INDIANA SOCCER LEAGUE

Rules, Policies, and Procedures

Revised September 2026

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SECTION 1 | **LEAGUE OVERVIEW**

1.1 Name

Indiana Soccer League (ISL) is the name of the competitive travel league administered by Indiana Soccer for male and female teams for 7U through 19U divisions.

1.2 League Office

Indiana Soccer League (ISL) operates as part of Indiana Soccer, located at 19000 Grand Park Blvd, Ste. J, Westfield, IN 46074.

1.3 Purpose

ISL's purpose is to provide the best possible competitive environment for travel teams at all levels in Indiana. The league will also increase opportunities for the education and development of players, coaches, referees, and spectators.

1.4 Goals

The Goals of the ISL are to:

a) Provide a structure of competitive levels of play for Indiana Soccer member clubs and teams.
b) Facilitate the development of a club structure.
c) Improve the identification, training, and advancement of state, regional, and national caliber players.
d) Provide better opportunities for player, coaching, and referee development.
e) Strengthen the relationship between coaches, administrators, and referees.
f) Promote sportsmanship in a safe, healthy, and enjoyable environment.

SECTION 2 | **GOVERNANCE**

2.1 Authority

ISL is authorized by the Indiana Soccer Board of Directors to operate as an official league of Indiana Soccer. ISL shall be administered by Indiana Soccer through the Director of Competition (and/or Indiana Soccer appointee). All policies, procedures, and rules will be consistent with Indiana Soccer, US Youth Soccer, and US Soccer.

2.2 Due Process

All actions of the Director of Competition (and/or Indiana Soccer appointee) may be appealed. Any challenges to the Director of Competition's decisions should be made successively to the Indiana Soccer Executive Director and then the Indiana Soccer Board of Directors. The Board of Directors is the final arbiter in ISL matters.

SECTION 3 | **FINANCIAL MATTERS**

3.1 Financial Policies

The Director of Competition (and/or Indiana Soccer appointee) will use Indiana Soccer and ISL financial policies as a guideline in financial management.

3.2 Budget

The Director of Competition (and/or Indiana Soccer appointee) will prepare the annual Indiana Soccer League budget. The proposed budget will be submitted to the Executive Director for review and then submitted to the Indiana Soccer Board of Directors for final approval.

3.3 Fees

3.3.1 The Director of Competition (and/or Indiana Soccer appointee) shall determine league fees and performance bonds when required.

3.3.2 The Director of Competition (and/or Indiana Soccer appointee) shall be responsible for the collection of all league fees and fines from participating clubs or teams.

3.3.3 All funds collected must be made payable to Indiana Soccer and presented to the Indiana Soccer state office for deposit into Indiana Soccer accounts.

3.4 Marketing (non-fee-based income)

The Indiana Soccer League may have a sponsor with naming rights at various levels, including the entire league or portions of it, such as a division or age group.

SECTION 4 | **TEAM APPLICATION AND MEMBERSHIP**

4.1 Application Information

4.1.1 Any team registered with Indiana Soccer may apply for entry to the ISL. Team applications to participate in the ISL must be completed online using the current web-based league management software.

4.1.2 Applications and registrations will be based on the league level the team is entering. In general, the fall season deadlines will be at the end of June and extend to July. The spring season deadlines will start in November and extend through December. Dates will be set and posted for each season on the competition calendar.

4.1.3 All team fees and performance bonds (when required per Section 4.2) are due by the posted deadline for each season.

4.2 Performance Bonds

A performance bond may be required of some teams entered in the ISL. The requirement for a bond check will be determined by the Director of Competition. The bond check will be cashed. The bond will be returned if a team leaves the league in good standing at the completion of a seasonal year.

4.2.1 A bond may be required if a team or club from a previous season leaves the league in poor standing.

4.2.2 A bond may be required for all 18/19U teams participating in the Champions, Premier, and 1st Divisions.

4.2.3 The bond amount is TBD.

4.2.4 If the assessed fines reach the full bond amount, the team will be required to post a new bond to be eligible to complete the league season.

SECTION 5 | **LEAGUE STRUCTURE**

5.1 Divisions

5.1.1 Champions, premier, first, and second white divisions will be determined by the team's previous season's results. The most recent Cup history may also help in determining team placement. The Director of Competition will make this decision. If four or less eligible teams apply for any division, ISL reserves the right to combine or eliminate specific divisions.

5.1.2 Second, third, and fourth divisions will be determined by club requests and each team's previous season's results. Second, third, and fourth divisions will be divided into geographic divisions as determined by the Director of Competition. The number of geographic divisions will depend on the number of teams applying and their location.

5.1.3 Placement in 10U will be determined by the club. The goal will be to create play dates with respect to team travel and the level of play requested.

5.1.4 8U will have one level but divided into geographic divisions.

5.2 Format

5.2.1 Traditional Format: Round robin/double round robin league schedule where each team plays every other team no more than two times (depending on the number of teams in the division) with equal number of home/away games when possible. Some games may be scheduled for a neutral site to minimize travel.

