SPRING 2026 ISL SCHEDULING MEETING

Director of Competition
George Perry
george@soccerindiana.org

Competition Administrator
Adrienne Elizondo
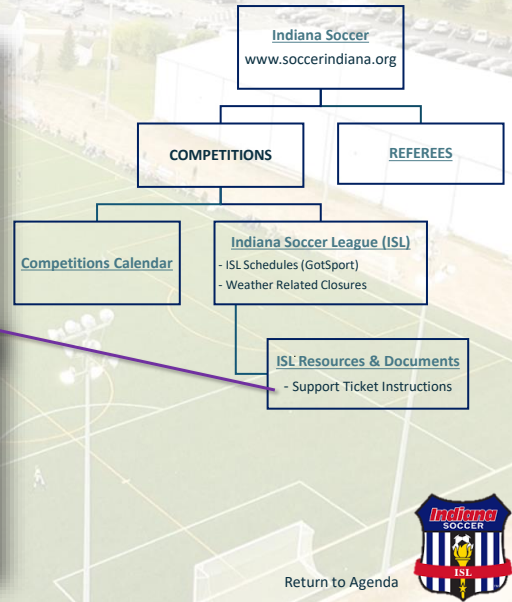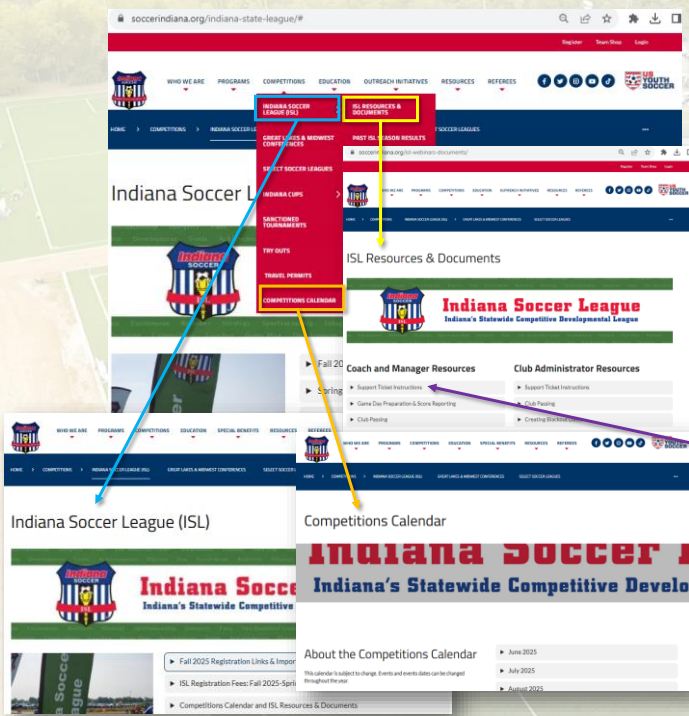adrienne@soccerindiana.org

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AGENDA/SLIDES

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INDIANA SOCCER WEBSITE

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REFEREE/VOLUNTEER COURSES

Referees Home

Referee Course	**USSF Referee** • 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.
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.

*Please Note: Clubs without ample referee pools may experience referee shortages **AND/OR** limited time slots to host games.*

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DETERMINING PLAY GROUP CHAMPIONS

Updated: Tie Breaker Sequence (aligning with Cup)

TWO TEAM TIE BREAKER	THREE TEAM TIE BREAKER
1. Winner of head-to-head • If teams involved play each other twice, aggregate score will be used. 2. Winner of most matches 3. Goal difference (max goals of +5) 4. Fewest goals allowed	Use sequential criteria until the three-way tie is completely broken. If two-teams are still tied, use two team tie break sequence. 1. Points earned in head-to-head competition among the tied teams 2. Winner of most matches (all matches) 3. Goal difference in matches among the tied teams 4. Goal difference in all matches 5. Fewest goals allowed in matches among the tied teams 6. Few goals allowed in all matches

If at any time teams have not played the same number of games, percentages will be calculated, points earned divided by maximum number of possible points earned (number of games x 3).

