

SRL Rules & Procedures

Section 1: Introduction

1.1 Name

The Snake River League (SRL) is the name of the southeastern Idaho soccer league administered by Bonneville Youth Soccer League (BYSL) for boys and girls ages 9U through 19U.

1.2 Mission

The purpose of the SRL is to provide a soccer league for teams in southeast Idaho to play local competition and provides an environment that is safe, fair, fun, and promotes youth development.

Section 2: Governance

2.1 Authority

The SRL is authorized by Idaho Youth Soccer Board of Directors to operate as an official league of IYSA. All policies, rules, and guidelines will be approved by the Technical Advisory Committee (TAC) and will be consistent with Idaho Youth Soccer, Federation Internationale de Football Association (FIFA), US Soccer, and US Youth Soccer policies and rules. In the event of a conflict between rules and policies the most locally adopted policy shall prevail.

2.2 League Administration

The SRL is comprised of affiliate clubs that are generally located throughout southeast Idaho. All decisions regarding league administration and governance are made in consultation with affiliate clubs. League administration includes a league Commissioner, Technical Advisory Committee, and an Appeals and Discipline Committee as described below. The SRL is owned and administered by BYSL and all governance matters, including all rules, procedures, and actions, are subject to review and approval by the BYSL Board of Directors ("Board") in their sole discretion.

2.3 SRL Commissioner

The SRL Commissioner is appointed by the BYSL Board of Directors and is responsible to perform duties and responsibilities designated by the Board including managing the day-to-day operations of the league.

2.4 SRL Technical Advisory Committee (TAC)

The SRL Technical Advisory Committee (TAC) recommend rules and oversee the general operations and strategic vision of the league. Members of the SRL Technical Advisory Committee shall be comprised of five members recommended by the SRL Commissioner and appointed by the Board. TAC representation will be based on the number of participants each club has in the

league, with the larger clubs holding permanent seats while smaller clubs will rotate through periods of representation. Committee members will serve two-year terms.

2.5 SRL Appeals and Discipline Committee (ADC)

The SRL Appeals and Discipline Committee (ADC) adjudicate any appeals related to competition or discipline. Members of the SRL Appeals and Discipline Committee shall be comprised of at least five members recommended by the SRL Commissioner and appointed by the Board. Each SRL affiliate will nominate a representative to participate in the ADC who will be available to sit on a panel. A panel of at least 3 members shall hear each dispute and members affiliated with a club may not hear claims involving their club.

Section 3: Team Application and Admission

3.1 Registration

Any team registered with Idaho Youth Soccer and in good standing may apply for entry into the SRL.

3.2 Registration Deadlines

All applications for participation in the SRL must be received by the deadline established by the league for each playing season.

3.3 Fees

All team fees are due by the posted deadline for each season.

3.4 Club Eligibility

3.4.1 Any club registered with Idaho Youth Soccer and in good standing may apply for entry into the SRL.

3.4.2 Each club desiring admittance to the SRL shall request admittance from the TAC. The TAC will consult with the affiliate members of the SRL to determine each club's eligibility to participate in the league. New clubs will be admitted on provisional status and will be required to wait one full soccer year before full membership. Clubs admitted on a provisional basis are not eligible to have members serve on the TAC or ADC. All membership decisions are subject to the review and approval of the Board.

Section 4: SRL Structure

4.1 Divisions

The SRL will offer competition divisions for the following age groups:
10U (7v7), 12U (9v9), 13U, 14U, 15U, 16U, 17U, 18/19U

4.2 Division Structure

Any division may be combined if the league scheduler and bracketing placement suggestions made by participating club representatives deem it best for development and remains the lowest age-appropriate format (7v7, 9v9, 11v11)

4.3 Scheduling

4.3.1 Once the final schedule has been posted, league games may only be changed or cancelled at no cost for the following reasons:

4.3.1.1 Inclement weather (as determined by the SRL Commissioner)

4.3.1.2 No officials are available

4.3.1.3 Unplayable or dangerous field conditions

4.3.1.4 The request is sent as specified in 4.3.4 is followed.

4.3.2 The hosting site must contact the SRL Commissioner immediately if the fields are closed due to weather.

4.3.3 Any schedule changes outside of noted above, will result in a rescheduling fee in accordance with the SRL fee schedule. 10 working days' notice or greater is required to avoid fees.

4.3.4 When a rescheduling request is made, the coach or manager of the requesting team must email the SRL scheduler, copying the opposing team coach or manager and include the following:

4.3.4.1 The teams involved

4.3.4.2 Age Group, gender, and Game Number

4.3.4.3 Date, time, location of the original game

4.3.4.4 Date, time, location of the agreed upon reschedule.

Section 5: Team Rosters and Player Eligibility

5.1 Rosters and Eligibility

5.1.1 SRL teams must establish and submit their State Association approved team roster and State Association approved club pass player roster per Idaho Youth Soccer and US Youth Soccer rules prior to the first game for each season.