5.2.2 Academy Format: Teams from the same club are scheduled to the same site by gender on a predetermined day to provide for maximum oversight by Club DOCs. Teams may not receive an equal number of home/away games.

5.3 Competition Seasons

a) Fall – Both genders, 8U-14U, 15U (11v11), and 15 & Over (7v7)
b) Spring – Both genders, 8U-19U

5.4 Gender Consideration

5.4.1 Teams with females only are Girls Teams.

5.4.2 All other teams are Boys Teams.

5.5 Playing Up

The Director of Competition may invite teams and/or players to participate in an alternate play group if compelling evidence shows that it may be developmentally appropriate.

5.6 Promotion and Relegation

The ISL will utilize a promotion and relegation system. The number of teams relegated and promoted will be Director of Competition with guidance from the clubs' DOCs.

5.6.1 Teams may decline the option for promotion with justification.

5.6.2 Teams must retain a minimum of 60% of the players (round up) from their previous season's roster to maintain their position or promotion.

5.6.3 Promotion and relegation will be used prior to the beginning of each season during the registration process.

5.6.4 Director of Competition will review all applications and create preliminary play groups – placing teams in the appropriate division.

5.7 Schedule Responsibility

The Director of Competition (and/or Indiana Soccer appointee) shall be responsible for establishing the calendar parameters for the ISL seasons.

5.8 League Scheduling Timetable

The Director of Competition (and/or Indiana Soccer appointee) will determine the league playing calendar 6 months to one year in advance.

5.9 Blackout Dates

Teams will be allowed to request a maximum of four (4) black dates for any season. Blackout dates must be requested during the registration process.

5.10 Play Dates

5.10.1 The goal will be for each team to have 7-8 games per season.

5.10.2 For the 8U & 10U divisions, teams will play a maximum of two games per play date and may request more than four play dates.

a) 8U teams (play 4v4), will often have two (2) games on a single (1) date but must have a minimum of 30 minutes between the end of the first game and the beginning of the second game.

b) 10U teams (play 7v7), will often have two (2) games on a single (1) date but must have a minimum of 30 minutes between the end of the first game and the beginning of the second game.

5.10.3 Schedules will be written to follow US Soccer Best Practices (one game a day) for 11U-19U.

a) 11U & 12U teams (play 9v9), may play two (2) games on a single (1) date but must have a minimum of three (3) hours between the end of the first game and the beginning of the second game.

b) 13U-19U teams, playing 11v11 format, are not permitted to play two (2) League games in one (1) day or three (3) League games within three (3) consecutive days.

i. 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 a minimum of three (3) hours between the end of the first game and beginning of the second game.

5.11 Scheduling Games

5.11.1 ISL will create the initial schedule for each division/play group.

5.11.2 Check the schedule for the time zone for each game.

5.11.3 Schedule Review

a) For champions, premier, first, second, third, and fourth divisions, schedules will be made available for review approximately one week prior to each team's predetermined scheduling meeting.

b) Teams will have access to contact information for their opponents and can begin to adjust their schedules in the shared document. *ISL currently utilizes GotSport for collecting team contact information provided by individuals, so ISL may not be able to provide contact information for all primary coaches and/or managers in a play group.*

5.11.4 Scheduling Meetings

a) The dates of the scheduling meetings will be posted on the competitions calendar, at least one month prior to the meeting.

b) The exact schedule for the scheduling meetings will be made available after play groups have been finalized.

c) During the scheduling meetings facilitated by an ISL representative, teams will confirm all games/change requests. Attendance is strongly recommended.

5.12 Rescheduling Games

5.12.1 During the scheduling meetings, teams will be given a date they will have to make changes to their schedules without a change fee.

5.12.2 After the free schedule change period ends, teams will be invoiced $100 change fee for any change request to the schedule excluding:

a) Facility/field closures or other weather conditions. *ISL does not postpone/cancel games based on forecasts.*

b) Direct conflict with a scheduled or rescheduled Cup game.

i. Clubs are responsible for notifying ISL three or more days prior to scheduled date to avoid referee, assignor, and field rental fees (as applicable).

c) Referee assignor is unable to secure any referees for the game or scheduled referees fail to show.

5.12.3 ISL games take precedence over all other youth matches, except for Cup play.

5.12.4 Teams that fail to play a game for any reason (except due to weather and/or field closures) are expected to reschedule the match or may be subject to forfeit fees at the end of the season.

5.13 Submitting Game Change Requests

5.13.1 All game change requests must be submitted in a support ticket.

5.13.2 Support ticket must include the following information:

a) 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 date, time, and location
e) Team contacts that agreed to the requested change

5.14 Coaching Multiple Teams

Prior to scheduling meetings, primary coaches with multiple teams will be responsible for reviewing each of their teams' schedules and working with their opponents to request schedule changes to reduce potential coaching conflicts.

5.15 Game Location

5.15.1 Home team is listed first (as indicated in GotSport) and will be responsible for hosting the game unless the game is declared neutral by the league.

5.15.2 League games will be placed at neutral venues when the travel time between the primary facilities of the two clubs exceeds:

a) 3.5 hours for champions, premier, first, and second white divisions
b) 2.5 hours for second-fourth divisions, excluding second white.