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FIELD CLOSURES (BEFORE GAME DAY/TIME)

Who is allowed to close facilities/fields?
• **Facility coordinators** (or authorized club admin) are to contact ISL to **CLOSE** facility/fields – **NOT** coaches or managers. *ISL will send communication procedures to close fields/facilities to facility coordinators.*

Prior to game time, who is allowed to postpone/cancel games?
• **Only ISL can CANCEL games.** *ISL does **NOT** cancel games based on forecasts.*
• Clubs/facility coordinators **CANNOT** cancel games. Clubs are **NOT** to send communications to teams and/or referees about game cancellations.

In case of severe or extreme weather, teams impacted by closures will receive an email notification (via GotSport) and/or a text message as to the status of their game.

Field closures will be posted on ISL website **AFTER** communications have been sent to coaches, managers, & referees.

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UNSAFE PLAYING CONDITIONS (GAME TIME)

Closing facilities/fields due to weather and/or unsafe field conditions AFTER games have started…
- If possible, games in progress will be completed. Referees will be paid for games started/completed.

Game time severe weather and/or unsafe playing conditions – teams and referees are at the field
- Severe weather
    - If facility has a severe weather policy, the referee is responsible for stopping the game, and teams and referees will follow policy (i.e., sirens to clear/return to field).
    - If facility does NOT have a severe weather policy, referees are to stop game and clear field when lightning is spotted. Game may resume **AFTER** 30 minutes of the last lightning strike.
        - Referees and coaches must make onsite decisions together if the game can resume/be completed or must be suspended.
- Unsafe conditions
    - If conditions become too dangerous to continue play (i.e., darkness, field conditions, etc.), it is the referee's responsibility to suspend the game and report to ISL the reason for the game suspension.

Any game suspended prior to the completion of the first half due to inclement weather and/or darkness will be marked postponed and must be replayed in its entirety prior to the end of the current season.

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ROSTERS

Roster Requirements/Guidelines

Age Groups/Play Format	Minimum # of PRIMARY Players on **TEAM** Roster	Maximum # of Players on **TEAM** Roster	Maximum # of Players on **GAME** Roster
11U-12U (9v9)	8	NA	16
13U-15U (11v11)	11	NA	18

State Rosters are created first
- Indiana Clubs/Teams – 2025-2026 Youth Player (Rec, Rec+, Travel Registration
- Kentucky Clubs/Teams – Kentucky YSA Team & Player Registration 25/26

ISL Roster comes from the State Roster
- They are **identical** rosters**.**

Club passing takes place at the State Roster level.
- A player **CANNOT** be club passed until they are an approved primary player on an age-appropriate 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 (4) players are permitted to play up on any ONE (1) team per season.

Who is responsible?	What needs to be completed?
Club Registrar/Administrator	Roster player as primary player on original team **OR** age group team **before** club passing up (even if club does not have a team in their age group).
Club DOC	Complete Application for Player Exception to move a player up 2 years across a game format change (i.e., U11 playing up to U13, U10 playing up to U12, etc). • Application is found under ISL Resources & Documents on www.soccerindiana.org
Club Registrar/Administrator	Upload application/documents in GotSport. • Clubs **CAN** club pass players up one year when there is a change in format. • GotSport limits the number of players club passed to a maximum of 4.
Indiana Soccer	Completes the club passing for approved applications. • George Perry reviews/responds to applications, as necessary.

