



# IRVING SOCCER ASSOCIATION (ISA) LEAGUE RULES

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## 1. PURPOSE

To establish league rules as a part of Irving Soccer Association.

The affiliate hierarchy of the ISA rules are:

- FEDERATION INTERNATIONAL DE FOOTBALL ASSOCIATION (FIFA)
- UNITED STATES SOCCER FEDERATION (USSF)
- UNITED STATES YOUTH SOCCER ASSOCIATION (USYSA)
- NORTH TEXAS STATE SOCCER ASSOCIATION (NTSSA)
- IRVING SOCCER ASSOCIATION (ISA)

Laws of the Game as promulgated by FIFA control except as provided otherwise.

**NOTE:** ISA Rules are subject to change at any time to conform to NTSSA rules.

## 2. ADMINISTRATION

### 2.1 TERRITORY/BOUNDARIES OF ISA

2.1.1 The boundaries of the ISA are the boundaries of the Irving Independent School District.

2.1.2 The boundaries of the Irving Soccer Association (ISA) – Any player who lives within the city of Irving or attends any school located within the IISD

2.1.3 Teams outside the ISA boundaries may participate in ISA provided that they use fields within the ISA boundaries for their home games.

### 2.2 JURISDICTION

2.2.1 The ISA has the authority to create leagues and to abolish any leagues that it has created. The ISA has jurisdiction over any and all leagues that it has created, including but not limited to not excluding all Irving Recreational Leagues U-4 through U-10, U-11 through U-19 (ISA) Academy Leagues, Competitive Leagues and Adult Leagues.

2.2.2 The ISA has jurisdiction over ISA sanctioned leagues, ISA teams participating in any NTSSA sanctioned league, and all members and associate members of the ISA. This includes any A&D hearings on any Playing Rule violations that occur during league play regardless where the game is being played.

2.2.3 No youth or adult league affiliated with NTSSA may be formed or operate within the ISA boundaries, which are the same as the boundaries of the Irving Independent School District, unless it has been sanctioned by, and has agreed in writing to be responsible to, the ISA. This includes both recreational and competitive leagues.

### 2.3 SOCCER YEAR/SEASON

2.3.1 The seasonal soccer year begins on September 1st and ends on August 31st of the following calendar year.

2.3.2 In order to complete the Fall Season and City Tournament (or other TOC related activities), the ISA may schedule games in August before August 31st; however, those games will be considered part of the Fall Season.

### 2.4 TEAM REGISTRATION FOR PLAY IN THE ISA

2.4.1 It is the intent of the ISA to ensure that the recreational program is not abused by the formation of illegal recreational teams that may in fact be select teams.

2.4.2 Teams must be members in good standing of their home associations and NTSSA, and must have the permission of their home association to play in the ISA. All teams must follow the proper registration and formation procedures of NTSSA.

2.4.3 Outside teams may register through ISA. All teams must have their associations submit to the ISA, a letter stating that the team is registered and can participate in the ISA. A copy of each team's roster and/or add/delete sheet, as well as any monies due are required before a team is scheduled to play.

2.4.4 Team fees, if any, must be received on or before the deadline date specified for each playing season, unless specific arrangements have been made and confirmed, in advance, with the ISA office.

2.4.5 Team fees, if any, are not refundable unless ISA is unable to place the player on a team.

2.4.6 Teams must furnish a copy of their roster and/or add/delete sheet, if so requested by the referee or association.

## 2.5 REGISTERED PLAYER

*DEFINITION - A registered player is one whose name appears on the team's NTSSA approved roster form, properly signed by the Home Association's registrar.*

### 2.5.1 Guest Players (See NTSSA Rule 4.7 – GUEST PLAYERS)

2.5.2 All registered players on the team's roster of records must be invited to play in the friendly or tournament game.

2.5.3 To promote soccer in the younger age groups, may invite a friend to play as long as they have not played within an ISA team within two years or play competitive soccer. There is no guarantee the friend will be placed on the team with the "friend", but all efforts will be made to accommodate. Bring a Friend is for divisions U8 & below.

## 2.6 DIVISIONAL MAKE-UP

Divisions are determined by the Executive Board prior to the start of the season, these cannot be changed once the schedule has been made.

## 2.7 FINANCIAL HARDSHIPS AND SPECIAL CONSIDERATIONS

2.7.1 The ISA Board of Directors may grant financial assistance and make other special provisions on a case-by-case basis. The Board of Directors may delegate this responsibility to a person or committee that the Board has approved and deemed appropriate.

2.7.2 Applications for financial assistance will be reviewed by the Board's delegate(s), who will make a recommendation to the Registrar.

2.7.3 Applications must be made in writing by the player's parent, guardian, or coach of record with proper documentation.

2.7.4 The ISA shall handle the application with absolute confidentiality and compassion.

2.7.5 The NTSSA State Youth Commissioner and the ISA Board of Directors must approve provisions for handicapped players to play in younger age groups.

2.7.6 Financial Applicants will be required to work a minimum of (3) volunteer hours at the soccer complex or soccer office for each player receiving financial aid.

## 2.8 ISA RULE CHANGES

Any change in these rules (ISA League Rules), duly voted on and passed by the ISA Board of Directors, shall not become effective until the start of the playing season immediately following the rule change.

# 3. RULES AND REGULATIONS

## 3.1 REGISTERED PLAYERS

3.1.1 Only registered players may play under the auspices of the ISA. A coach, assistant coach, or administrator found to knowingly use an unregistered player(s) may be suspended from all soccer activities for a minimum of one (1) year, and the team automatically forfeits all games in which the unregistered player(s) participated.

3.1.2 Any recreational coach who knowingly and/or willingly drops a player from their roster or advises that player not to play for their team, whether through direct contact or coercion could be suspended from coaching. Coercion would include, but not be limited to, encouraging the player to ask for reassignment or the coach making comments regarding the advanced skill level of his/her team in an effort to discourage the player from remaining on the team. This rule would apply to any player having already played for this team or a new player being added.

3.1.3 A Coach may refuse a player assigned to his/her team only if the team is at or above the maximum roster size for the age group in which the team is playing. A coach may not refuse or avoid accepting a player based on the player's ability or playing experience. The ISA does not tolerate forming a recreational team by the selection of only experienced or skilled player

A coach who fails to contact an assigned player on his/her team may be suspended from all soccer activities for up to one year.

3.1.4 If a head coach is responsible for multiple teams, each team must have a different assistant coach listed. This requirement ensures that in the event of scheduling overlaps, each team will always have a coach present at game time. The assistant coaches must be available to assume the head coach's duties for any conflicting schedules. Failure to comply with this rule may result in disciplinary action or penalties as deemed appropriate by the league's governing body.