5.15.3 ISL uses the following criteria to determine the venue for neutral declared league games:

a) Facility within the club umbrella of either team;
b) Club/Facility willing to host neutral games;
c) 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.

5.16 Assigning Referees

League site assignors will be notified once the schedule has been finalized – dates, locations, and games times have been confirmed. Clubs and teams are not responsible for referee assigning. All referee assignments for ISL games will be managed through ISL league assignors.

5.17 Dropping Out

5.17.1 If a team withdraws from ISL prior to the publishing of play groups, ISL will cancel the team's registration and refund any registration fee paid.

5.17.2 If the team withdraws after the play group is published, ISL will process the withdrawal, but the team will be responsible for the entire registration fee.

5.17.3 Teams requesting a withdrawal after schedules have been published will forfeit their registration fee and may be assessed additional fees as applicable.

5.18 Dual Use of Game Results

5.18.1 No ISL game can be used to fulfill the requirements of another competition unless specifically approved in writing prior to the requested competition date by the Director of Competition (and/or Indiana Soccer appointee) and the other competition involved.

5.18.2 No other league or tournament game may be used to fulfill the requirements of an ISL league game unless specifically approved prior to the requested competition date by the Director of Competition (and/or Indiana Soccer appointee).

5.18.3 No previously played game will be approved for a dual use game request regardless of team agreement.

SECTION 6 | **DETERMINING PLAY GROUP CHAMPIONS**

6.1 Scores and Standings

The standing of teams within play groups is based upon the number of points earned in qualifying games. Teams earn points as follows:

a) Three (3) points for a win (including forfeits)
b) One (1) point for a tie
c) Zero (0) points for a loss

6.2 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).

6.3 Tie Breaker Sequences

6.3.1 If two (2) teams are tied based on points earned, the team's placement will be determined in accordance with the following sequential criteria:

- Winner of head-to-head
  - If the two teams involved play each other twice, their aggregate score will be used. Example:

Game 1:	Team A – 1 vs Team B – 0
Game 2:	Team A – 2 vs Team B – 2
Aggregate Score:	Team A – 3 vs Team B – 2

- Winner of most matches
- Goal difference (Max Goals of +5)
- Fewest goals allowed

6.3.2 If three (3) teams are tied based on points earned, the final rankings will be determined in accordance with the following sequential criteria. If a criterion creates a situation where the three-way tie is completely broken, then that determines the final order of finish between those three (3) teams. If a criterion separates just one (1) team, then the two (2) teams that are still tied based on that criterion will resort to the two-team tiebreaker to determine the order of finish between those two (2) teams.

- Points earned in head-to-head competition among the tied teams
- Winner of most matches (all matches)
- Goal difference in matches among the tied teams (Max Goals of +5)
- Goal difference in all matches (Max Goals of +5)
- Fewest goals allowed in matches among the tied teams
- Fewest goals allowed in all matches

6.3.3 If four (4) teams are tied based on points earned, the final rankings will be determined in accordance with the 3-Team tiebreaker sequence. If a criterion creates a situation where the four-way tie is completely broken, then that determines the final order of finish between those four (4) teams. If a criterion breaks a portion of the tied teams, then the tiebreaker shall move to the tiebreaker that coincides with the number of teams that remain tied.

6.4 Fees, Fines, and Forfeits

Any team that forfeits a game shall not be eligible for a divisional championship. Three (3) points will be deducted for any forfeited game, and the score shall be recorded as 0-5 loss.

6.4.1 Change Requests AFTER free change period - $100 per request

a) Change requests include Postponing, Forfeiting, Date/Time/Location Changes
b) Rescheduling games previously postponed/not scheduled will NOT be assessed a change fee.

6.4.2 Referee fees (per Referee Pay schedule) + $10 Assignor fee
   a) Referee and assignor fees apply to change requests submitted LESS than 3 days prior to game date (excluding game date)

6.4.3 Forfeit Fees
   a) Change, referee, assignor, and/or field rental fees as applicable PLUS the forfeit fee below will be assessed to team postponing and not rescheduling game OR requesting a forfeit.
      i. $200 forfeit fee - Team did not show OR submitted a support ticket to postpone/forfeit LESS than 3 days prior to game date (excluding game date)
      ii. $150 forfeit fee - Team submits a support ticket to postpone a game after free change period AND 3 or MORE days prior to game date (excluding game date).

6.4.4 Field Rental Fees (per field rental contract)
   a) 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.
   b) 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.)

6.5 Multiple Forfeits

6.5.1 Each additional forfeited game will be invoiced according to 6.3 Fees, Fines, and Forfeits.

6.5.2 If a team forfeits two (2) or more games in a seasonal year, the coach may be suspended. The team may also be ineligible to participate in the league for the upcoming season.

SECTION 7 | **SEEDING FOR STATE CUP AND PRESIDENTS CUP**

ISL results may be used as criteria to help determine team selection and ranking for State Cup and Presidents Cup.