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PREP BEFORE GAME DAY

ITEM(S)	TASK TO BE COMPLETED
Game Information	Check your schedule in **GOTSPORT** at beginning of each week and day before game to verify game date, time (check time zone), and location. • Communicate any changes as necessary with your team.
Game Cards	Check over game card to make sure: • All players (primary and club passes) and coaches/managers are listed. • Contact your club DOC/administrator to make needed changes. • Each player has a unique jersey number listed. Print **two (2)** copies of game card.
Player Passes	Verify that you have physical, virtual, or a combination of both types passes for ALL players, coaches, and managers. • Make sure your player passes have recent headshot photos only.
Referee Money	Secure/Confirm that your team has the correct amount to pay referees (exact denominations). *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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ISL GAME TIMES AND TIME ZONES

Use the GotSport public view schedule to confirm game time (EST/EDT or CST/CDT) at the venue.
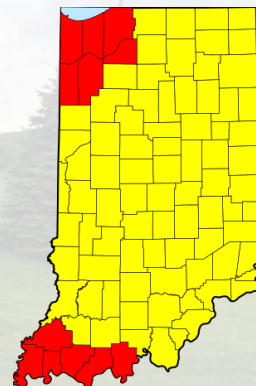
If you look at the schedule through your team account, game time will show as the time zone of the device you are using.

Example: If your device is in Indianapolis (EST/EDT), your 2:00 pm game in Evansville (CST/CDT) will appear as a 3:00 pm on your device.

No matter which view you use, look for the time to say EST/EDT or CST/CDT.

TO AVOID CONFUSION, LOOK AT THE PUBLIC VIEW!

Time Zones Map

Counties shown in:

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

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GAME DAY

GAME CARDS	
Bring 2 copies ISL game card to every game.	Instructions for printing game cards is on Indiana Soccer website (under Coach and Manager Resources). • 1 copy goes to the center referee. • 1 copy goes to the opposing team.
Eligible Players	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. • Cross off players that will NOT be participating in the game (i.e., players absent and/or over the maximum roster size (see next slide).
Jersey Numbers	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 updated on **BOTH** game cards.
Checking Information	Before giving to referee and your opponent, ensure all information is completed and accurate on game card.

Review game card examples and maximum game roster size on the following slides.

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GAME CARD EXAMPLES

Maximum GAME Roster Size	
Age	**Maximum**
8U	8
10U	12
11U and 12U	16
13U through 19U	18
15 & Over 7v7	12

* Maximum number of players eligible to play in a game.

If you are the home team, do **NOT** give this game card to the referee and your opponent.

Cross off names of players that will **NOT** be playing in the game

Game card must have unique jersey numbers for all players. *Numbers may be handwritten.*

Home team has crossed off names of players **NOT** playing in the game **AND** wrote in the missing jersey numbers.

Coaches/Managers may NOT handwrite players on the game card.

ONLY the referee *may handwrite names with permission from George Perry OR having verified name on electronic game card.*

Both teams have names **NOT** playing in the game crossed off.

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GAME DAY: REFEREES

Check-in Items For Referees	Present to referee for check-in: • Game card to the referee for check-in **AND** • Your player passes (paper and/or virtual). • The referee is to return the passes to you **immediately after check-in**.
Referee Crew	Games require a three-referee crew: • If one or two referees are missing, the home team supplies the first club AR, and the away team supplies the second club AR. • Ideally, individuals volunteering as club ARs have completed the "Guardians of the Game" certification. • Club ARs are to assist ONLY with signaling when the ball is out of play. • **A two-referee system is NOT allowed.**
Paying Referees	Pay referees in attendance only for their position. • Teams will NOT pay the fees for missing referees. • **Best practice:** If one or more referees is missing when paying, only provide fees according to the number of referees present (i.e., 1 referee – center fee or 2 referees – center and 1 AR). If the missing referee(s) arrive later, you can pay them at the next opportunity. • *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.*

	Only pay the present 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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TECHNICAL & SPECTATOR AREAS AND CAMERAS

TECHICAL AREA	SPECTATOR AREA
Begins 3 yards from the halfway line and extend no further than the top of the penalty area and no closer than 10 feet from the touchline. This will apply even if the technical area lines are not marked/painted at the game site. • Team officials must remain within the confines of the technical area except in special circumstances (i.e., team official assisting an injured player).	Begins 3 yards from the halfway line and extend no further than the top of the goal area and no closer than 10 feet or established spectator line from touchline. • Spectators for a team are to only occupy the opposite side of the field from their team bench. • No spectators are allowed along the goal line between the corner flag.

