Fall 2024 ISL Scheduling Meeting

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Indiana Soccer Website

Indiana Soccer
www.soccerindiana.org

COMPETITIONS

REFEREES

Competitions Calendar

Indiana Soccer League (ISL)

ISL Resources & Documents

ISL Schedules (GotSport)

Weather Related Updates

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Referee/Volunteer Courses

Referee Course	USSF Referee Licensing
	• This license allows the referee to be a center or assistant referee at any level.
	• Club assignors will make game assignments based on referee level of competency.
Referee Course	Indiana Small-Sided Referee Certification
	• This certificate allows the referee to be a center or assistant referee in **small-sided games only** (9v9, 7v7, 4v4) at any Indiana Soccer sanctioned event.
Volunteer Course	Club AR/Guardian Program
	• Gives a volunteer information to be more comfortable assisting the center referee when the referee crew is missing a referee.

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Referee Shortages and Club Needs

Contributing factors to Indiana's referee shortage:
   • Referee retirement
   • Abuse referees receive during/after games

Does your club have enough referees to cover games at your club?
   • Indiana Soccer's referee recommendation:

Type of Team	Recommended number of referees per team	Example
Travel	Approx. 2 referees/team	8 travel teams ($8 \times 2 = 16$ referees)
Recreational	Approx. 1.5 referees/team	6 recreational teams ($6 \times 1.5 = 9$ referees)

   * Clubs without ample referee pools may experience referee shortages **AND/OR** limited time slots to host games.

Indiana Soccer collaborates with clubs to provide local referee courses.

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Rosters

- State Roster is created first (2024-2025 Player Registration).

- ISL Roster comes from the State Roster
  - They are **identical** rosters**.**

- Club passing takes place at the State Roster level.
  - A player **CANNOT** be club passed until they are an approved primary player on an age-appropriate roster.
  - Club passing must be done by your club administrator unless you are club passing players between play formats (i.e., 9v9 player to 11v11 player). Your club administrator has the link with instructions on how to club pass.

- For roster questions, please contact your club administrator.

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Player Exception Policy and Protocol

Maximum of four (4) players are permitted to play up on any one (1) team per season.

Who is responsible?	What needs to be completed?
Club Registrar/Administrator	Roster player as primary player on original team **OR** age group team **before** club passing up (even if club does not have a team in their age group).
Club DOC	Complete Application for Player Exception to move a player up 2 years across a game format change (i.e., U11 playing up to U13, U10 playing up to U12, etc). • Application is found under ISL Resources & Documents on www.soccerindiana.org
Club Registrar/Administrator	Upload application/documents in GotSport. • Clubs **CAN** club pass players up one year when there is a change in format. • GotSport limits the number of players club passed to a maximum of 4.
Indiana Soccer	Completes the club passing for approved applications. • George Perry reviews/responds to applications as necessary.

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Preparation BEFORE Game Day

Item(s)	Task to be completed
Game Information	Check schedule at beginning of each week and day before game to verify game date, time, and location. • Communicate any changes as necessary with your team.
Game Cards	Check over game card to make sure: All players (primary and club passes) and coaches/managers are listed. • Contact your club DOC/administrator to make needed changes. Each player has a unique jersey number listed. Print **two (2)** copies of game card.
Player Passes	Verify that you have physical copies of passes for ALL players, coaches, and managers. • Make sure your player passes have recent headshot photos only.
Referee Money	Secure/Confirm that your team has the correct amount to pay referees (exact denominations).

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Game Day Procedures

Game Cards	
Bring 2 copies ISL game card to every game.	Instructions for printing game cards is on Indiana Soccer website (under Coach and Manager Resources). • 1 copy goes to the center referee. • 1 copy goes to the opposing team.
Eligible Players	Only players whose names are **typed on the game card** are eligible to play in the game. • Names are **NOT** allowed to be handwritten on the game card **unless** the referee is given permission by George Perry or his designee.
Jersey Numbers	No two (or more) players on a team may wear the same number during a game. Teams may use tape to adjust a jersey number for this reason. • When this is done, the team must make sure the player's accurate jersey number is updates on **BOTH** game cards.
Checking Information	Before giving to referee and your opponent, ensure all information is completed and accurate on game card (see above).