SECTION 8 | **ROSTERING**

8.1 Initial Rosters

ISL Teams must establish their initial event rosters per Indiana Soccer and US Youth Soccer rules prior to the first ISL game for each season.

8.2 Minimum Number of Players to Register for ISL

The player registration process will remain open throughout the season to complete the roster. Prior to the first ISL game for each season, ISL Teams must register a minimum number of players for each play format to their event roster:

a) 10 primary players on 11v11 format teams.
b) 8 primary players on 9v9 format teams.
c) 6 state pool or primary players on 7v7 format teams.
d) 3 state pool or primary players on 4v4 format teams.

8.3 Minimum Number of Returning Players for Premier and 1st Division Teams

Team rosters must have a minimum of 60% of players returning (rounded up) from the previous season's roster to remain eligible to maintain their earned position/promotion in ISL.

8.4 Club Pass

ISL rules do not allow two teams that play in the same play group to club pass between themselves in ISL premier, first, 11U second white, and 12U second white divisions.

8.4.1 Purpose

a) Allow coaches more freedom to move players within their own club.
b) Eliminate administrative paperwork for member clubs who wish to move players internally.
c) Create a "club over team" mentality. Players will hopefully take more pride in playing for a club thus reducing the temptation to move to another club.
d) Provide developmental opportunities for players by being allowed to experience "playing up".

8.4.2 When to club pass a player:

a) One of the club's teams is short of players. The team in need does not have enough rostered players remaining to put a fair representation on the field.
b) Reward a player for their effort and production by club passing them to a "higher" team in your club.
c) A player on a "higher" team is not getting sufficient playing time. Players can club pass to a lower division team in their rostered age group.
d) Players should not be club passed "down" to help gain a result.

8.4.3 Moving a Player "Up" CHANGING FORMATS (i.e., 4v4 to 7v7, 7v7 to 9v9, or 9v9 to 11v11)

a) Each team is limited to four club pass players per season and cannot make additions/changes to club passed players on the roster.
b) Club pass players **MUST** be rostered to a true age team/pool.
c) Go to the Player Exception Application Form information on the ISL Webinars & Documents webpage.
d) Requests will be reviewed then processed by ISL, if approved.

8.4.4 Moving a Player "Up" NOT CHANGING FORMATS

Teams can club pass an unlimited number of players when moving players "up":

a) An age group within the same play format (i.e., 11U to 12U, 13U to 14U, etc.).
b) A competitive division (i.e., second division to first division, first division to premier).

8.4.5 Moving a Player "Down"

A. Age Group: 13U – 19U (and 11U/12U Second White)
   a) Players may only move "down" one division (i.e., ISL Premier to ISL First Division, etc.)
      1. Club passed "down" players should come from bottom quarter of higher team's roster **AND**
      2. Club passed "down may **NOT** be starters on the higher team.
   b) **Exception:** If a club does not have a team directly below one of its teams (i.e., club has Premier Division and next lowest team is Second Division), the club may list a **maximum of four (4) players** from its higher team who would be eligible to club pass "down" to the lower division team.
      1. See 1 and 2 above.
      2. This list needs to be submitted to the Director of Competition **prior** to the game they are to play.
      3. Level of play (champions, premier, first, second, etc.) is prioritized over age group.
         - Example: A 15U player on a Premier level team is considered a higher-level player than a 15U player on a 16U second division team. The 15U player on a premier level team may not be club passed to a 16U second division team when the club has a 15U and/or 16U First division team.
      4. If a club chooses to roster a player as a primary player on an older team, that player **MAY NOT** bypass a division in their playing year **OR** their age group when club passing "down." *
         - Example: A 15U player is rostered as a primary player to a 16U ISL premier team. The club has a 15U second division team and a 16U first division team. This player can get playing time on the 16U first division team. This player **MAY NOT** be club passed to the 15U second division team, even though it is in the player's age group.

5. Starting goal keepers may be club passed "down" to a lower division team as a field player only (may not play in the goal).

c) Players may not be club passed "down" to help gain a result.

B. Age Group: 11U and 12U

a) Starters on "higher" division teams are **NOT** allowed to club pass "down."

b) Non-starters playing 11U and 12U may move down unlimited divisions.

- Example: A non-starter on a second division team may club pass to a third or fourth division team within the club.

c) **Players may not be club passed "down" to help gain a result.**

8.4.6 Club Passing when a club has two or more teams in the same second, third, or fourth division play group (excluding second white).

a) This is a situation created by the number of teams applying to ISL in a particular age group or division (second, third, or fourth) within a specific geographic area. This does not pertain to the situation when a club may have two teams participating in ISL champions, premier, first, or second white divisions.

