

Northwest League (NWL) Rules

FIFA Laws of the Game apply with the following modifications:

A. LENGTH OF GAMES

U10 (8v8): 30 min halves 5 min halftime

U11 (9v9): 30 min halves; 5 min halftime

U12 (9v9): 30 min halves; 5 min halftime

U13, U14: 35 min halves; 5 min halftime

U15, U16: 40 min halves; 5 min halftime

U17, U18: 45 min halves; 5 min halftime

*No overtime or tie-breaking kicks from the penalty mark during League matches.

B. BALL SIZE

U10/U12 = #4

U13-U18 = #5

*Home team shall provide 3 game balls.

C. FIELD PREPARATION

Home Teams are responsible for field preparedness: Mowing, lining, goal setup. All goals must be securely anchored to the ground. The home team and visiting teams are equally responsible for the setup of nets and corner flags.

D. TEAM CREDENTIALS

All teams are required to carry two (2) copies of their State signed roster for each game. One (1) copy goes to the referee and one (1) copy goes to the opposing team. All players must have a valid player pass, and all bench personnel must have a valid coach's pass. Any player not having a valid player card may not compete in the game without the permission of the opposing coach.

E. GAME START TIME

Teams are expected to play games at the scheduled time and location. Referees must complete the player/coach credential check-in process (with cards and roster) prior to scheduled game time. Failure to present valid member passes and official roster to the referee prior to scheduled game may result in a forfeit should a complaint be made by either side.

For emergency situations, call one of the IYSA weekend cell phone for guidance, 208-608-8617 or 208-608-8618.

F. MINIMUM NUMBER OF PLAYERS

At U11 and U12, a team must have at least 5 players and one registered adult to start a match

At U13-U18, a team must have at least 7 players and one registered adult to start a match

G. TEAM SIDELINES

If space permits, coaches, spectators, and players not on the field of play must remain at least 6 feet behind the touchline and at least 18 yards from the corners of the field. Teams must be on one side of the field, spectators on the other side.

- A "team" consists of only those GAME ROSTERED players, coaches and managers who have valid member passes.
- A maximum of four (4) bench personnel with passes may be present on the team sideline.

Coaches, players and spectators are not allowed behind the goal line for any reason.

H. SUBSTITUTIONS

Substitutions are permitted on

- Goals
- Goal kicks
- Throw-in on your possession
- Throw-ins on opposing possession if the team in possession is subbing
- At the referees discretion e.g., in the event of injury
- Halftime

I. OFFICIAL'S REPORT

Managers / Coaches should verify with the referee at the game's conclusion that their score matches his/her report. All officials must submit online game report to IYSA within 48 hours after the match. Each coach should also make sure that they have a copy of the opponent's game roster.

J. CAUTIONED OR SENT OFF PARTICIPANTS

YELLOW CARDS (CAUTIONS): Referees will note all cautioned players/coaches in their game report, but will not retain the specific member passes.

RED CARDS (SEND OFFS): Referees **will not retain** the member passes of any sent off player/coach. However the referee will be required to submit the ejection report to IYSA within 48hrs. Referees will not show yellow or red cards to coaches as per FIFA rules, but will inform them clearly in conversation why their caution or ejection is taking place. If a coach is sent off, the assistant coach or an adult with valid member pass belonging to the team's club will be appointed. If no one is available, the game will be forfeited.

K. GAME SUSPENSIONS: MINIMUM THAT WILL APPLY

In all cases where there is an ejection, the club Technical Director and President or designated club representative will be notified.

Player Suspension

- 2nd caution received in the same game = 1 game
- Serious foul play = 1 game
- Violent Conduct = a minimum of 2 games and is subject to further review by the Appeals and Hearings Committee
- Foul & Abusive Language = 1 game
- Spitting that is directed at players, coaches, officials or spectators = 2 games
- Referee abuse = 2 games
- Referee assault = A minimum of 3 months per USSF and possible additional IYSA sanctions

Coach Suspension

Coach ejection = 1 game

Refusal to give name to the official after ejection = 1 additional game.

Refusal to leave the field when asked by an official = forfeit of the game and an additional 1 game suspension

Coaches who are suspended cannot participate in any game activities related to the team from which they were suspended. Coaches are prohibited from participating in any pre-game activities. The use of cell phones for team contact is expressly prohibited unless it is for medical information or attention is required by a team member.

Players who are serving suspensions may sit on the team bench during the game(s) from which they have been suspended. They must wear nonuniform apparel and must conduct themselves in an appropriate manner. Misbehavior may result in removal from the team area at the request of the game and/or league officials and additional sanctions are possible.

L. ROSTER SIZE

Per IYSA regulations any team U10-U14 may have 18 on a roster and those 18 players may participate in the game. U15 and older teams may have a roster of 22 players but may only have 18 on the game roster and must cross off those players that are not participating.

M. CLUB PASS PLAYERS

A Team may only play with a maximum of four (4) club pass players at U11-U12 and four (4) club pass players at U12-U18; otherwise the game will be forfeited. The only exception to this is if both teams agree prior to the game taking place and it is documented on the game rosters.

Any guest players must be handwritten on the bottom of the roster. Club Pass Players must also have their member pass present.

N. SANCTIONS

A team must use the minimum amount of players as listed above in Rule E; otherwise it is considered a forfeit. However the game may be played with the agreement of both coaches despite the fact that it is still a forfeit.