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Game Card Examples

ISL SPRING 2024 ALL AGES & DIVSIONS
system.gotsport.com/scoring
Event Code: c90926
Event PIN: SP2024

Printed At: 3/14/24 12:38PM EST

Field: Indiana Soccer Fields : Field #12 — Date: 03/15/24 — Time: 01:30PM EDT
Female U12 - Girls 12U 4th Blue — Game#: 2024

If you are the home team, do **NOT** give this game card to the referee and your opponent.

Maximum Roster Size

Age	Maximum
8U	8
10U	12
11U and 12U	16
13U through 19U	18
15 & Over 7v7	12

Maximum number of players eligible to play in a game.

Cross off names of players that will **NOT** be playing in the game

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Female U12 - Girls 12U 4th Blue — Game#: 2024

Game card must have unique jersey numbers for all players.
Numbers may be handwritten.

Coaches/Managers may NOT handwrite players on the game card.
ONLY the referee may handwrite names with permission from George Perry OR having verified name on electronic game card.

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Game Card Examples

Both teams have names **NOT** playing in the game crossed off.

Home team has crossed off names of players **NOT** playing in the game **AND** wrote in the missing jersey numbers.

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Game Day Procedures

Before Game	Present to referee for check-in: • Your player passes (paper and/or virtual) **AND** • Game card to the referee for check-in. • The referee is to return the passes to you **immediately after check-in**.

Before Game	Pay the referees **PRIOR** to the start of the game.
	• Referees are **NOT** paid if:
	     • Game does **NOT** kick off due to weather/field closures.
	     • One team does **NOT** show up. ISL will pay referees via RefPay then invoice the team that is a no show.

During Game	**Maximum of 4 adults allowed in a team's bench area if they meet the criteria below:** Have their coach/manager pass **AND** their name typed on the game card. <center>**OR**</center> If DOCs have their director's card with them, they do not have to be on the game card.

*If a referee does not utilize the game card and/or player passes during the check in process, please notify George Perry with referee's name and game number. ISL want to use this as a learning experience for referees.

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Game Day Procedures

Referee Crew	Games requiring a three-referee crew: • If one or two referees are missing, the home team supplies the first club AR, and the away team supplies the second club AR. • Ideally, individuals volunteering as club ARs have completed the "Guardians of the Game" certification. • Club ARs are to assist ONLY with signaling when the ball is out of play. • **A two-referee system is NOT allowed.**
Paying Referees	Pay referees in attendance only for their position. • Teams will keep fees for referees not in attendance. • *If an incomplete referee crew insists on pay for all 3 positions, go ahead and pay referees BUT report incident to George Perry (game # and referee names) for reimbursement.*
Reporting Scores	Both teams are responsible for reporting scores to ISL. • **Best practice:** Enter score before leaving facility. • Scores must be reported by midnight. • Scan the QR code located on the game card to enter the score (scroll to bottom of page).

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Weather Related Updates

- In case of severe or extreme weather, all field closing announcements will be posted on the ISL website.

- Teams impacted by closures will receive an email and/or a text message as to the status of their game.

- Please remember…
  - **Only a club's facility coordinator** may **CLOSE** the club's fields. The club **CANNOT** cancel games.
  - **Only ISL CANCELS games.**

- ISL does **NOT** cancel games based on forecasts.

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ISL Game Times and Time Zones

- Game times in the Public View schedule in GotSport will tell you if the game is in EDT or CDT.

- If you look at the schedule through your team account, game time will show as the time zone of the device you are using.
  - Example: If your device is in Indianapolis (EDT), your 2:00 pm game in Evansville (CDT) will appear as a 3:00 pm on your device.

- No matter which view you use, look for the time to say EDT or CDT.

- **TO AVOID CONFUSION, LOOK AT THE PUBLIC VIEW!**

Time Zones Map
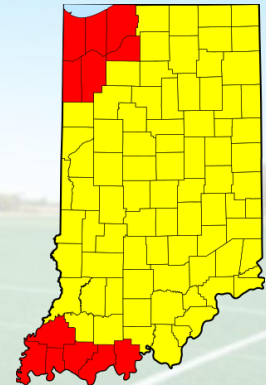
Counties shown in:
- Red are in Central Time Zone (CDT)
- Yellow are in Eastern Time Zone (EDT)