5.1.2 All players must be current US Youth Soccer members and have member passes that have been approved by IYSA. During an SRL season, a player may be listed on one team roster. Players listed on a team roster may also be listed on a club pass roster(s) on team(s) within the same US Youth Soccer affiliated club as approved by IYSA.

5.1.3 Players from other clubs may not be used in league or friendly games.

5.2 Identification

5.2.1 Each team must present one of the following to check in for SRL games:

5.2.1.1 Two Game Day Rosters with photo (entire team must be included) – one copy will be provided to the referee and the other copy will be provided to the opposing team.

5.2.1.2 Official Player Pass – must have photo affixed and be laminated.

5.2.1.3 Failure to present valid credentials for check-in process with the referee will be addressed with the following procedure:

- 1st offense – forfeit of the game
- 2nd offense – forfeit of game and fines for referee and forfeit costs.
- 3rd offense – forfeit of game and fines for referee and forfeit costs, and suspension from league for the remainder of the current season and the following season.
- If a game is forfeited the opposing team’s coach may still elect to play the game as a friendly match, but the result will be recorded as a forfeit for the offending team.

5.3 Minimum Roster Size

To be eligible to participate in the SRL a team must be registered with the following number players on their roster. The minimum number of players on a 11v11 team roster shall be 13. The minimum number of players on a 9v9 team roster shall be 11. The minimum number of players on a 7v7 team roster shall be 9.

5.4 Club Pass Players

- 5.4.1 For 7v7 and 9v9 play the maximum number of club pass players allowed is 3.
- 5.4.2 For 11v11 play the maximum number of club pass players allowed is 4.
- 5.4.3 Players are not allowed to play down an age group from their rostered team.
- 5.4.4 Players are not allowed to play down to a lower division from their rostered team.
- 5.4.5 7v7 players are allowed to play up a maximum of 1 year from their designated birth year.
- 5.4.6 9v9 and 11v11 players are allowed to play up a maximum of 2 years from their designated birth year. This restriction does not apply to high school aged players.
- 5.4.7 Players are not allowed to guest play for any club outside of their registered club.
- 5.4.8 During the SRL season, a player may be listed on up to two (2) SRL team match day team lineups per day from the same club.
- 5.4.9 For games designated “friendlies” players must abide by the play up rules. Guest player maximums and division limitations do not apply.

5.5 Playing Up/Down Divisions

Any player wishing to play up more than 2 age groups must do the following:

- 5.5.1 Apply for an exception to the SRL commissioner at least 4 weeks prior to the first SRL game.
- 5.5.2 Meet one of the following exceptions:
 - Player is currently in the USYNT National team pool/team cycle.
 - Player is a designated prospect in a professional academy (i.e., MLS/NWSL).
 - Player is grade appropriate for the age group wanting to play in.
 - Player is in High School ages of 16U-19U
- 5.5.3 Players are not allowed to play down an age group.
- 5.5.4 Boys are not allowed to play on a girls team.

5.6 Player Releases/Poaching

- 5.6.1 If a Player (including a person representing the player) approaches a Club Representative (parents, players, team officials, intermediaries) about switching clubs or participating with the team in any capacity, outside of the tryout window, such Club Representative shall have no further contact with the player until they have notified the player's current club and the SRL Commissioner of such contact and obtained written permission to have further discussions with the player concerning a release.
- 5.6.2 A violation of this Poaching Policy will result in the team associated with the violation being suspended for the season.
- 5.6.3 A club that violates this poaching policy twice will be dismissed from the SRL.
- 5.6.4 All other matters related to player releases will be handled according to the IYSA General Membership Rules regarding the release of players located under the Bylaws and Rules section of www.idahoyouthsoccer.org.

5.7 Playing of Ineligible Player

A team that plays an ineligible player (including but not limited to a boy playing on a girls team, a non-rostered player playing, an older player playing down in a younger age group) shall be subject to disciplinary action that could include, but not be limited to:

- First violation, 3 game ban for the coach
- Second violation, team suspended for the season
- Third violation, club suspended for the season
- Any further action(s) as determined by the SRL ADC.

5.8 Additional Player Information

The SRL may at its discretion require participating teams to provide additional information on players for use in promoting the SRL and/or its teams and players. Teams are required to submit information as requested within the timeline provided in the request.

