

ICSL Competition Rules

Latest Revision 01/24/10 (latest revisions in bold)

The intent of these ICSL Competition Rules is to ensure a fun/fair environment for all players, coaches, parents, and referees involved with the league. As our league is intended to be a friendly league, we rely heavily on the integrity of the coaches and referees to uphold these rules.

If you have an issue with a rule, communicate this in writing to the coordinator for your community, along with your proposed change, and the League Coordinators will review the recommendations at the next meeting.

Our League is based on the USSF Laws of the Game, unless specifically noted within these rules.

- Scoring will be as follows:
 - Win – 3 Points
 - Tie – 1 Point
 - Loss – 0 Points
 - Tie breakers, for tournament seeding:
 - Head to head play
 - Fewest goals against
- Coaches must have a completed team roster and Medical Release Form (available from the website) with them at all times.
- Rescheduled games are the responsibility of the coach, who must contact the opposing coach and referees. Teams are responsible for paying referees fees if the refs are not contacted and thus show up for a cancelled or rescheduled game.
- Teams will pay full referee fees, regardless of how many are actually present for the game.
- Referee Requirements:
 - All games will be refereed by (1) patched center referee and (2) assistant referees. The assistant referees should be patched, but if this is not possible, “club referees” may be used.
 - In all cases, the center referee must be patched and must be older than the players that are being refereed.
- Goals
 - All goals must be anchored.
 - IYSA will fine an organization \$1,000 and each coach \$200 for allowing a game to be played on a field where the goals are not securely anchored. (2004)
- Game Cancellations:
 - Teams who need to cancel/reschedule must do so by 10pm, at least 2 nights prior to the scheduled game. Failure to do so will be considered a “no-show.”
 - No-show teams are responsible for full referee fees.

- Canceling teams are responsible for contacting referees and rescheduling games and referees within 10 days of the cancelled game. The games can be played at any mutually agreeable location.
- If the team which needs to cancel/reschedule cannot reach an agreed upon make-up date with the opposing coach, the canceling team will be forced to treat the game as a forfeit (a 0-1 loss) and the opposing team will receive the 3 points associated with a win.
- All league games, unless labeled “Girls,” are Coed.
 - There is no requirement for a minimum number of girls either on the team or on the field, for coed games. In other words, all-boy teams are acceptable in all age groups.
- Players in the “Jr. High” age bracket are allowed to be 15 years old as long as they are still in Junior High. **Players cannot be in high school, regardless of age.**
- Players will not be allowed to play on more than 1 team within an age bracket, **regardless of A or B division.** In the event a team is short of players, they may bring in younger “guest players” but they must be registered on a younger team within the ICSL.
 - Under no circumstances will a player be allowed to “play up” 2 age groups. For example; a Jr. High team will not be allowed to use U10 players to complete their roster.
 - Players must be at least 8 years old, or in 2nd grade to play in the U10 age bracket.
- 2 yellow cards will result in a red card.
- A red card will result in the penalized player missing the remaining time of the current game as well as all of the next game.
- If a head coach or assistant coach is ejected by the center referee, field marshal, or league representative, the game is terminated immediately and a forfeit granted. The ejected coach is also suspended for the following game.
- Incidents which require review by the league coordinators will be relayed to the board by the referees. Any decision made by the board, when disciplinary action is deemed necessary, will be final.
- Parents and other spectators must sit on the opposite side of the field from the players.
- There is a limit of three coaches on the player’s side of the field.
- All coaches **and assistant coaches** are required to have a signed Code of Conduct and Disclosure Form filed with the league, **and have a current Background Check.**
- No one is allowed to stand at the end of the fields while play is in progress, including teams awaiting their games. This is highly distracting to both the players on the field and the referees.
- Referees have the authority to stop a game for reasons that they deem necessary, including, but not limited to:
 - Unsafe field or equipment conditions, including weather and/or darkness.
 - Violent or abusive conduct by players, coaches or spectators.
 - Others.
- Players who must wear glasses, are required to wear specifically designed sports glasses or goggles. Players will under no circumstances be allowed onto the field in “street glasses.”
- All players must have shin guards, covered completely by socks.

- Soccer specific cleats are not required, but any cleats worn must not use metal cleats or have cleats at the end (toe) of the shoe.
- **Substitution Rules (same as IHSA rules)**
 - Substitutions (in an unlimited number) can be made by either team at:
 1. End of period
 2. Goal
 3. Goal kick
 4. Caution (player must go out)
 5. Injury (must leave if treated or referee deems player injured)
 6. Disqualification (but not for disqualified player)
 7. Blood on player or uniform
 - Substitutions (in an unlimited number) can be made by the team in possession at:
 8. Throw in or corner kick (if sub, other team may also sub)
- **Throw in Rules**
 - In the U10 division, if a throw in does not come into the field of play, it is re-thrown, per USSF rules.
 - In the U12 and JRH divisions, if a throw in does not come into the field of play, a throw in is awarded to the other team, per IHSA rules.

LEAGUE STATUS FOR PLAYERS, COACHES AND COMMUNITIES

Status Categories:

1. Good Status
2. Probated Status (can include a ban for up to the remainder of the season)
3. Suspended Status (one or two season ban)
4. Banned Status (permanent dismissal from league)

Items which can lead to a change in status:

1. Not attending Coordinator's meeting
2. Using illegal players
3. Forging, using, or submitting illegal player information
4. Violent or abusive conduct
5. Other occurrences deemed serious enough to warrant a change in status

Each violation can result in a change in status. Status levels may be skipped, depending on the severity of the violation.

During the season, the League President has the authority to place anyone on Probated Status and may impose a ban for up to the remainder of the current season. A league vote is necessary to place anyone on Suspended or Banned Status.

General Field/Game Information

	U10	U12	Jr. High
Team Size	8 v 8 (7 + GK)	11 v 11	11 v 11
Field Size	70-80yd x 40-50yd	Full Sized	Full Sized
Goal Size	6.5ft by 12 ft	8ft by 24ft	8ft by 24ft
Ball Size	4	4	5
Game Length	4 x 12 min. quarters	2 x 25 min halves	2 x 30 min halves
Referee Fees	\$25 + \$15 + \$15	\$30 + \$15 + \$15	\$30 + \$15 + \$15

Age Brackets

- Years run Fall/Spring
- Jr. High is equivalent to U15

Birthdate	Fall 2009 Spring 2010	Fall 2010 Spring 2011
8/1/90 & Later	U19	
8/1/91 & Later	U18	U19
8/1/92 & Later	U17	U18
8/1/93 & Later	U16	U17
8/1/94 & Later	Jr.High	U16
8/1/95 & Later	U14	Jr. High
8/1/96 & Later	U13	U14
8/1/97 & Later	U12	U13
8/1/98 & Later	U11	U12
8/1/99 & Later	U10	U11
8/1/00 & Later	U9	U10
8/1/01 & Later	U8	U9
8/1/02 & Later	U7	U8