### 3.2. SUSPENSIONS

3.2.1 The ISA may honor any and all suspensions of players, coaches, spectators, or referees issued by any affiliate of NTSSA. A team using such individual(s) under suspension will automatically forfeit all games in which the individual(s) participated.

3.2.2 Coaches/Assistant Coach/Manager suspensions - When a coach has been suspended, they are to obtain and have the referee sign a sit out form. The coach is not to have any contact with his/her team during the time of play. The sit out form should be signed by the referee during team check in and then turned into the board member on duty. The coach may then leave the complex. The coach may remain at the complex during the game, however they are to sit at the pavilion or in their car, they cannot be on the fields during the game. Should the Coach/Assistant Coach/Manager not comply and complete the full sit out they are at risk of having further sit outs. The suspended party is responsible for printing and bringing the correct sit out form to the game to be signed by the referee. The correct form can be found on the Irving Soccer website under the documents section.

3.2.3 Player suspensions - When a player is suspended, they are to obtain and have the referee sign a sit out form. The player is to show up to the game and sit out the entire game on the player's side. They are not to play or participate in any warmup with the team. They are to solely sit out the entire game. Should they leave or sit out on the parent's side, the sit out will not be valid. The form is not to be signed until the game is over. Should the player not comply and complete the full sit out they are at risk of having further sit outs. The player is responsible for printing and bringing the correct sit out form to the game. The correct form can be found on the Irving Soccer website under the documents section.

### 3.3. REFEREES

3.3.1 Referees shall be registered/licensed by the USSF and assigned by an approved and registered assignor.

3.3.2 In order to free registered referees for higher level games, the ISA may require adults of Under 6, Under 8, or Under 10 teams to officiate one-half of their own games (see ISA Board Member on Duty).

### 3.4. ADULT BACKGROUND CHECKS

3.4.1 Anyone over the age of seventeen (16) who is a coach, assistant coach, manager, trainer, referee, volunteer, board member, staff, or employee, as well as anyone else who may be alone with a registered youth player is required to have a completed and current NTSSA Application and Consent for Criminal Background Check on file.

### 3.5. YOUTH RELEASES

3.5.1 No coach, assistant coach, trainer, or team representative may practice with any NTSSA registered player who does not appear on his/her current NTSSA roster, or who is not considered to be a free agent by current NTSSA rules.

*EXCEPTION: A coach who at the request of another team's coach, substitutes for that coach at practice or games, for the convenience of the requesting coach.*

3.5.2 Failure to comply with the above rule may result in the offending coach, assistant coach, trainer, or team representative being suspended from soccer activities for a period of not less than one (1) year.

3.5.3 Any recreational player currently registered to a recreational team and wishing to be released to join a competitive team may do so only between December 1st and March 15th, and may do so only with the written permission of the ISA or registered home association.

3.5.4 NTSSA Player Release forms are on the ISA Web Site or may be picked up at the ISA Office by players, parents, and coaches.

### 3.6 RECRUITMENT

3.6.1 No coach, assistant coach, trainer, team representative, registered player, parent, or advertisement may offer any kind of inducement to recruit a player to play on his respective team. Coaches are responsible for the actions of all of the above listed

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**participants on their team.**

**3.6.2 Failure to comply with this rule may result in the offending party being suspended from all soccer activities for a period of not less than one (1) year. (For exceptions, see NTSSA Rule 3.10.8**

### **3.7 DISCIPLINE**

(See NTSSA Rule 3.11 - DISCIPLINE)

#### **3.7.1 Misconduct of Spectators**

It is the official policy of the ISA that the game officials (referees and/or assistant referees), field marshals, and/or any other person designated by the ISA Board of Directors to monitor field activity will not tolerate spectator misconduct in any form, be it vocal or physical, toward any player, coach, game official, field marshal, or ISA Board designate.

#### **3.7.2 Misconduct towards ISA Officials or Employees**

3.7.2.1 If the ISA receives a report of alleged assault/abuse towards any ISA official or employee by any person; including players, coaches, assistant coaches, managers, trainers, or spectators, the incident will be immediately scheduled for a hearing by the ISA A&D Committee.

3.7.2.2 If the ISA A&D Committee determines that there was sufficient evidence to consider the incident was assault/abuse, a copy of the report will be sent to NTSSA. Note: Assault/abuse shall be the same as in NTSSA Rule 3.11.7 – Misconduct Toward Referee, plus damaging any personal property of the official/employee.

3.7.2.3 Any person found guilty of physical violence or personal attack towards an ISA official or employee may be suspended from all soccer activities for a minimum of one (1) year. Note: Stiffer penalties may be imposed by the ISA or NTSSA.

#### **3.7.3 Ejections, Dismissals, and Game Sit Outs**

3.7.3.1 When ejected from a game, players must immediately leave the soccer complex or go to the picnic pavilion with a parent or responsible adult. Players and/or parents who receive an ejection may be required to appear before the A&D Committee, which may assess additional penalties. Coaches and spectators who are ejected or dismissed from a game must immediately leave the soccer complex for the remainder of the day.

3.7.3.2 The minimum punishment for VIOLENT CONDUCT is a two (2) game suspension.

3.7.3.3 EXTREME VIOLENT CONDUCT is a minimum two (2) game suspension and an automatic A&D hearing to determine potential additional disciplinary action. EXTREME VIOLENT CONDUCT includes but is not limited to fighting.

3.7.3.4 Under NO circumstances may an ejected player or dismissed coach and/or spectator return to the game field or have any contact with the team until the team members have dispersed and are returning to their vehicles in the parking lot. Failure to do so, could result in stop of play until the individual has left.

3.7.3.5 A coach, manager, or spectator who is serving a sit out may be at the soccer complex at which the game being missed is being played, including immediately prior to or following the game they are sitting out. "The complex" includes outside the fence line of the soccer fields. The player must sit on the sideline and obtain a signature on the sit out form from the referee for confirmation. Exception: A coach who is serving as a sit out for one team may be at the complex to coach a different team for which he/she is coach of record but may have NO contact with the team for which the sit out is being served. The use of electronic devices (cell phones, walkie-talkies, etc.) to communicate coaching information during the game would be considered a violation of the sit out and result in additional sit out time being assessed.

3.7.3.6 Any coach, manager, spectator who own a sit out but does not sit out the NEXT game scheduled for his/her team will automatically receive an additional game sit out. They may also be required to attend a hearing of the A&D Committee, at which time additional sanctions could be assessed including, but not limited to, more missed games and/or games they attended being declared forfeits.

