 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.
- 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.

5.5 Player Releases

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

5.6 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.

5.7 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 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 a 4-0 win and 3 points.
- 6.3.2 The team that forfeits shall be invoiced for \$500.00.
- 6.3.3 A team that forfeits 2 games will not be eligible for State Cup semifinals and will be invoiced \$1500.00 to be distributed accordingly: \$500.00 to each team, \$500 for administrative and referee fees.
- 6.3.4 Any team that forfeits more than 2 games or pulls their team from the league will be invoiced \$500.00 for each game they were scheduled for, and not be eligible for any IYSA sanctioned event for the following year.

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 FIFA/ IFAB. 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 FIFA/ IFAB are noted below.

7.2 Substitution

An unlimited number of substitutions may be made with the referee's consent at any stoppage of play.

Stoppage/ Allowance for time lost is allowed at the referee’s discretion according to FIFA laws.

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 Setup

- 7.4.1 9v9 US Soccer Standards
- 7.4.2 11v11 US Soccer Standards
- 7.4.3 Both teams will be on the same sideline, with spectators on the other side.

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 before the end of the current season.
- 7.5.2 If a game is terminated for any other reason, the TAC will decide the outcome 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 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 kit. The visiting team will wear dark colored kit. 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 Sports Complex.
- 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

Referees will report scores for each game. Each team is responsible for verifying the score of the game after it is posted online.

7.9 Coaching

- 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 lengthy or aggressive in nature.
- 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.
- 7.9.4 Any coach to be found entering the field of play without the referee's permission to address any official/opponent/player shall be automatically suspended for the next ISL game.

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 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. The team official is responsible for notifying the club and 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 12 hours after the completion of the match.
- 8.3.3 Appealing of any disciplinary action communicated by the ISL Disciplinary Committee must be filed in writing to the IYSA Executive director within 24 hours of receipt of the written committee decision.
- 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 the 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 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 24 hours of the game's completion.

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 and IYSA Zero Tolerance Referee Abuse Policy.

10.1.2 Spectator Ejection

Any spectator being ejected from the game shall serve at least 2 game suspensions. 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.

3. Spectator Sideline removal will be enforced according to the IYSA referee abuse policy.

Section 11 Matters Not Provided For

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