





Society and the state of Indiana Referee State Association, (IRSA).

The Indiana Society Referee Association is the recognized extension of U.S. Society & Referee Program for findams the state of Indiana. Its religion is society for findams.

Indiana Referee State Association

### **Referee Courses**

- · Contributing factors to Indiana's referee shortage:
  - Referee retirement
  - Abuse referees receive during/after games
- Indiana Soccer will collaborate with clubs to provide local referee courses.
- Does your club have enough referees to cover games at your club?
  - Indiana Soccer's referee recommendation:
    - Travel Teams Approximately 2 referees for each team.
    - Recreational Teams Approximately  $1\frac{1}{2}$  referees for each team.
    - Example: Club A has 8 travel teams ( $8 \times 2 = 16$  referees) and 6 recreational teams ( $6 \times 1.5 = 9$  referees), so club A should have 25 referees.
- Indiana Soccer has two (2) referee and (1) volunteer offerings.



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### Referee/Volunteer Courses

#### **Referee Courses**

- USSF Referee Licensing
  - This license allows the referee to be a center or assistant referee at any level.
  - Club assignors will make game assignments based on referee level of competency.
- Indiana Small-Sided Referee Certification
  - This certificate allows the referee to be a center or assistant referee in small-sided games only (9v9, 7v7, 4v4) at any Indiana Soccer sanctioned event.

#### **Volunteer Course**

- Club AR/Guardian Program
  - Gives a volunteer information to be more comfortable assisting the center referee when the referee crew is missing a referee.



## Rosters

- · ISL Roster and State Roster are identical.
- · State Roster must be created first.
- Club passing takes place at the State Roster level.
  - A player CANNOT be club passed until they are an approved primary player on an ageappropriate roster.
  - Club passing must be done by your club administrator unless you are club passing players between play formats (i.e., 9v9 player to 11v11 player). Your club administrator has the link with instructions on how to club pass.
- For roster questions, please contact your club administrator.



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# **Player Exception Policy and Protocol**

- Maximum of four players per season may be club passed up in play format (i.e., player club passed from 9v9 to 11v11) to any one team.
- These players must be rostered as primary players to their original team or their age group team before they can be club passed up (even if your club does not have a team in their age group).
- Complete the Player Exception Application
  - Go to Indiana Soccer (<u>www.soccerindiana.org</u>) → Competitions → Indiana Soccer League (ISL) → ISL Resources & Documents → Coach and Manager Resources → Club Passing
- Club Administration must upload documents in GotSport. Clubs CANNOT do their own club passing in this situation.
- Indiana Soccer completes the club passing for approved applications. George Perry will review and respond to applications as needed.