3.7.3.7 Players who participate in a game that they were to be serving a sit out will automatically receive an additional game sit out. They may also be required to attend a hearing of the A&D Committee at which time additional sanctions could be assessed including, but not limited to, more missed games and/or games in which they participated being declared forfeits. To receive credit for their sit out, the Sit Out verification form must be filled out completely and signed by the referee and sent to the A&D Chairman via email. A form without all of the appropriate signatures will not be considered valid.

3.7.3.8 For a player that is due to sit out a game and the opposing team does not show (forfeits) and the game is not played due to the forfeit of the opposing team – that player is considered to have fulfilled his/her obligation for that game.

#### **3.7.4 Misconduct and Punishment of Teams**

If a game is not completed because of misconduct clearly traceable to one of the contending teams, its management, or its spectators as determined by the ISA Appeals & Discipline Committee, the A&D Committee shall decide the disposition of the game.

### **3.8. COACHING LICENSE REQUIREMENTS**

3.8.1 Any person who coaches or will coach Under 6 or Under 8 age teams and are not USSF licensed coaches are recommended to participate in ISA coaching clinics to pursue any of the coaching courses held by NTSSA.

**3.8.2 Any designated team official not limited to the coach must undergo the North Texas Criminal background check before they can be added to the team roster.**

### **3.9. REFEREE SYSTEM**

**3.9.1 Jurisdiction – The referee is in control of the field and all activities thereon from the time of their arrival at the field until the completion of the match and the referee has left the field of play. The referee’s decisions are final.**

**3.9.2 Any act of verbal or physical aggression towards a referee will not be tolerated.**

**3.9.3 Complaints concerning the conduct of referees are to be properly submitted via email to the ISA Referee Liaison, their division commissioner and A&D.**

**3.9.4 The responsibilities of the referee are:**

- **Ensure the safety of the players**
- **Enforce the Laws of the Game**
- **Check game sheets**
- **Turn in all paperwork regarding the match (including any and all misconduct reports) within 48 hours after completion of the match.**

**3.9.5 Referees are assigned to games based on their qualifications and experience level as determined by the Referee Assignor.**

**3.9.6 Referees are only permitted to cover games assigned by the Referee Assignor.**

**3.9.7 Game Protest. There are only two (2) acceptable causes for the protesting of a game after it has been played. They are:**

- **A team knowingly plays an unregistered, ineligible, or suspended player**
- **There has been an obvious error made in the application of the Laws of the Game that directly affects the outcome of the match, and the referee admits it.**

**3.9.8 A team that knowingly plays an unregistered, ineligible, or suspended player shall forfeit all of the games in which the player participated. A coach, assistant coach, and/or manager of the team playing such player may be suspended for a minimum period of one (1) year. The offending player may be suspended from soccer activities.**

### **3.10 NTSSA AND ISA RULES OF COMPETITION**

**The rules of play are the FIFA Laws of the Game, NTSSA modified rules, or modified by ISA as follows:**

#### **3.10.1 The Ball**

**3.10.1.1 In order to provide uniformity, only stitched balls should be used as game balls.**

**3.10.1.2 Home team furnishes the game ball.**

**3.10.1.3 Ball sizes for various age groups are as follows:**

- **Under 13 and up - Size 5**
- **Under 9 thru Under 12 - Size 4**
- **Under 4 thru Under 8 - Size 3**

#### **3.10.2 Substitution of Players**

**3.10.2.1 The under 4, Under 6 and Under 8 ( ) age divisions shall play by the quarter substitution system.**

**3.10.2.2 Under 10 and Irving Soccer Association (ISA) shall follow substitution rules as defined by ISA.**

#### **3.10.3 Duration of Games**

**3.10.3.1 The length of games for the various age groups is as follows:**

- **U4 & U5 4 quarters of 8 minutes each**
- **U6 4 quarters of 8 minutes each**
- **U7 & U8 4 quarters of 12 minutes each**
- **U9 & U10 2 halves of 25 minutes each**
- **U11 & U12 2 halves of 30 minutes each**
- **U13 & U14 2 halves of 35 minutes each**
- **U15 & U16 2 halves of 40 minutes each**
- **U19 & Younger 2 halves of 45 minutes each**

**3.10.3.2 Games played in quarters have a 2 minute break between quarters 1 & 2, a 5 minute halftime and a 2 minute break in between quarters 3 & 4. Games played in halves have a 5 minute halftime break.**

#### **3.10.4 Minimum Playing Time**

**3.10.4.1 Each player in all recreational age groups must play at least 50% of each game, when present at the game**



3.10.4.2 A player who is too ill or injured (i.e. Concussions) to play or to resume play must inform the coach who in turn will notify the referee and opposing coach prior to the completion of the game.

3.10.4.3 No coach may play a player less than the minimum time stated above without the prior written approval of the League Executive Board. The coach must give a written application for such approval to the League Executive Board, as well as copies to the player and player's parents/guardians, not less than 48 hours before game time. The application must state why the coach desires not to allow the player to play the required minimum playing time.

3.10.4.4 The minimum playing time rule applies to all ISA games (regular season).

3.10.4.5 A coach may be suspended for up to one (1) year for violation of the minimum playing time rule.

### 3.10.5 Player's Equipment

3.10.5.1 All teams are required to have permanent numbered and corresponding alternate numbered jerseys. Field players without rostered numbers will not be allowed on the playing field.

3.10.5.2 A player who plays with a jersey number that is not assigned per their roster will result in a game forfeit, A&D hearing or possible suspension up to one (1) year.

*NOTE: A shirt of similar color with permanent marker is acceptable. Tape of any kind is NOT acceptable.*

3.10.5.3 Shin guards must be worn by all players.

3.10.5.4 A player may not wear anything that is dangerous to another player or themselves. Orthopedic braces with hinges must have a protective sleeve and completely cover the hinge. A player with a hard cast (padded or not) will not be allowed to play at the Under 4 through Under 10 level. An Under 11 through Under 19 player wearing a hard cast that has been wrapped with a protective covering (bubble wrap or foam rubber) may play if the referee for the game determines that the padding is adequate to allow that player to play. The player wearing the cast must be presented to the referee before every game and the decision to allow the player to play will be made at the discretion of the referee for the given game.

3.10.5.5 The goal keeper shall wear colors that distinguish them from the other players and the referee. Goalkeepers are not required to have a number on their jersey but should be identified by number on the roster.