Reminder: The club/team officials at a match are responsible for the behavior, conduct, and control of team players, support staff, supporters including family and friends, and team management staff.

CAMERAS
• Cameras must be set up on spectators' side of the field near midfield, a minimum of 10-feet from the touchline, and must be secured to the ground with stakes and/or weights.
• No cameras are allowed along the bench touchline or behind either goal.
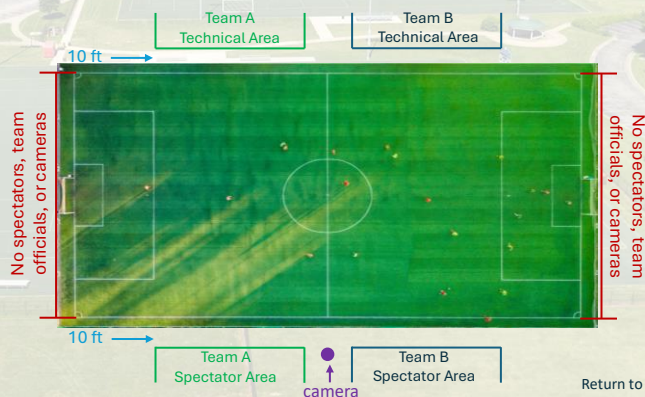
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GAME DAY: TEAM OFFICIALS

BEFORE THE GAME	
Host Team Officials (not at neutral sites)	Host team is responsible for securing the goals and nets, and for assuring corner flags and proper field markings are provided.
Both Teams' Officials (at neutral site)	Both teams will be responsible for securing the goals and nets, but they are not responsible for supplying corner flags. • It is recommended that all team officials routinely bring goal anchors/zip ties to all games.

DURING THE GAME	
Adults in Technical Area	**Maximum of 4 adults allowed in a technical/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.
Coaching in Technical Area	Coaching from the sidelines is allowed in accordance with IFAB Laws of the Game. • Only persons with a valid pass and on the game card, except for the DOC with DOC pass, are permitted to be in the technical area and to give instructions to the team. • Only one person at a time is authorized to convey tactical instructions. • No mechanical or electrical devices are permitted.

AFTER THE GAME	
Reporting Scores	Coaches/Managers from **BOTH** teams are responsible for reporting scores to ISL. • **Best practice:** Enter score before leaving facility. • Scores must be reported by midnight. • Scan the QR code located on the game card to enter the score (scroll to bottom of page).

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SCHEDULING GAMES

SCHEDULING RESTRICTIONS	
13U-19/20U Teams (11v11 League Games)	Teams are **NOT** permitted to play <u>two (2) League games on a single (1) day</u> **OR** <u>three (3) League games within three (3) consecutive days</u> (i.e., Friday, Saturday, Sunday). • **Exception:** If a 2nd or 3rd division Evansville team is playing in a central play group, **ONLY** that team is permitted to schedule two games in one day but must have **minimum of three (3) hours** between the end of the first game and beginning of the second game.
11U & 12U teams (9v9 ISL Games)	Teams are permitted to play two (2) League games on a single (1) day but must have a **minimum of three hours** between the end of the first game and the beginning of the second game.

*If a team's schedule does not comply with the above restrictions, it is the responsibility of the team officials for that team to work with their opponent(s) during the free change period to move one or more games. Games requesting changes after the free change period may be charged applicable change fees.