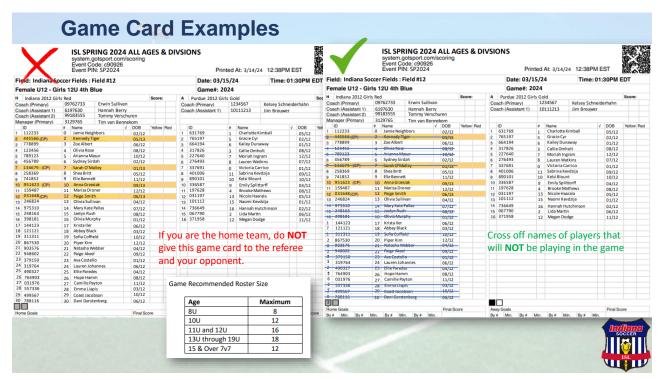


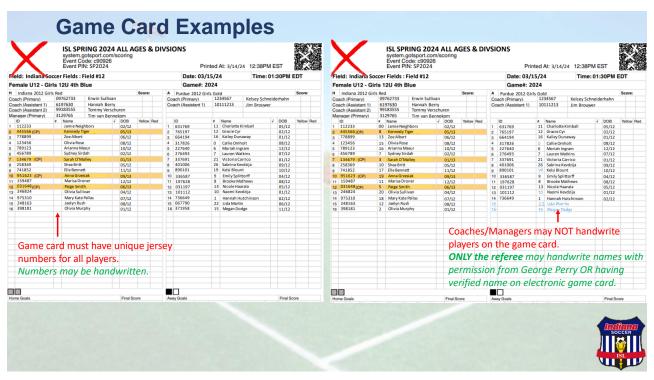
# **Game Day Procedures**

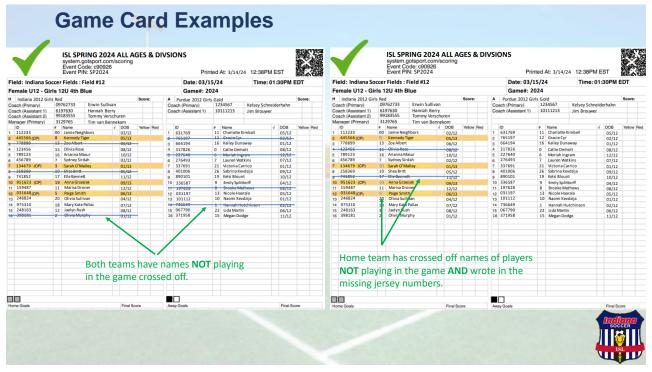
- Bring 2 copies of your ISL game card to every game. Instructions for printing game cards is on our website (under Coach and Manager Resources).
  - 1 copy goes to the center referee.
  - 1 copy goes to the opposing team.
- Only players whose names are typed on the game card are eligible to play in the game.
  - Names are NOT allowed to be handwritten on the game card unless the referee is given permission by George Perry or his designee.
- No two (or more) players on a team may wear the same number during a game. Teams may use tape to adjust a jersey number for this reason.
  - When this is done, the team must make sure the player's accurate jersey number is updates on BOTH game cards.
- Before giving to referee, ensure all information is completed and accurate on game card (see above).



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## **Game Day Procedures**

- · Present your player passes (paper and/or virtual) AND game card to the referee for check-in.
  - The referee is to return the passes to you <u>immediately after check-in</u>.
- Make sure your player passes have recent headshot photos only.
- · Maximum of 4 adults allowed in a team's bench area if they meet the criteria below:
  - Have their coach/manager pass AND their name typed on the game card.

OR

- If DOCs have their director's card with them, they do not have to be on the game card.
- Pay the referees PRIOR to the start of the game.
  - Referees are NOT paid if:
    - Game does NOT kick off due to weather/field closures.
    - One team does NOT show up. ISL will pay referees via RefPay then invoice the team that
      is a no show.

\*If a referee does not utilize the game card and/or player passes during the check in process, please notify George Perry with referee's name and game number. ISL want to use this as a learning experience for referees.



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# **Game Day Procedures**

- Pay referees in attendance only for their position.
  - Teams will keep fees for referees not in attendance.
  - If an incomplete referee crew insists on pay for all 3 positions, go ahead and pay referees BUT report incident to George Perry (game # and referee names) for reimbursement.
- Games requiring a three-referee crew
  - If one or two referees are not in attendance, the home team is to supply the first club AR, and the away team will supply the second club AR.
  - Ideally, individuals volunteering as club ARs have completed the "Guardians of the Game" certification.
  - Club ARs are to assist with ball out of play only.
  - A two-referee system is NOT allowed.
- · Both teams are responsible for reporting scores to ISL.
  - Scores must be reported before midnight.
  - Scan the QR code located on the game card to enter the score (scroll to bottom of page).



# **Weather Related Updates**

- In case of severe or extreme weather, all field closing announcements will be posted on the ISL website.
- Teams impacted by closures will receive an email and/or a text message as to the status of their game.
- · Please remember...
  - Only a club's facility coordinator may CLOSE the club's fields. The club CANNOT cancel games.
  - Only ISL CANCELS games.
- ISL does NOT cancel games based on forecasts.



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### **ISL Game Times and Time Zones**

- Game times in the Public View schedule in GotSport will tell you if the game is in EDT or CDT.
- If you look at the schedule through your team account, game time will show as the time zone of the device you are using.
  - Example: If your device is in Indianapolis (EDT), your 2:00 pm game in Evansville (CDT) will appear as a 3:00 pm on your device.
- No matter which view you use, look for the time to say EDT or CDT.
- TO AVOID CONFUSION, LOOK AT THE PUBLIC VIEW!