### 3.10.6 Location of Coaches, Non-Playing Players, and Spectators

3.10.6.1 For games played in U4 – U10 divisions players must be located not less than 3 yards from the touch line and not closer than 10 yards to the goal line.

3.10.6.2 For games played in U12 and above, non-playing players must be located not less than 3 yards from the touch line and not closer than 20 yards to the goal line.

3.10.6.3 For ALL divisions, parents and/or spectators MUST spectate from the bleachers on the OPPOSITE side of the field. Parents and/or spectators are to sit on the bleachers or sit/stand EVEN with the bleacher line. They are not allowed behind the goal or stand anywhere on the field line while game is in play. Failure to follow rules could result in the team's coach being ejected from the game and/or failure to play due to referees calling the game for non-complying parents and/or spectators.

### 3.10.7 Division Standings

3.10.7.1 Division standings are not recorded for U4 through U8 teams. All teams receive participation trophies.

3.10.7.2 Standings U9 through U19 are based on a three point system.

(a) 3 points per win

(b) 1 point per tie

(c) 0 points per loss

3.10.7.3 In the case of a tie in points at the end of the season, the following tie breakers will be applied:

(A) Head to head competition

(B) Goal differential: goals scored minus goals scored against (maximum of 3 points goal differential per game).

(C) Fewest goals allowed

(D) Fewest number of cards

• 1 point per yellow

• 2 points per red

(E) Playoff game

## 3.11 DEVELOPMENTAL MODIFIED SOCCER RULES FOR UNDER 4 THROUGH UNDER 10

3.11.1 The philosophy of modified soccer is to have fun and teach the younger child skills and sportsmanship in a manner that

is consistent with the child's emotional, physical, and mental development.

3.11.2 Modified soccer emphasizes enjoyment over competition and offers maximum playing time for each child that allows the most opportunities for touches of the ball.

3.11.3 Referees must be USSF registered, or clinic trained. All infractions must be briefly explained by the referee to players, and if necessary to the coaches. Explanation of infractions to coaches should not interrupt the flow or spirit of the game.

3.11.4 No individual is allowed to run the length of the field, except for the participants or official of the game.

### **3.12 MODIFIED PLAYING RULES FOR UNDER 4 AND UNDER 5**

3.12.1 Number of players:

- **FIELD PLAYERS:** 4 a side ( 4v4, no goal keeper allowed)
- **MINIMUM TO START:** 3
- **MINIMUM TO CONTINUE:** 3
- **ROSTER:** 8 maximum and 4 minimum unless prior approval has been obtained.

3.12.2 Substitutions at end of quarters only, except for injuries. (Injured players must sit out for the remainder of the quarter)

3.12.3 Play minimum of 50% of total playing time

3.12.4 Equipment:

- **FOOTWEAR:** Soft cleated soccer shoes. (NOTE: no baseball cleats with the front cleat allowed.)
- **BALL:** Must be stitched and size 3

3.12.5 Duration of game (see ISA League Rule 3.10.3.1)

3.12.6 Start of Play: Opponents must be outside of the center circle on their side of the center line

3.12.7 Referee: Fouls/Misconduct. The referee shall briefly explain all infractions to the offending player.

3.12.8 Offside: No offside.

3.12.9 Free Kick: All free kicks are indirect with all opponents at least 3 yards away. A goal may only be scored if the ball has been touched by another player.

3.12.10 Throw-ins: Players have two chances, and the referee must explain proper method, if not successful on the first throw-in.

3.12.11 Kick Off: No Goal on kick off - ball must be touched twice and come out of the circle before a goal can be counted.

3.12.12 Corner Kick: Corner kicks are taken from inside the corner arc. Opponents must be at least 3 yards away.

3.12.13 Slide Tackling: NOT allowed.

3.12.14 There may be only one coach or manager on the field with players during game.

3.12.15 Goal Area: If an offensive player is inside the arch, and plays the ball, a goal kick will be awarded to the defending team. If a Defender is in the arch area, it is a goal for offense.

3.12.16 Field of Play:

- **FIELD SIZE:** 20 yards x 30 yards
- **GOAL SIZE:** 4 feet x 6 feet
- **CENTER CIRCLE:** 3 yard radius
- **CORNER ARC:** 2 foot radius
- **GOAL AREA:** 3 yards from each post and 3 yards out from goal line.

3.12.17 Player may not be in their own goal unless a) an opposing player is in the goal box, b) during a corner kick or c) during a throw in.

### **3.13 MODIFIED PLAYING RULES FOR UNDER 6**

3.13.1 Number of Players:

- **FIELD PLAYERS:** 4 a side (4v4, no goal keeper allowed)
- **MINIMUM TO START:** 3
- **MINIMUM TO CONTINUE:** 3

3.13.2 Roster: 8 maximum and 6 minimum

3.13.3 Substitutions at end of quarters only, except for injuries. ( injured players must sit out for the remaining of the quarter)

3.13.4 Play minimum of 50% of total playing time.

3.13.5 Equipment:

- **FOOTWEAR:** Soft cleated soccer shoes. (NOTE: No baseball cleats with the front cleat will be allowed.)
- **BALL:** Must be stitched and size 3.

3.13.6 Duration of Game (See ISA League Rule 3.10.3.1 Duration of Games)

- 3.13.7 **Start of Play:** Opponents must be outside of the center circle on their side of the center line.
- 3.13.8 **Referee: Fouls/Misconduct.** The referee shall briefly explain all infractions to the offending player.
- 3.13.9 **Offside:** No offside.
- 3.13.10 **Free Kick:** All free kicks are indirect with all opponents at least 3 yards away. A goal may only be scored if the ball has been touched by another player.
- 3.13.11 **Throw-ins:** Players have two chances, and referee must explain proper method, if not successful on the first throw-in.
- 3.13.12 **Kick Off:** No Goal on kick off - ball must be touched twice and come out of the circle before a goal can be counted.
- 3.13.13 **Corner Kick:** Corner kicks are taken from inside the corner arc. Opponents must be at least 3 yards away.
- 3.13.14 **Slide Tackling:** NOT allowed.
- 3.13.15 **Goal Area:** If an offensive player is inside the arch, and plays the ball, a goal kick will be awarded to the defending team. If a Defender is in the arch area, it is a goal for offense.
- 3.13.16 **No Headers**
- 3.13.17 **Field of Play:**
  - **FIELD SIZE:** 20 yards x 30 yards
  - **GOAL SIZE:** 4 feet x 6 feet
  - **CENTER CIRCLE:** 3 yard radius
  - **CORNER ARC:** 2 foot radius
  - **GOAL AREA:** If an offensive Player is inside the arch and plays the ball, a goal kick will be awarded to the defending team.