SCHEDULING RECOMMENDATIONS	
Identify conflicts	• Primary coaches are responsible for reviewing each of their teams' schedules and working with their opponents to request schedule changes to reduce potential coaching conflicts. • Identify potential player conflicts (i.e., schools, tournaments, etc.) with current schedule(s).
Communicate with opponent*	• Notify the opponent's coach **AND** manager of conflict. • Offer multiple reschedule dates and times when your team is available. • **Work with opponent until both teams agree on a date, time, and location.**
Submitting change requests	**BEFORE** scheduling meeting – Update Google Sheet with agreed on change request **AFTER** scheduling meeting – Submit Support Ticket (see Support Ticket slide). Do **NOT** email requested change.

*Act as soon as possible. Waiting could result in additional fines/fees.

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SUPPORT TICKETS

Before scheduling meeting, **ALL** game change requests **MUST** be entered on the Google Sheet.

SUPPORT TICKETS *(submitted after the scheduling meeting)*	
All game change requests must be submitted in a support ticket. *Team needing the change should be the one submitting the support ticket.*	Support ticket must include the following information: a) GotSport game number b) Teams involved c) Reason for change request (i.e., rescheduling due to field closure or team B does not have enough players) d) Requested (NEW) date, time, and location e) Name of person(s) that agreed to requested change

ISL will process game change support tickets submitted (time stamped) **AFTER** the scheduling meeting.
- Any support ticket submitted prior to the end of the scheduling meeting will **NOT** be processed (ticket will be closed).

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NEUTRAL GAMES & LOCATIONS

NEUTRAL GAMES	ISL will declare a game neutral IF the travel time between club facilities for the two teams EXCEEDS: • 3.5 hours for Premier, 1st, and 2nd White games. • 2.5 hours for 2nd – 4th games, excluding 2nd White. **Note:** If a 2nd – 4th division regional play group is available and a team within that region requests another region's play group, that team will not have any home games (all games will be play at its opponents' facilities) unless the Director of Competition has stated otherwise. If games are placed at an alternate location, any field rental fees will be invoiced to the team/club playing outside of its regional play group.
NEUTRAL LOCATIONS	ISL uses the following criteria to determine the venue for neutral declared league games: • Facility within the club umbrella of either team; • Club/Facility willing to host neutral games; • Facility has field availability for the requested date/time. *After ISL has placed a neutral game, teams requesting an alternate location may be responsible for any additional field rental fees due to this change.

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SCHEDULING TIMELINE

AT SCHEDULING MEETING	All games and/or change requests on the Google sheet are confirmed.
PROCESSING GAME CHANGE REQUESTS	It takes approximately 10 days AFTER the scheduling meetings to process all game change requests received.
NOTIFICATION TO TEAMS	ISL will notify teams if a game **CANNOT** be scheduled within 2 hours of the requested time or if ISL **CANNOT** honor the request at all. ISL will send a message to teams when schedules are ready to be **reviewed in GotSport**. Make sure to review the entire schedule.
AFTER SCHEDULING MEETING	**ALL** game change requests must be submitted in a Support Ticket (both teams must agree to changes).

FREE CHANGE PERIOD	
Division	Support Tickets submitted on or before:
Premier, 1st, & 2nd White Games	February 9, 2026
2nd, 3rd, & 4th Games	March 2, 2026

- **DURING FREE CHANGE PERIOD**: **No change fees*** are assessed for game change requests submitted on or before date above.
- **AFTER FREE CHANGE PERIOD:** Team requesting game change will be charged a **$100 change fee** to its club account.

Teams may be assessed field rental and/or referee and assignor fees. See fines/fees slide for additional information.

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FEES/FINES

Registration League Fees – due by February 13th

SUPPORT TICKET SUBMITTED:	CHANGE REQUEST • Postpone; Forfeit; Date, Time, and/or Location Change	REFEREE + ASSIGNOR FEES	FIELD RENTAL FEES**
3 or more days BEFORE game day (excluding game date)	$100 change fee + $150 forfeit fee*	$0	Per ISL contract with facility for this game
LESS than 3 days BEFORE game day (excluding game date) **OR No Show**	$100 change fee + $200 forfeit fee*	Referee Fee Schedule + $10 Assignor Fee	

Forfeit Fees*
- Applicable for games not rescheduled/played prior to the end of the season. Fee is in addition to Change Fee.
- Forfeit fees are invoiced at end of season (unless support ticket states forfeit).