- Example 1: Club A has Team A apply to 14U second division and Team B apply to 14U third division. Due to lack of teams applying to those divisions within the geographic area, the two teams are placed in the same play group, 14U second/third division by ISL.
- Example 2: Club B has Team A apply to 15U second division and Team B apply to 16U second division. Due to lack of teams applying to those divisions within the geographic area, the two teams are placed in the same play group, 15/16U second division by ISL.

b) In cases like the examples above, Team A and Team B should each have a distinct primary roster. From there, the club may club pass players from Team A to Team B and players from Team B to Team A to help make the play date reasonable with substitutions, somewhere between two and four substitutes.

c) The players who are club passed should be from the bottom of their primary roster, **MAY NOT BE STARTERS ON THEIR PRIMARY TEAM AND SHOULD NOT EXCEED FOUR PLAYERS**. Exceptions would need to be approved by the Director of Competition (and/or Indiana Soccer appointee).

d) When teams turn in their game card to the referee and their opponent, names of players not participating in that game must be crossed off the game card. Jersey numbers must be accurate to the players participating in that game and must be unique from each of their teammates (tape is allowed). A player is not allowed to participate in a game if their name is not typed on the game card by GotSport.

8.4.7 Consequences for Abuse

a) If a player is club passed down contrary to policy, the game will be recorded as a forfeit and the coach of the team playing the club passed player may receive a one game suspension.

b) Repeated offenses will be addressed by the Director of Competition (and/or Indiana Soccer appointee) and may result but is not limited to a season suspension.

8.4.8 Recommendations

a) Consider the age and developmental appropriateness before club passing a player.

b) Use club passing to reward player(s) who have shown improvement throughout the season.

c) Communicate clearly to all parents and players the purpose of club passing.

d) Club passing should not take place unless the Director of Coaching for the Club is aware and approves.

8.5 Guest Players

Guest players are not allowed to participate on any ISL team.

8.6 Trapped Players

ISL defines “trapped players” as 15U players participating on a 14U team for the fall season only. 15U players that have participated in one or more high school soccer games (excluding summer or preseason friendlies) are not eligible to be rostered on a 14U team as a trapped player.

8.6.1 During the fall season only, 14U teams are not limited to the number of 15U trapped players rostered. A maximum of three (3) 15U trapped players may participate in any one game.

8.6.2 If a club has a 15U (11v11) team during the fall season, that club may not use a trapped player on a 14U team.

8.6.3 All trapped players must use the club pass system.

8.7 Fall Only 15U (11v11) and 15 & Over (7v7)

8.7.1 ISL offers 15U (11v11) and 15 & Over (7v7) for players not playing high school soccer. Indiana High School Athletic Association policy currently states high school players may not participate in outside competitions, not ISL policy. For ISL 15U (11v11) division, 16U or older players may not participate in any game.

8.7.2 Players that have participated in one or more high school soccer games (excluding summer or preseason friendlies) are not eligible to be rostered on a 15U (11v11) or 15 & Over (7v7) team after ISL play begins. Players returning to their club following the high school season may not participate in Fall ISL play.

8.7.3 To provide play opportunities for 15U – 19U players in the Fall Only, clubs may agree to bring groups of players together to create 15U (11v11) and/or 15 & Over (7v7) team(s) without transferring players between clubs. Players must be registered with their respective clubs. ISL will work with the clubs to provide a team roster to be used at player check-in prior to the game.

8.8 Playing Up

11v11 players are not restricted from playing on older teams within five years of the player’s actual age.

SECTION 9 | **DISCIPLINARY RULINGS**

9.1 Disciplinary Rulings

9.1.1 The Director of Competition (and/or Indiana Soccer appointee) will be responsible for reviewing all disciplinary matters for ISL.

9.1.2 In situations of misconduct (on or off the field) or where red cards/ejections have been issued for serious offenses, the Director of Competition (and/or Indiana Soccer appointee) will have the authority to extend suspensions and/or issue fines to the offending individual/club.

9.2 Suspensions Pending Hearings

In accordance with US Soccer rules, all suspensions are enforced from the time an infraction is reported and verified.

9.3 Automatic Penalties

Automatic penalties are to be applied to the GotSport event where the red card was received. Example, a red card shown in an ISL game is applied to the next ISL game, not other events (cup or tournament play).

- If the red card has not been reported in GotSport, it is the responsibility of the team officials to ensure the individual does not participate in the subsequent game of the event in which the red card was issued. (See 9.11 or 9.12)

9.4 Send Offs

9.4.1 Players who are red carded by the referee shall receive an automatic one (1) game suspension until reviewed by the Director of Competition to determine if additional suspension is warranted.

9.4.2 Coaches or team officials who are sent off (ejected) by the referee shall receive an automatic one (1) game suspension until reviewed by the Director of Competition to determine if additional suspension is warranted.

9.4.3 A suspension is defined as not participating in the game in any manner whatsoever.

a) Suspended team personnel (i.e. coaches, etc.) are to leave the immediate vicinity.

b) Immediate vicinity shall be defined as sufficient distance from the playing field where the offending party cannot cause additional disruptions to the game. This is considered the "Out of Sight and Out of Sound" principle.

c) Red carded players must remain in the team's technical area on the bench for supervision reasons. If the sent off player cannot be controlled by a team official, the referee may require the removal of the player from the entire field area. If such a player is removed from the field area, a team official or legal guardian must supervise the player away from the field area.

9.5 Offensive, Insulting, or Abusive Language

9.5.1 Players or team officials who are red carded for using offensive, insulting, or abusive language before, during, or after a game toward another player or team official will receive an automatic one (1) game suspension.