### **3.14 MODIFIED PLAYING RULES FOR UNDER 7 AND UNDER 8**

- 3.14.1 **Number of Players:**
  - **FIELD PLAYERS:** 4 a side (4v4, goal keepers are not required for U8 and under teams)
  - **MINIMUM TO START:** 3
  - **MINIMUM TO CONTINUE:** 3
  - **ROSTER:** 8 maximum and 6 minimum
- 3.14.2 **Substitutions at end of quarters only, except for injuries.** (injured players must sit out for the remainder of the quarter)
- 3.14.3 **Play minimum of 50% of total playing time**
- 3.14.4 **Equipment :**
  - **FOOTWEAR:** Soft cleated soccer shoes. (NOTE: No baseball cleats with the front cleat will be allowed.)
  - **BALL:** Must be stitched and size 3.
- 3.14.5 **Duration of Game (See ISA League Rule 3.10.3.1 Duration of Games)**
- 3.14.6 **Start of Play:** Opponents must be outside of the center circle on their side of the center line.
- 3.14.7 **Referee: Fouls/Misconduct.** The referee shall briefly explain all infractions to the offending player.
- 3.14.8 **Offside:** No offside.
- 3.14.9 **Free Kick:** All free kicks are indirect with all opponents at least 3 yards away. A goal may only be scored if the ball has been touched by another player.
- 3.14.10 **Throw-ins:** Players have two chances, and referee must explain proper method if not successful on the first throw-in.
- 3.14.11 **Kick Off:** No Goal on kick off - ball must be touched twice and come out of the circle before a goal can be counted.
- 3.14.12 **Corner Kick:** Corner kicks are taken from inside the corner arc. Opponents must be at least 3 yards away.
- 3.14.13 **Slide Tackling:** NOT allowed.
- 3.14.14 **Goal Area:** If an offensive player is inside the arch, and plays the ball, a goal kick will be awarded to the defending team. If a Defender is in the arch area, it is a goal for offense.
- 3.14.15 **No Headers**
- 3.14.16 **Field of Play:**
  - **FIELD SIZE:** 20 yards x 30 yards
  - **GOAL SIZE:** 4 feet X 6 feet
  - **CENTER CIRCLE:** 3 yard radius
  - **CORNER ARC:** 2 foot radius
  - **GOAL AREA:** 3 yards from each post and 3 yards out from goal line.

### **3.15 MODIFIED PLAYING RULES FOR UNDER 9 AND UNDER 10**

#### **3.15.1 Number of Players**

- **FIELD PLAYERS:** 7 a side (7v7, including a goal keeper, different goal keeper each half)
- **MINIMUM TO START:** 6
- **MINIMUM TO CONTINUE:** 6
- **ROSTER:** 12 maximum and 7 minimum

#### **3.15.2 Equipment**

- **FOOTWEAR:** Soft cleated soccer shoes. (NOTE: No baseball cleats with the front cleat will be allowed.)
- **BALL:** Must be stitched and size 4.

#### **3.15.3 Substitutions allowed in accordance to the following:**

- Prior to a throw-in for the team in possession (the opposing team may substitute when the team in possession subs)
- Prior to a goal-kick by either team
- Either team, after a goal is scored
- Either team at an injury, when the referee stops the play (see the USSF Position Paper – Requirements for injured players 2012)
- At halftime
- When a caution (yellow card) is given, that player may be substituted for

3.15.4 Each recreational player, when present at a game, shall be required to play the minimum of 50% of each half.

3.15.5 Duration of Game (See ISA League Rule 3.10.3.1 – Duration of Games)

3.15.6 Start of Play: Opponents must be outside of the center circle on their side of the center line.

3.15.7 Offside: A player is in an offside position if he is past the pressure line and nearer to his opponents' goal line than both the ball and the second-last opponent.

3.15.8 Free Kick: All opponents must be at least 8 yards away.

3.15.9 Penalty Kick: All opponents must be at least 8 yards away.

3.15.10 Throw-ins: conform to FIFA

3.15.11 Kick Off: No Goal on kick off - ball must be touched twice and come out of the circle before a goal can be counted.

3.15.12 Corner Kick: Corner kicks are taken from inside the corner arc. Opponents must be at least 8 yards away.

3.15.13 Slide Tackling: Not allowed.

3.15.14 No Headers

3.15.15 Field of Play

- **FIELD SIZE:** 30 yards x 47 yards
- **3.15.2:** 6.5 feet X 18.5 feet
- **CENTER CIRCLE:** 6 yard radius
- **CORNER ARC:** 2 foot radius
- **GOAL AREA:** 6 yards from each post and 6 yards out from goal line
- **PENALTY AREA:** 14 yards from each post and 14 yards out from goal line

3.15.15 Pressure Line Rule (7v7 games only)

- 14 yards from each goal line
- Aim is to promote individual skills and facilitate game flow as well as playing the ball out of the back in an unpressured setting
- When the Goalkeeper has the ball during play (from the opponent) or from a goal kick, the opposing team must move behind the pressure line
- Once the opposing team is behind the pressure line, the goalkeeper can pass, throw or roll the ball to a teammate (NO Punting or Drop Kicks)
- After the ball is put into play by the goalkeeper, the opposing team can cross the pressure line and play resumes as normal.

### **3.16 MODIFIED PLAYING RULES FOR UNDER 11 AND UNDER 12**

#### **3.16.1 Number of Players:**

- **FIELD PLAYERS:** 9 a side (9v9, including goalkeeper, different goalkeeper each half)

- **MINIMUM TO START: 7**
- **MINIMUM TO CONTINUE: 7**
- **ROSTER: 16 maximum and 12 minimum**

**3.16.2 Equipment:**

- **FOOTWEAR: Soft cleated soccer shoes. (NOTE: No baseball cleats with the front cleat will be allowed.)**
- **BALL: Must be stitched and size 4.**

**3.16.3 Substitutions are allowed in accordance to the following:**

- **Prior to a throw-in for the team in possession (the opposing team may substitute when the team in possession subs)**
- **Prior to a goal-kick by either team**
- **Either team, after a goal is scored**
- **Either team at an injury, when the referee stops the play (see the USSF Position Paper – Requirements for injured players 2012)**
- **At halftime**
- **When a caution (yellow card) is given, that player may be substituted for**