All team rostered players may only compete in one game at a time. Failure to do so will result in a forfeit of both games that a player is participating in.

Using an invalid or falsified roster will result in a forfeit.

Using a club pass player for any purposes not established in the IYSA Club Pass Policy will result in a forfeit and possible sanction against the coach.

All forfeits will be subject to a fine potentially at the discretion of IYSA. Fines will range from \$25-\$1500 for each infraction. The amount of each fine will depend on the circumstances and severity of the infraction(s) and in all cases will be determined by IYSA. Additional club and/or team sanctions may also be imposed for failure to comply with IYSA rules, bylaws, policies or procedures relating to a competition. Failure to pay fines within 30 days of receipt of the official notice may result in a club being removed from "league good standing" and could affect the club's eligibility to participate further in the league.

"No Show" Forfeits are when a team fails to appear for a scheduled match. A grace period of 15 minutes will be allowed after the official game start time. A "no show" is a serious infraction of the rules and will result in an automatic \$150 fine. The team responsible for the "no show" will also be responsible for 100% of the referee fees

O. PLAYER'S EQUIPMENT

1. All players on the field must be attired in matching uniforms (except the goalkeeper) to the satisfaction of the referee. All numbers will appear on the back of the jerseys and all team players must have a different number (except the goalkeeper). The goalkeeper will be attired in an outfit that is different from the opposing keeper, all other players on the field and the referee.
2. Each team must have alternate color of jersey or training vest. In cases of color similarity, the designated home team (listed first) will change jerseys.
3. **No equipment shall be worn that is dangerous to another player.** The game referee shall have final say over any equipment that he/she may deem safe or dangerous.
4. Shin guards, covered by socks, are mandatory in all IYSA sanctioned games. Players not wearing shin guards will not be allowed to play.
5. **No jewelry is permitted.** Taping of jewelry is not permitted. Medical alert and religious bracelets/necklaces must be allowed by officials but are required to be taped to the body.

P. PLAYER/COACH MEMBER PASSES & ROSTERS

Each team must submit valid IYSA member passes AND an official IYSA signed game roster to the referee prior to each game. Each team must also receive a copy of the opposing team's roster.

For a pass to be valid, it must have photo of the player/coach, club registrar's or IYSA official signature and be laminated. Valid passes are also mandatory for coaches, assistant coaches, and managers, limit 4 per team. Any team that plays an ineligible player will forfeit all games in which he/she participates and will face other possible sanctions from IYSA. Any team without valid player/coach member passes and/or official game roster prior to the start of the game will forfeit the match.

Q. RESPONSIBILITIES OF COACHES

1. Each coach is responsible for the conduct of his/her team players, staff and spectators. Failure to control conduct will result in the forfeiture of the game.
2. Coaching is permitted from the touchline for a temporary amount of time, but otherwise coaching is to be accomplished from the team technical area. All valid coaches/managers must be on the team's roster and present valid member passes to the referee prior to the game.
3. Coaching is understood as giving directions to one's own team on points of strategy and position--no mechanical or electronic devices are permitted. The tone of voice must be informative. No coach is to make derogatory remarks or gestures to the referee, players or spectators or opposing coach and players.
4. The following are considered irresponsible behavior and can result in dismissal from the match:
 - Throwing objects in protest
 - Speaking insulting words or making offensive gestures
 - Kicking chairs
 - Making unwanted or unnecessary contact with opponent
 - Persistently and flagrantly protesting decisions of an official
 - Interfering with the performance of assistant referee or fourth official duties
 - Entering the field of play without the permission of the referee
 - Making threatening remarks

R. SCORING METHOD AND TIE-BREAKERS

A Maximum of a 6 goal difference will be officially recorded in any one game

Team Points for Game Results:

3 Points for a Win (*includes forfeit)
1 Point for a Tie
0 Points for a loss

*A team shall be awarded a forfeit win when its opponent does not play or is declared ineligible. The game will be recorded as a 1-0

At the conclusion of the League season, if two or more teams are tied in point totals, the league championship will be determined according to the following tiebreaker rules:

1. Head to head
2. Goal differential (Goals scored minus goals conceded)
3. Least goals conceded
4. The league championship will be considered a tie

S. SAFETY

In the interest of everyone's safety, please observe the following:

- No one may play if they are bleeding or there is blood on their uniform. The player must leave the field and may be substituted at the coach's discretion. The player may return to the game after any bleeding is stopped, the wound is covered, and the uniform cleaned appropriately of blood.
- Consumption of alcoholic beverages and any use of tobacco products are strictly prohibited at all League game sites.

T. LIGHTNING

In the event of lightning prior to or during the game, the game will be stopped immediately and will be delayed for 30 minutes.

Should more lightning occur within that 30 minute delay then the game will be abandoned. In the event that the game is abandoned after the second half has begun then the score will stand. If the game is abandoned prior to, or during the first half, every effort will be made to reschedule the game, which will need to be replayed in its entirety.

U. PROTEST AND APPEALS

IYSA will appoint a nonbiased Protest and Appeals Committee in the event that one is required. Referee judgment decisions during the game are final and may not be appealed. **To be valid and eligible for consideration, each protest must be:**

1. Must be made by a person listed on the official game roster or the designated club's league council representative.
2. Filed in writing, on the IYSA protest form, clearly citing the law of soccer or league rule violated.
3. Must be received no later than 72 hrs after the game has taken place.