9.5.2 If the individual cannot be identified, the primary coach is responsible for the words and actions of all persons associated with their team before, during, and after each game. The primary coach will be issued the red card.

9.5.3 See 9.8 for verbal abuse of a referee.

9.6 Violent Conduct and Serious Foul Play

Players who are red carded for violent conduct or serious foul play before, during, or after a game may receive a minimum of a two (2) game suspension.

9.7 Pushing or Striking

9.7.1 Players who are red carded for pushing or striking any player or team official may be suspended for up to one (1) year.

9.7.2 Team officials who are ejected for pushing or striking any team official or player may be suspended for up to two (2) years.

9.7.3 Repeat offenders may be barred from any further participation in the ISL.

9.8 Verbal Abuse or Physical Contact with a Referee

ISL follows US Soccer Referee Abuse Prevention.

9.9 Accumulative Red Cards

Any team official or player receiving two (2) red cards in a single playing season may be suspended from participating in any further ISL games during that season.

9.10 Participation by an Ineligible Player

If a player is not properly registered or eligible to play, the offending team shall automatically forfeit that game. This is an automatic suspension and not subject to a hearing.

9.11 Playing a Suspended Player

Any team official who knowingly allows a suspended player to compete in a sanctioned ISL game shall receive a minimum of a one-year suspension, and the game(s) in which the ineligible player participated shall be forfeited.

9.12 Participation by a Suspended Team Official

Any team official who knowingly allows a suspended team official (coach, assistant coach, manager, etc.) to participate in a sanctioned ISL game, shall receive a one-year suspension, and the game(s) shall be forfeited.

9.13 Alteration and/or Falsification of Rosters or Player Passes

Any team official who falsifies a team roster or game report or who affixes an illegal photograph to a player pass may be suspended for up to seven (7) years. Any games played will be recorded as a forfeit.

9.14 Application of Suspensions

9.14.1 All suspensions or sanctions imposed apply to only ISL games and can be carried over to the next season of registration for the offending individual.

9.14.2 Any forfeited game, canceled game, or postponed game is not considered a played game.

9.15 Second Forfeit

Teams that forfeit two games in a season may be suspended by the Director of Competition and face expulsion from the league. This suspension may carry over to the following season, and the club will be held responsible for unpaid league fines and referee fees left by the team.

SECTION 10 | **RESPONSIBILITIES AND DETERMINATIONS**

10.1 Club Responsibility

10.1.1 All club/team officials and players will know and follow the rules of the ISL, Indiana Soccer, US Youth, and US Soccer.

10.1.2 Ignorance of these rules will not be considered an excuse for failing to follow them and will not be considered a defense.

10.2 Determinations

10.2.1 Referee abuse and assault cases are referred to the Director of Competition.

10.2.2 If an imposed penalty is limited to ISL games, the decision may not be appealed.

10.2.3 If an imposed penalty affects all competitions within Indiana Soccer, including league and tournament play, the decision may be appealed to Indiana Soccer.

10.2.4 If an imposed penalty extends to all soccer activities inside and beyond Indiana Soccer, the outcome may be appealed to US Youth Soccer Association.

10.3 Use of the Court System

US Youth Soccer Article XVII, Section 4, Part A: “No member of USYSA, 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 USYSA.”

SECTION 11 | **LAWS OF THE GAME**

11.1 "Laws of the Game"

All ISL sanctioned games shall be played in accordance with IFAB Laws of the Game, except as modified by Indiana Soccer. Indiana Soccer approved modifications to the IFAB Laws of the Game are posted on the ISL Resources & Documents page.

11.2 Playing Formats

The Playing Formats shall be as follows:

Age Group	Length of Game	Game Ball Size	Game Format	Game Roster Size	
				Minimum	Maximum
17U-19/20U	45-minute halves	Size 5	11v11	7	18
15U-16U	40-minute halves	Size 5	11v11	7	18
13U-14U	35-minute halves	Size 5	11v11	7	18
11U-12U	30-minute halves	Size 4	9v9	6	16
10U-9U	25-minute halves	Size 4	7v7	4	N/A
7U-8U	10-minute quarters	Size 3	4v4	3	N/A
Fall Only: 15&Over (7v7) AND 15U (11v11)	35-minute halves	Size 5	7v7	5	N/A

11.3 Suspended Games

11.3.1 Any game suspended after the start of the second half due to inclement weather or darkness will be considered a completed game.

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

11.3.3 The Director of Competition (or Indiana Soccer appointee) shall review any game abandoned for any other reason.

11.4 Reporting of Scores

Both teams are responsible for reporting scores. Scores should be reported within 24 hours and can be submitted via QR code on game card or support ticket.

11.5 Delayed Game Start

Any team delaying the start of a scheduled game by more than fifteen (15) minutes without authorization from the Director of Competition (or Indiana Soccer appointee) shall forfeit the game to their opponent and shall be responsible for full payment of the game referee fees and all other applicable fees.

11.6 Coaching from the Sidelines

11.6.1 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.