**3.16.4 Each recreational player, when present at a game, shall be required to play the minimum of 50% of each half.**

**3.16.5 Duration of Game (See ISA League Rule 3.10.3.1 – Duration of Games)**

**3.16.6 Start of Play: Opponents must be outside of the center circle on their side of the center line.**

**3.16.7 Offside: conform to FIFA**

**3.16.8 Free Kick: All opponents must be at least 8 yards away.**

**3.16.9 Penalty Kick: All opponents must be at least 8 yards away.**

**3.16.10 Throw-ins: conform to FIFA**

**3.16.11 Goal Kick: conform to FIFA**

**3.16.12 Corner Kick: Corner kicks are taken from inside the corner arc. Opponents must be at least 8 yards away.**

**3.16.13 Slide Tackling: conform to FIFA**

**3.16.14 No Headers**

**3.16.15 Field of Play: ISA is a recreational league formed through player pools, any team found not to have been formed through their Home Association player pools will be considered to be "Recreational Plus and/or Competitive" and not allowed to play in ISA.**

**3.17 MODIFIED PLAYING RULES FOR UNDER 13 AND UNDER 14**

**3.17.1 Number of Players:**

- **FIELD PLAYERS: 11 a side (11v11, including goalkeeper)**
- **MINIMUM TO START: 7**
- **MINIMUM TO CONTINUE: 7**
- **ROSTER: 18 maximum and 14 minimum**

**3.17.2 Equipment:**

- **FOOTWEAR: Soft cleated soccer shoes. (NOTE: No baseball cleats with the front cleat will be allowed.)**
- **BALL: Must be stitched and size 5.**

**3.17.3 Substitutions are allowed in accordance to the following:**

- **Prior to a throw-in for the team in possession (the opposing team may substitute when the team in possession subs)**
- **Prior to a goal-kick by either team**
- **Either team, after a goal is scored**
- **Either team at an injury, when the referee stops the play (see the USSF Position Paper – Requirements for injured players 2012)**
- **At halftime**
- **When a caution (yellow card) is given, that player may be substituted for**

**3.17.4 Each recreational player, when present at a game, shall be required to play the minimum of 50% of the time**

**3.17.5 Duration of Game (See ISA League Rule 3.10.3.1 – Duration of Games)**

**3.17.6 Start of Play: Opponents must be outside of the center circle on their side of the center line.**

**3.17.7 Offside:** conform to FIFA

**3.17.8 Free Kick:** All opponents must be at least 8 yards away.

**3.17.9 Penalty Kick:** All opponents must be at least 8 yards away.

**3.17.10 Throw-ins:** conform to FIFA

**3.17.11 Goal Kick:** conform to FIFA

**3.17.12 Corner Kick:** Corner kicks are taken from inside the corner arc. Opponents must be at least 8 yards away.

**3.17.13 Slide Tackling:** conform to FIFA

**3.17.14 Field of Play:** ISA is a recreational league formed through player pools, any team found not to have been formed through their Home Association player pools will be considered to be "Recreational Plus and/or Competitive" and not allowed to play in ISA.

### **3.18 MODIFIED PLAYING RULES FOR UNDER 15 AND UNDER 16**

**3.18.1 Number of Players:**

- **FIELD PLAYERS:** U13-U19 - 11 a side (including goalkeeper)
- **MINIMUM TO START:** 7
- **MINIMUM TO CONTINUE:** 7
- **ROSTER:** 22 maximum and 14 minimum

**3.18.2 Equipment:**

- **FOOTWEAR:** Soft cleated soccer shoes. (Note: No baseball cleats with the front cleat will be allowed.)
- **BALL:** Must be stitched and size 5.

**3.18.3 Substitutions** are allowed in accordance to the following:

- Prior to a throw-in for the team in possession (the opposing team may substitute when the team in possession sub)
- Prior to a goal-kick by either team
- Either team, after a goal is scored
- Either team at an injury, when the referee stops the play (see the USSF Position Paper – Requirements for injured players 2012)
- **At halftime**
- When a caution (yellow card) is given, that player may be substituted for

**3.18.4** Each recreational player, when present at a game, shall be required to play the minimum of 50% of the time

**3.18.5 Duration of Game** (See ISA League Rule 3.10.3.1 – Duration of Games)

**3.18.6 Start of Play:** Opponents must be outside of the center circle on their side of the center line.

**3.18.7 Offside:** Conform to FIFA

**3.18.8 Free Kick:** All opponents must be at least 8 yards away.

**3.18.9 Penalty Kick:** All opponents must be at least 8 yards away.

**3.18.10 Throw-ins:** conform to FIFA

**3.18.11 Goal Kick:** conform to FIFA

**3.18.12 Corner Kick:** Corner kicks are taken from inside the corner arc. Opponents must be at least 8 yards away.

**3.18.13 Slide Tackling:** conform to FIFA

**3.18.14 Field of Play:** ISA is a recreational league formed through player pools, any team found not to have been formed through their Home Association player pools will be considered to be "Recreational Plus and/or Competitive" and not allowed to play in ISA.

### **3.19 MODIFIED PLAYING RULES FOR UNDER 17, UNDER 18 AND UNDER 19**

**3.19.1 Number of Players:**

- **FIELD PLAYERS:** 11 a side (11v11,including goalkeeper)
- **MINIMUM TO START:** 7
- **MINIMUM TO CONTINUE:** 7
- **ROSTER:** 22 maximum and 14 minimum (for Under 16 – Under 19)

**3.19.2 Equipment:**

- **FOOTWEAR:** Soft cleated soccer shoes. (NOTE: No baseball cleats with the front cleat will be allowed.)

- **BALL: Must be stitched and size 5.**

3.19.3 Substitutions are allowed in accordance to the following:

- Prior to a throw-in for the team in possession (the opposing team may substitute when the team in possession subs)
- Prior to a goal-kick by either team
- Either team, after a goal is scored
- Either team at an injury, when the referee stops the play (see the USSF Position Paper – Requirements for injured players 2012)
- At halftime
- When a caution (yellow card) is given, that player may be substituted for

3.19.4 Each recreational player, when present at a game, shall be required to play the minimum of 50% of the time

3.19.5 Duration of Game (See ISA League Rule 3.10.3.1 – Duration of Games)

3.19.6 Start of Play – Opponents must be outside of the center circle on their side of the center line.

3.19.7 Offside: conform to FIFA

3.19.8 Free Kick: All opponents must be at least 8 yards away.

3.19.9 Penalty Kick: All opponents must be at least 8 yards away.

3.19.10 Throw-ins: conform to FIFA

3.19.11 Goal Kick: conform to FIFA

3.19.12 Corner Kick: Corner kicks are taken from inside the corner arc. Opponents must be at least 8 yards away.

3.19.13 Slide Tackling: conform to FIFA

3.19.14 Field of Play: ISA is a recreational league formed through player pools, any team found not to have been formed through their Home Association player pools will be considered to be "Recreational Plus and/or Competitive" and not allowed to play in ISA

## 4. NTSSA TOC (TOURNAMENT OF CHAMPIONS)

In lieu of a City Tournament, the ISA representatives for Tournament of Champions play for Under 10, Under 12, Under 14, Under 16, Under 18, and Under 19 boys and girls teams will be determined by the league standings for the Fall Under 10, Under 12, Under 14, Under 16, Under 18, and Under 19 divisions.