Field Rental Fees**
- Teams scheduling a game at an alternate location that is not designated as a neutral site game by ISL will be responsible for all field rental fees. After ISL has placed a neutral game, teams requesting an alternate location may be responsible for any additional field rental fees due to this change.
- Any club/team requested change **AFTER** game has Grand Park field assignment will be charged to the team requesting the change. (ISL under contract for games with field assignments.)
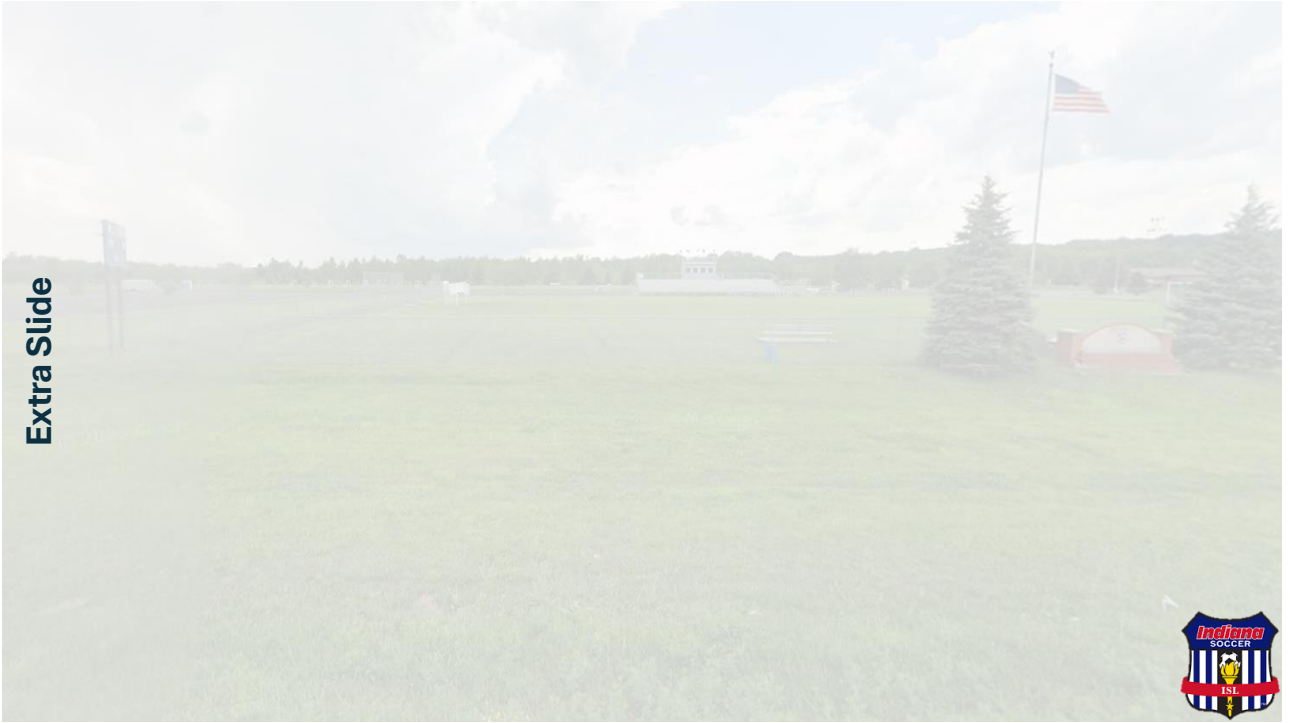
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THANK YOU!

Director of Competition
George Perry
george@soccerindiana.org

Competition Administrator
Adrienne Elizondo
adrienne@soccerindiana.org

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Extra Slide

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