- Red are in Central Time Zone (CDT)
- Yellow are in Eastern Time Zone (EDT)



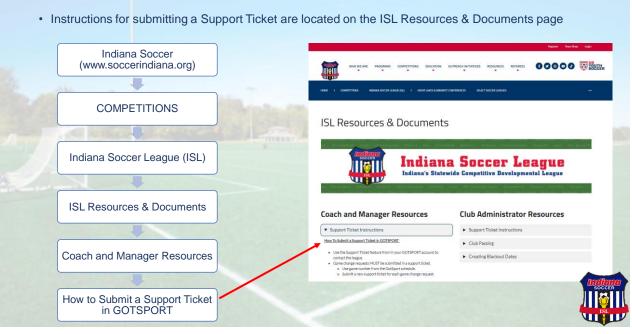
# **ISL Communication Protocol**

- The DOCs assist the ISL Commissioner in managing the league.
  - To assist the DOCs, it is recommended that teams communicate through their DOC or designated person within your club (if your club does not have an appointed DOC).
- Communicate to your DOC if you are having difficulty with another team, with the rules, policies, etc. The DOC will communicate this to the ISL Commissioner.
- If your issues are administrative (i.e., wrong scores, game changes, etc.), you can communicate
  directly to the league through the SUPPORT TICKET option in GotSport.
  - Game changes (postponement, reschedules, forfeits, etc.) must be made in a Support Ticket.
  - Submit a new Support Ticket for each game change request. Only one game per Support Ticket.



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# **Support Tickets**



## **Miscellaneous**

- 13U-19/20U Teams (11v11 League Games)
  - Teams are NOT permitted to play two League games in one day (see exception below) OR three League games within three consecutive days (i.e., Friday, Saturday, Sunday).
    - Exception: If a 2<sup>nd</sup>, 3<sup>rd</sup>, or 4<sup>th</sup> division Evansville team is playing in a central play group,
       ONLY that team is permitted to schedule two games in one day.
      - Minimum required time between games: Teams must have a minimum of three
        hours between the end of the first game and the beginning of the second game.
- 11U & 12U teams (9v9 ISL Games)
  - Teams are permitted to play two League games in one day.
    - Minimum required time between games: Teams must have a minimum of three hours between the end of the first game and the beginning of the second game.
- Referee Fees: If a play group has combined age groups, the highest age in the play group will
  determine the referee fees.
  - Example: If the age group is 14/15U, the 15U referee fees are paid.



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# **Scheduling Timeline**

- It takes approximately 10 days at the conclusion of the scheduling meetings to input all changes.
- ISL will send out a notice when schedules are ready for your review.
- Submit schedule changes in a Support Ticket (both teams must agree to changes).
  - During Free Change Period: No charges to schedule changes made by dates below.

Division	Support Tickets submitted by:		
13U-19/20U Premier & 1st 11U-12U 2nd White	February 9, 2024		
11U-19/20U 2 <sup>nd</sup> , 3 <sup>rd</sup> , & 4 <sup>th</sup>	March 8, 2024		

 After Free Change Period: Team requesting change will be charged a \$100 change fee to its club account.



### Fees

Registration League Fees – due by February 12th

Fees for Requesting to Reschedule, Postpone, and/or Forfeit Game After free change period	3 or more days BEFORE game day (excluding game date)	1 OR 2 days BEFORE game day (excluding game date)	Game Day Request OR No Show
Reschedule Fee	\$100	\$100	\$100
Referee Fees	\$0	Referee Fee Schedule	
Assignor Fee	\$0	\$10	\$10
Field Rental Fees*	Per ISL Facility Contract for Game		
<ul> <li>Forfeit Fees</li> <li>In addition to fees stated above if game is NOT rescheduled.</li> <li>Invoiced at the end of the season.</li> </ul>	\$50	\$150	\$200

#### Field Rental Fees\*

- Teams will be charged for field rental fees for all non-neutral ISL games played at neutral location.
- Any changes to games originally scheduled at Grand Park (inside AND outside of 48 hours) will be charged to the team requesting the change.



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## **Fees**

- Registration League Fees due by February 12<sup>th</sup>
- · Schedule/Reschedule Requests After Free Change Period \$100 for each request
- Postponing game 2 days prior to game date (excluding game date)
  - Team will be charged for the entire referee fee, assignor fee of \$10, AND change fee.
- Field Rental Fees
  - Teams will be charged for field rental fees for all non-neutral ISL games played at neutral location.
  - Any changes to games originally scheduled at Grand Park (inside AND outside of 48 hours) will be charged to the team requesting the change.
- Forfeit Fees
  - Teams not showing OR requesting a postponement the day of the game will be charged \$300 forfeit fee plus referee fees, assignor fee, and field rental fee
  - Teams requesting forfeits 2 days prior to game date (excluding game date) will be charged \$250 forfeit fee plus referee fees, assignor fee, and field rental fee
  - Teams that postpone a game after free change period will be invoiced a \$150 forfeit fee if the game is not rescheduled (in addition to the postponement fees).