No team will be allowed to challenge up from a lower age division (i.e., Under 9 challenge to Under 10, Under 11 challenge to Under 12, etc.). A team must play in the age division they wish to try to represent for the entire Fall Season.

## 5. IRVING SOCCER ASSOCIATION FIELD RULES

### 5.1 GAME DAY RESPONSIBILITIES

5.1.1 Home teams obtains 4 flags from soccer complex office

5.1.2 Last game of the day may be responsible for taking down the flags and returning them to the soccer complex.

5.1.3. Each team must provide a virtual game roster for that particular game. Failure to do so, may result in a forfeit game.

5.1.3 If a coach has a hearing-impaired player, the coach should inform the game official prior to the start of the game. The player should be identified to the official by the player's number.

5.1.4 The home team will furnish an acceptable sized and stitched ball.

5.1.5 Teams must declare team colors at the start of the soccer year, and must appear at each game in those colors unless the team is the home team and is aware of a potential color conflict.

5.1.6 The home team must change jerseys in case of color conflict, unless mutually agreeable by both coaches. The referee has final say on color conflict issues.

5.1.7 Warm-ups are permitted to be worn over the uniform; however, the warm-up jacket/top must have a number no less than two (2) inches in height, and the number must be the same as the player's assigned number on the game roster The warm-up

must also be similar in color to the uniform colors. Color conflicts for warmups will be handled in the same manner as for jersey conflicts.

## 5.2. Miscellaneous

5.1.2 Scheduled games (due to non-weather cancellations) will not be rescheduled without the concurrence of both coaches, the ISA Board of Directors.

5.1.3 Coaches, assistant coaches, players, or spectators shall not wear a referee shirt or socks on the field or sideline during a game, in which they are a coach, assistant coach, player, or spectator. (Lowering of the referee sock, whereby the white of the sock is not visible, prior to approaching the field is acceptable.)

5.1.4 The individual wearing such (referee) attire must remove the attire or leave the sideline, or the team with which the individual is involved/affiliated will forfeit the game.

5.1.5 On all of the fields, only the current teams (players and coaches) are allowed.

on the field (either for warm-ups or the actual game). **NO TEAM WARMUP IS PERMITTED INSIDE THE 18 YARD PENALTY AREA OF THE GOALS.** There is to be no free play by spectators at any time, including half time or before or after the games, etc.

### 5.2 GAME FORFEITS

5.2.1 Any recreational team forfeiting their game must contact their commissioner or the ISA Office no later than two (2) office days prior to the scheduled game.

5.2.2 If a team does not give a minimum of two (2) office day notice, the team may be required to pay a fifty dollar (\$50.00) forfeit fee. Forfeit fees must be paid within ten (10) calendar days of the forfeited game, or additional games will be declared forfeited until the fee is paid.

5.2.3 Any team failing to field the minimum number of players or game report after 10 minutes of the scheduled starting time will forfeit the game.

5.2.4 Unless ISA is their Home Association, teams are responsible for notifying their Home Association/Assignor if the game was to be played at their location that the game has been forfeited.

5.2.5 Any team forfeiting three (3) or more games will not be considered in contention to receive any awards.

5.2.6 Games that are forfeited prior to the scheduled game day are considered forfeits, regardless of if games for that day are cancelled due to weather conditions.

5.2.7 If a coach pulls their team off the field, the team shall receive an automatic forfeit and the Coach will be required to attend and could result in a one game suspension pending A&D Review.

### 5.3 IRVING SOCCER COMPLEX RULES

5.3.1 Only scheduled games are allowed on the soccer complex. Practices or scrimmage games are not allowed on the fenced soccer complex, unless authorized by the ISA Board of Directors or the City of Irving Parks & Recreation Department.

5.3.2 If a team is found in violation of Rule 5.4.1, the following fines/penalties shall apply to said team, if found guilty:

- **FIRST OFFENSE:** Reprimand and 6 hours of field duty and/or other terms
- **SECOND OFFENSE:** \$150 fine
- **THIRD OFFENSE:** \$200 fine and suspension of coach up to 1 year

5.3.3 The following items are prohibited at the complex:

- Alcoholic beverages are prohibited inside the complex and in the adjacent parking lots for youth and adults.
- Glass containers are prohibited inside the complex.
- No sound amplification devices of any type, except for ISA approved use, are allowed.
- No climbing on the soccer nets is allowed.
- No dogs or other pets are allowed inside the fenced complex (per city ordinance).
- Littering of the fields will not be tolerated. Teams are expected to work together to pick up trash at their sideline at the conclusion of their game. Board Members and/or Field Marshals will be watching for violators. Any t



who does not pick up the area after their game will be subject to a \$25 fine for the 1<sup>st</sup> offense, \$50 fine for the 2<sup>nd</sup> offense, and \$100 fine for the 3<sup>rd</sup> offense. Please help keep the soccer complex free of litter.

- Park only in designated areas. No unauthorized vehicles will be allowed on the soccer complex grass, no double parking.
- Observe all signs, and only cross the fence at the gates.
- On all fields, only the current teams (players and coaches) are allowed on the field (either for warm-ups or the actual game). There is to be no free play by spectators at any time, including half time or before or after the game

## **5.4 GAME DELAYS/CANCELLATIONS**

### **5.4.1 Game Delays**

5.4.1.1 Should a referee fail to appear by the scheduled start time of the game, the teams should wait fifteen (15) minutes for the referee to arrive.

5.4.1.2 If the referee failed to appear after fifteen (15) minutes, a team representative should contact the ISA Board Member on Duty, ISA Referee Assignor, or ISA Board designate.

5.4.1.3 Should a coach not arrive on time, by the scheduled start time of the game, the the coach has fifteen (15) minutes to arrive before the game is declared a forfeit by the missing coaches team.

5.4.1.4

5.4.1.5 If necessary, in League Age games of Under 10 and under ), the teams should attempt to play the game by selecting an individual from each team to officiate one half of the game. Neither coach nor assistant coach shall participate in the game officiating. If this method is used in order to play the game, the game becomes official and is non-prottestable.