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ISL Communication Protocol

Coaches/Managers

If your issue…	Next Steps
If your issue is administrative (i.e., wrong scores, game changes, etc.), you can communicate directly to the league through the SUPPORT TICKET option in GotSport. • Game changes (postponement, reschedules, forfeits, etc.). • Only one game request per Support Ticket. • Submit a new Support Ticket for each game change request or score correction.	Submit a Support Ticket
If your issue involves another team (rules, policies, etc.), communicate with your DOC. The DOC will communicate this to the Director of Competition.	Contact Club Admin/DOC
If your issue involves referees (i.e., not following check-in procedures, failure to return payment for game that does not kick-off, etc.), contact the Director of Competition.	Contact Director of Competition

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Support Tickets

Instructions for submitting a Support Ticket are located on the ISL Resources & Documents page

Indiana Soccer
(www.soccerindiana.org)

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COMPETITIONS

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Indiana Soccer League (ISL)

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ISL Resources & Documents

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Coach and Manager Resources

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How to Submit a Support Ticket
in GOTSPORT

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Miscellaneous

13U-19/20U Teams (11v11 League Games)	Teams are **NOT** permitted to play two League games in one day (see exception below) **OR** three League games within three consecutive days (i.e., Friday, Saturday, Sunday). • **Exception:** If a 2nd, 3rd, or 4th division Evansville team is playing in a **central play group, ONLY** that team is permitted to schedule two games in one day. • **Minimum required time between games:** Teams must have a **minimum of three hours** between the end of the first game and the beginning of the second game.
11U & 12U teams (9v9 ISL Games)	Teams are permitted to play two League games in one day. • **Minimum required time between games:** Teams must have a **minimum of three hours** between the end of the first game and the beginning of the second game.
Referee Fees:	If a play group has combined age groups, the highest age in the play group will determine the referee fees. • Example: If the age group is 14/15U, the 15U referee fees are paid.

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Scheduling Timeline

- It takes approximately 10 days at the conclusion of the scheduling meetings to input all changes.

- ISL will send out a notice when schedules are ready for your review.

- Submit schedule changes in a Support Ticket (both teams must agree to changes).
  - **During Free Change Period**: No charges to schedule changes made by dates below.

Division	Support Tickets submitted by:
13U-14U Premier & 1st 12U 2nd White	August 8, 2024
11U-14U 2nd, 3rd, & 4th	August 26, 2024
15U and 15 & Over	September 4, 2024

  - **After Free Change Period:** Team requesting change will be charged a $100 change fee to its club account.

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Fees

Registration League Fees – due by August 18th

Fees for Requesting to Reschedule, Postpone, and/or Forfeit Game After free change period	3 or more days BEFORE game day (excluding game date)	1 OR 2 days BEFORE game day (excluding game date)	Game Day Request OR No Show
• **Reschedule Fee**	$100	$100	$100
• **Referee Fees**	$0	Referee Fee Schedule	
• **Assignor Fee**	$0	$10	$10
• **Field Rental Fees***	Per ISL Facility Contract for Game		

• **Forfeit Fees**
  o In addition to fees stated above if game is NOT rescheduled.
  o Invoiced at the end of the season.
	$50	$150	$200

Field Rental Fees*
- Teams will be charged for field rental fees for all non-neutral ISL games played at neutral location.
- **Any changes** to games originally scheduled at Grand Park (inside AND outside of 48 hours) will be charged to the team requesting the change.

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Fees

- Registration League Fees – due by August 18th

- Schedule/Reschedule Requests After Free Change Period - $100 for each request

- Postponing game **2 days prior to game date (excluding game date)**
  - Team will be charged for the entire referee fee, assignor fee of $10, **AND** change fee.

- Field Rental Fees
  - Teams will be charged for field rental fees for all non-neutral ISL games played at neutral location.
  - **Any changes** to games originally scheduled at Grand Park (inside AND outside of 48 hours) will be charged to the team requesting the change.

- Forfeit Fees
  - Teams not showing **OR** requesting a postponement the **day of the game** will be charged $300 forfeit fee plus referee fees, assignor fee, and field rental fee
  - Teams requesting forfeits **2 days prior to game date (excluding game date)** will be charged $250 forfeit fee plus referee fees, assignor fee, and field rental fee
  - Teams that postpone a game after free change period will be invoiced a $150 forfeit fee if the game is not rescheduled (in addition to the postponement fees).

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Thank You!

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