



ISL REFEREE GAME DAY INFORMATION

LEAGUE RULES

A complete set of ISL (Indiana Soccer League) [Modified Rules](#) are available online. It is important that you read and understand the modified rules and [FIFA Laws of the Game](#).

Responsibilities:

Pre-game:

- Arrive 30 minutes before game time whenever possible.
- Wear required referee apparel (shirts tucked in; socks pulled up).
- If you are working with a new referee crew, introduce yourself to each other and go over key items/expectations for game management.
- Check field for safety.
- Introduce yourself to both teams' coaches.
- Check in teams (see below for game cards and passes).
- Coin toss with teams' captains to determine which team will defend which end and who will kick-off each half.

Half-time:

- Review the first half with your referee crew when you are refereeing with a crew.
- Identify a couple of points you want to emphasize in the second half.

Post-game:

- Congratulations to the players and coaches.
- Review any second half issues with your referee crew.
- Complete the game report and enter yellow or red cards that were issued as soon as possible.

GAME CARDS AND PLAYER, COACH & MANAGER PASSES

11U THRU 19U

Prior to the ISL matches, each team must provide the following:

- Two (2) copies of their Official ISL Game Card printed from your GotSport team account.
 - One copy for the referee and one copy for the opponent.
 - A player's name **MUST** be on the game card (typed by GotSport), or the player **MAY NOT** play.
 - The reason both teams bring the game cards is the one that printed their game cards closest to the game will have the most accurate one. If a team says they added a player(s) but could not print off an updated game card, they may show the game card on their smart device, and the referee only may handwrite the updated name(s) on the game card.
 - Each player on a team must have a unique jersey number, and this is to be put on the game card. These may be handwritten to ensure they are accurate for the game.
 - Any adult and/or player whose name is on the game card but will not be in attendance for that game; their name must be crossed out on the game cards.

- Player passes will be checked at the start of each game by the referee.
 - Player passes; hard copies or virtual (either or both may be used) must be shown. They are to verify that the name on the player's pass matches the name on the game card.
 - After the players have been checked in, the passes are to be returned to the team. There is no need for the referees to keep them during the game.
- Player cards alone are not enough. The player's name **MUST** be typed on the game card.
- All adults (maximum of four [4]) must have their names typed on the game card and have a coach or manager pass. The only exception would be if the club's Director were to attend, they would have to have a director's pass, but their name would not have to be on the game card. They would be one of the four allowed adults in the bench area.
- The only exception to any of the above would be if a letter/email were presented from the Director of Competition/ISL Commissioner or Competition/ISL Administrator.

15U 11v11 or 15 & Over 7v7 (fall only)

Prior to the ISL matches, each team must provide the following:

- Reference 11U through 19U above.
- In some cases, we allow players to come together from multiple clubs to form one team. Each will need to provide a State Roster and player cards from their club. The referees would be checking in players from multiple clubs for one team.

8U to 10U

Prior to ISL matches, each team must provide one of the following:

- A State Roster Pool list with the players participating that day highlighted or checked.
- A copy of the game card with the players' names typed on the card.
- A player pass, either hard copy or virtual may be used.

MATCH LENGTHS

8U: 10-minute quarters (4)	13-14U & 15U in the fall: 35-minute halves (2)
9-10U: 25-minute halves (2)	15-16U: 40-minute halves (2)
11-12U: 30-minute halves (2)	17-19U: 45-minute halves (2)

5 minutes between quarters for 8U; 10-minute half time for all other ages

SEND OFFS AND SUSPENSIONS

Team managers and coaches are expected to self-enforce all suspensions. On all Send Offs and expulsions, the player, coach, or team official, must not participate in that team's next scheduled ISL game. A team that plays an ineligible player shall be subject to disciplinary action including, but not limited to forfeiture of the match, suspension of the team's coach from ISL competition, and/or expulsion of the team from the ISL. Depending on the severity of the suspension, the ISL Commissioner or their designee may increase the length of the suspension.

SEVERE WEATHER GAME CHANGES/CANCELLATIONS

All weather-related game information will be communicated via text message (must opt in on Gotsport) and email to the team coach and manager as well, as posted on the ISL website. **NOTE: Only ISL can cancel games due to the weather. A closed field does not equal a cancelled game. ISL will attempt to relocate the game if possible. You will be notified either way if your team is affected.**