### **5.4.2 Game Cancellations**

5.4.2.1 In case of bad weather, games may be suspended or cancelled.

5.4.2.2 The decision to suspend play before a game starts may be made by any of the following, in this order of priority:

- CITY OF IRVING
- ISA PRESIDENT
- ISA BOARD MEMBER ON DUTY
- ANY OTHER ISA BOARD MEMBER

5.4.2.3 If the games are cancelled far enough in advance of their starting times to allow notice, the game cancellations will be posted to the rain out hotline. will be notified, when possible.

5.4.2.4 Teams must report to the playing field unless the coaches were previously notified. The penalty for failure to follow this rule is forfeiture of the game.

5.4.2.5 Games reaching the completion of the first half of regulation play will be considered to be a full game.

5.4.2.6 If bad weather occurs during a game, the referee at their discretion will have the option of suspending the game.

5.4.2.7 If bad weather occurs during a game, in which there is no person identified in Rule 5.5.2.2 At the Irving Soccer Complex, the referee at their discretion will have the option of cancelling the game after suspension of the game.

5.4.2.8 If there is no Board Member on duty, the referee has the final say regarding the playability of the field. If a team is unsure, the team should go to the field to await the referee's decision.

5.4.2.9 Light Meanings:

- **YELLOW LIGHT:** Games are in Suspension. If the yellow light appears, all should seek shelter (off the fields) due to potentially dangerous weather conditions. Games may be resumed after suspension if conditions are okay, or suspension may be extended.
- **RED LIGHT:** Games are canceled for the day. If the red light appears, the Irving Soccer Complex has closed for the day due to dangerous weather or unplayable weather conditions.

## **6. TEAM'S RIGHTS AND ETHICS**

### **6.1 RIGHTS OF PLAYERS, PARENTS, OR GUARDIANS CONCERNING ANYONE WHO IS DELEGATED TEAM AUTHORITY**

6.1.1 If at any time during the course of the existence of a team; a coach, assistant coach, manager, or any individual who is delegated any team responsibility exhibits irresponsibility or character that may be deemed detrimental to the development of a player, that individual may be required to surrender their position by the ISA.

6.1.2 A request for such action must be submitted, in writing, to the Director of Coaches and the Vice President of Recreational Leagues. If that request is signed by at least fifty percent (50%) of the team's parents or guardians (each player's family counting as one signature), the Coaches Committee shall hear the request.

6.1.3 The Director of Coaches and the Coaches Committee shall decide whether to grant the request.

6.1.4 Offenders are subject to removal from their position and up to a one (1) year suspension from all ISA soccer related activities.

6.1.5 The ISA Board of Directors through majority vote may deny membership to any coach, player, assistant coach, or team manager. Requirements for denial of membership include, but are not limited to, continued rules violations, ethical or moral complaints that are a detriment to the players, violent behavior.

as reported by a referee or ISA representative, questionable or negative results from the background check.

## 6.2 CODE OF ETHICS FOR COACHES

All coaches in the ISA shall do their best to abide by the seven articles of the NTSSA Code of Ethics for Coaches (See NTSSA Rule 11.1 – NTSSA CODE OF ETHICS FOR COACHES - [NTSSA Rules \(.pdf\)](#))

## 6.3 CODE OF ETHICS/CONDUCT FOR PARENTS (SEE NTSSA RULE 11.2 – NTSSA PARENT’S CODE OF CONDUCT)

It is the official policy of the Irving Soccer Association Board of Directors that the game officials (referees and assistant referees), field marshals, and/or any other person designated by the ISA Board to monitor field activity will not tolerate parental/spectator misconduct in any form, be it vocal or physical, toward any player, coach, game official, field marshal or ISA Board designate.

Should a spectator enter the playing field during league play with the perceived intent of engaging in fighting or retaliation against another player or spectator will be suspended, along with all spectators from that team for a minimum of 2 games.

It will be the responsibility of the coach to control the conduct and behavior of the parents/spectators associated with his/her team before, during, and after the soccer game.

It will be the responsibility of the assistant coach and the team manager, as listed on the official NTSSA team roster, to assist the coach in controlling these situations.

Should the referee deem the conduct of a parent/spectator to be inappropriate, the referee will issue one verbal warning to the coach of the offending sideline. If the behavior is not immediately corrected, the coach will be called onto the field, issued a caution for dissent, and told specific points for the immediate correction of the sideline demeanor.

Should the field marshal or an ISA Board designate deem the conduct of a parent/spectator to be inappropriate, he/she will verbally warn the coach and the parent/spectator of the offending sideline and at an appropriate stoppage in the game (i.e., quarter or halftime), consult with the game officials concerning the spectator conduct.

Should the misconduct continue or be apparent, the referee will require that the parent/spectator leave the sideline and report to the parking lot. After the game, the referee will report to the Board Member On Duty to file an ISA Spectator Incident Report. Should the parent/spectator fail to leave within two minutes after being required to leave, the referee will immediately abandon the game and report directly to the Board Member On Duty to file an ISA Spectator Incident Report and complete a NTSSA Out-door Referee’s Misconduct Report with the notation: “Game abandoned due to spectator misconduct”.

The coach, assistant coach, or team manager will identify the parent/spectator when asked to do so by the referee, field marshal, or the ISA Board designate. Failure to do so will require that the whole team appear before the A&D Chairman/Committee

Punitive measure may require that:

- No parents/spectators will be allowed on the sidelines during the team’s next scheduled game, except for the coach, assistant coach, and team manager as listed on the team roster on file with the ISA registrar.
- If the team elects to forfeit the next scheduled game, all Referee Fees must be paid in full (if this is recreational, all Referee Fees must be returned to the ISA Office the Monday after the incident) and a \$50.00 fine will need to be paid by the offending team before that team will be allowed to play any additional league games or be accepted into any ISA sponsored tournaments.
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Should a second ISA Spectator Incident Report be filed against the same team at any time during the soccer year, the coach, assistant coach and team manager will be required to attend a hearing before the A&D Committee.

**Punitive measures may require that:**

- The coach, assistant coach, and team manager will each serve as a field marshal on a date assigned to each of them from the Director of Coaches.
- If either the coach, assistant coach, or team manager elect not to serve as a field marshal, their failure to complete the required service will result in further punitive measures.

The A&D Chairman will be responsible for reviewing these violations further repercussions.

ISA is a recreational league formed through player pools, any team found not to have been formed through their Home Association player pools will be considered to be "Recreational Plus and/or Competitive" and not allowed to play