11.6.2 The number of team officials (i.e. coach, assistant coach, DOC, team manager) on the team side of the field shall be limited to four (4) at any one time. All others must go to the spectator sideline.

11.6.3 The technical area shall begin 3 yards from the halfway line and extend no further than the top of the penalty area and be 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.

11.6.4 The team officials must remain within the confines of the technical area except in special circumstances, for example, a team official assisting an injured player.

11.7 Host/Home Team Responsibilities

The Host team is defined as the team whose home club is the site being used for the games. The Home team is defined as the team who appears first on the schedule.

11.7.1 The home team must wear a white/light-colored jersey and the visiting team must wear a dark-colored jersey. If the referee determines the uniforms are too similar and may cause confusion, the offending team must change their jersey to comply with the color requirements.

11.7.2 The host team is responsible for the condition of the field and the field markings. Goals, goal nets and corner flags are required.

11.7.3 The host team must ensure that all goals are properly secured, nets in good condition and corner flags are properly placed.

11.7.4 Where neutral venues are involved, neither team will be held responsible for the condition of the field; however, both teams will be responsible for the anchoring of the goals.

11.7.5 The home team shall be responsible for providing a game ball.

11.7.6 In the event of a referee declaring a field unplayable due to dangerous surface conditions, excluding weather-related cancellations or conditions outside of the host club's control. Dangerous conditions include, but are not limited to improper markings, missing corner flags, and/or missing nets. The game cannot be played and must be rescheduled. The host team will be invoiced for referee fees and all related fees for the postponed game(s). ISL will pay referees via RefPay then invoice the host club for those fees. Since the host team is at fault, the rescheduled game will take place at the home field of the original visiting team, unless mutually agreed to by both parties.

11.8 Spectator Area & Team Official Responsibility

11.8.1 Spectators for a team are to only occupy the opposite side of the field from their team. The spectator area shall begin 3 yards from the halfway line and extend no further than the top of the goal area and be no closer than 10 feet or established spectator line from the touchline. This will apply even if the spectator lines are not marked/painted at the game site. No spectators shall be allowed along the goal line between the corner flags.

11.8.2 The club and 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. Poor conduct and/or failure to control will result in disciplinary action as determined by the Director of Competition.

11.9 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.

SECTION 12 | **SPORTSMANSHIP**

12.1 Pre- and Post-Game Sportsmanship

12.1.1 Indiana Soccer encourages pre-game handshakes or fist bumps.

12.1.2 At the conclusion of the match, Indiana Soccer encourages both teams' players and coaches to exchange handshakes or fist bumps with game officials.

12.2 Conduct

All team officials, players, and spectators will be expected to adhere to all league policies and rules regarding behavior.

12.3 Sanctioning

Individuals, teams, and clubs may be sanctioned if an accumulation of incidents (from caution/ejections, forfeits, etc.) reaches an unacceptable level as determined by the Director of Competition.

SECTION 13 | **REQUIREMENTS OF REFEREES**

13.1 Referee Qualifications

All referees will be currently registered USSF officials.

13.2 Referee Assignments

All ISL games must be assigned by a US Soccer licensed assignor.

13.3 No Official Referee Available

If a certified referee is unable to officiate ISL games, club or team officials may agree upon some other person to act as the official(s).

13.3.1 In the event that both coaches do not agree on an alternate referee, the game must be rescheduled.

13.4 Verifying Team Officials and Players

The referee shall obtain an official game card and physical/virtual passes from both teams (players and team officials).

13.5 Player Equipment Inspection

Prior to the start of the game, the referee shall make sure that each player's equipment is in proper order, and dangerous items are removed or covered.

13.6 Field Inspection

Prior to the start of the game, the referee shall make sure that all goal nets and corner flags are properly installed and in proper repair, that the field has the proper markings, and that the ground is fit for play. Both goals must be securely anchored.

13.7 Referee Fees

13.7.1 Referee compensation will be posted on the Indiana Soccer website.

13.7.2 When a full crew of officials is not available, the referee and any assistant referee should only be paid the designated fee for that position. Any fees collected for missing official(s) must be returned to the appropriate team.

13.7.3 Referee Payments – Cancelled Game Policy

A) Team/club-initiated cancellations/postponements less than 3 days (excluding game date), accepted referees will be paid via RefPay.

B) Team/club-initiated cancellations/postponements more than 3 days (excluding game date), referees will not be paid.

C) Facility/Weather Related Cancellations:

a) If possible, games in progress will be completed. Referees will be paid for games started/completed.

b) For games that have not kicked off, referees will not be paid and must return any fees collected.

13.7.4 Prior to the start of the game, each team will pay half of the referee fees for each present referee.

13.8 Cautions and Ejections

13.8.1 Yellow and red cards must be entered into GotSport.

13.8.2 If a player or team official is ejected for misconduct, the referee must complete the supplemental game report found on the ISL website.
All supplemental reports must be emailed to the Director of Competition, see game card for email address, within 24 hours of the completion of the match.

13.9 Severe Weather or Dangerous Conditions

13.9.1 When there is severe weather, the referee is responsible for stopping the game and not restarting the game until 30 minutes after the last lightning sighting unless the facility has a weather management procedure. If possible, games in progress will be completed.

13.9.2 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.

13.10 Player, Coach, Administrator, and Referee Abuse and Assault
Reports of Abuse or Assault shall be submitted to the Director of Competition within 24 hours of the incident.

SECTION 14 | **REQUIREMENTS OF PLAYERS**

14.1 Shin Guards
All players are required to wear size-appropriate shin guards. Shin guards must be worn at all times while on the field of play. Shin Guards must be completely covered by socks at all times.

14.2 Jewelry is not allowed unless medical alert jewelry that can be secured to the skin and covered.

14.3 Uniforms

14.3.1 Once a team is checked in, the players are not allowed to switch numbers without first notifying the referee.

14.3.2 The home team must wear a white/light-colored jersey and the visiting team must wear a dark-colored jersey. If the referee determines the uniforms are too similar and may cause confusion, the offending team must change their jersey to comply with the color requirements.

14.3.3 Goalkeepers must wear colors that distinguish them from other players.

14.3.4 Each player, except goalkeepers, shall have a number on the player's jersey. The number shall be affixed to the back of the jersey and shall be clearly visible. Each player on a team must have a unique number from their teammates. Tape may be used to create a unique number.

14.4 Sponsor Logo
Youth appropriate sponsor logo(s) may be used on uniform jerseys and/or shorts as long as it does not obscure jersey number and is appropriate for youth competition.

14.5 Other Uniform Markings

14.5.1 Team/player names may be displayed on the uniform.

14.5.2 Teams may only display US Youth Soccer, Indiana Soccer, and ISL patches and logos on their uniforms. No competing youth soccer organization markers are permitted.

SECTION 15 | **REQUIREMENTS OF TEAM OFFICIALS**

15.1 Team Officials' Responsibilities

- 15.1.1 Team officials will be required to read all league rules.
- 15.1.2 At least one team official for each team must attend the team's scheduling meeting.
- 15.1.3 Team officials are responsible for the conduct of their players, other team officials, and spectators before, during, and after the game, and shall instruct all of the above to behave in a proper and respectful manner.
- 15.1.4 Team officials from each club are responsible for submitting the proper game card prior to each match to the other coach
- 15.1.5 Team officials from each club are responsible for submitting the proper game card and physical/virtual passes to the referee.
- 15.1.6 Each team is responsible for correctly submitting the score after each game via GotSport (platform ISL currently utilizes).
- 15.1.7 The team official is responsible for enforcing suspensions of players or team officials.
- 15.1.8 The host team official is responsible for securing the goals and nets, and for assuring corner flags and proper field markings are provided.
- 15.1.9 When playing at a neutral field, 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.

15.2 Valid Pass

Each team official must register with Indiana Soccer and carry a valid Indiana Soccer coach/manager pass to matches.

15.3 Recommended Coaching Education Standards

Indiana Soccer has recommended coaching education guidelines that can be found on the coaching education website.

15.4 Team Official Conduct

Team Officials in the ISL are expected to exhibit the highest level of sportsmanship. Any team official dismissed from participating in an ISL match must leave the field area and retreat to the parking area of the complex. Any team official who is dismissed is prohibited from communicating with their team while the team is at the field for its match, including but not limited to cell phone use, texting, tweeting, or other means of communication. Violation of this rule may result in further disciplinary action against the individual and/or team. The match officials and/or ISL representative are authorized to prohibit the use of any communication devices at the team bench areas.

15.5 Team Officials' Game Report

- 15.5.1 Team Officials' game reports will be filed via a secure web site.
- 15.5.2 All game reports must be submitted within 24 hours of the game's conclusion.

SECTION 16 | **RESPONSIBILITY FOR FACILITY COORDINATORS**

16.1 Closing Facilities/Fields

- 16.1.1 Closing facilities/fields due to conflicts, field rest, etc.
  - a) If closing a field for the season, update the field in GotSport venues by entering DNU to the right of the field name.

i) If field closure occurs after games have been scheduled, immediately notify ISL via email and support ticket of the field closure and if a new field is replacing the closed field.

b) If closing facilities/fields for an event (i.e., tournament, community event, etc.), go to the venue in GotSport and Add Availability Exception for the dates and fields impacted by the event.
   i) Communicate all facility/field conflicts with ISL (follow process sent to coordinators/clubs).
   ii) If games are already scheduled on impacted fields, facility coordinator/club administrator must notify ISL of the conflict via support ticket.

16.1.2 Closing facilities/fields due to weather and/or unsafe field conditions

a) Facility coordinator must communicate the facility/field closure to the Director of Competition and Competition Administrator via email and text message.
b) Facility coordinators cannot cancel games.
c) If possible, games in progress will be completed. Referees will be paid for games started/completed.

SECTION 17| **MATTERS NOT PROVIDED FOR**

The Director of Competition, Indiana Soccer Executive Director, and the Indiana Soccer Board of Directors reserve the authority to make decisions and resolve conflicts for matters not otherwise provided for in this copy of the ISL Rules, Policies, and Procedures.