Section 6: League Standings

6.1 League Standings will follow the following point system:

- Three Points (3) – Win
- One Point (1) – Tie
- Zero Points (0) – Loss

6.2 Tiebreakers

The following tie-breaking criteria will be used to determine the final standings of each division in order:

1. Winner of Head-to-Head Competition
2. Most wins

3. Team with greatest net goal difference (NGD), which is computed as goal for minus goals against with a maximum of 4 NGD per game
4. Most goals scored (up to 4 per game)
5. Fewest goals allowed

6.3 Forfeits

- 6.3.1 A team that forfeits shall have their score recorded as a 0-4 loss and no points, thereby awarding the other team a 4-0 win and 3 points.
- 6.3.2 The team that forfeits shall pay a fine of \$250 plus the referee fees.
- 6.3.3 A team that forfeits 3 games will not be eligible for SRL play the following season

Section 7: Rules of Play

7.1 Laws of the Game

The rules of play shall be current “Laws of the Game”, as published by F.I.F.A. All contests sanctioned by the SRL shall abide by the “Laws of the Game.” Authorized modifications to the Laws of the Game, as permitted by F.I.F.A. are noted below.

7.2 Substitution

- 7.2.1 Unlimited substitutions are permitted for all divisions and age groups.
- 7.2.2 Substitutions may be made with the consent of the referee during the following stoppages:
 - Prior to your throw-in or if the opposing team is substituting during their throw-in
 - Prior to a goal kick by either team
 - After a goal is scored by either team
 - If play is stopped for an injury, the injured player must be substituted
 - After a yellow card is given, the player receiving the yellow card may be substituted at the request of such player’s coach.

7.3 Game Day

AGE	HALF LENGTH	BALL	GAME FORMAT	ROSTER MINIMUM	ROSTER MAXIMUM
9U/10U	2*25	SIZE 4	7V7	5	15
12U	2*30	SIZE 4	9v9	6	16
13U/14U	2*35	SIZE 5	11v11	7	18
15U/16U	2*40	SIZE 5	11v11	7	18
17U-U19	2*45	SIZE 5	11v11	7	18

- 7.3.1 There will be a five-minute break between halves.
- 7.3.2 Extra/Stoppage time is allowed at the referee’s discretion according to FIFA laws.
- 7.3.3 When teams from two different age groups play, the length of play will be determined in consultation with coaches from both teams. If an agreement cannot be reached, the length of the match shall be according to the length typically played by the younger team.

- 7.3.4 If a team has more than one game scheduled in a day, they may elect to play halves that are 5 minutes shorter than designated.
- 7.4 Field Setup will follow US Soccer standards for 7v7, 9v9, and 11v11.
- 7.5 Abandonment of Game
- 7.5.1 Any game that is abandoned because of inclement weather or darkness, after the completion of the first half, will be considered a completed game. If the first half has not been completed, the teams may agree to replay the game in its entirety prior to the end of the current season.
- 7.5.2 If a game is terminated for any other reason, the TAC will decide the outcome of the match score.
- 7.6 Delayed Game Start
- 7.6.1 Any team delaying the start of a scheduled game by more than fifteen (15) minutes, without the sanction of the referee, shall forfeit the game to the opponent by a score of 4-0.
- 7.6.2 In the event both teams do not show up for a scheduled game and the referee rules the ground playable, then both teams will be assessed with a No Score. The teams will pay the referee fees for the game. The SRL commissioner will determine if the game is considered a forfeit and fine a \$250 forfeit fee.
- 7.7 Team Responsibilities
- The host team is defined as the team whose home club is the site being used for the games. The host team is defined as the team who appears first on the schedule.
- 7.7.1 The home team will wear a dark colored jersey. The visiting team will wear light colored jerseys. The team in the incorrect color will have to change.
- 7.7.2 The host team is responsible for the condition of the field and field markings.
- 7.7.3 The host team will provide 3 game balls to the referee for inspection prior to the start of the match. The referee will use those balls upon their approval. If the host team cannot provide 3 match-worthy balls, the visiting team may be asked to provide additional game balls.
- 7.7.4 Unless otherwise communicated by the host team, both the host team and the visiting team will be responsible for providing and setting up one net and two corner flags for each match.
- 7.8 Reporting of Scores
- The home team is responsible for posting the score of the game immediately following the game by following procedures set by the SRL. The referee may also report the score
- 7.9 Coaching

- 7.9.1 Coaching from the technical area (giving direction to one's own team on points of strategy and position) by a coach or assistant coach is allowed in accordance with FIFA Laws of the Game. No mechanical devices are permitted, and tone of voice shall be informative and not harangue.
 - 7.9.2 The number of team officials (Head Coach, Assistant Coach, DOC, Team Manager) in the technical area shall be limited to four (4).
 - 7.9.3 If a team official is not present at game time, a forfeit will be declared after the 15-minute grace period.
 - 7.9.4 Any coach to be found entering the field of play during a game without the referee's permission to address any official/opponent/player shall be given a red card.
- 7.10 Players Equipment
- 7.10.1 Every field player shall have a unique and identifiable number attached to his/her jersey that matches the roster credentials provided at check-in or is approved at the referee's sole discretion.
 - 7.10.2 All player's equipment, including, but not limited to braces, casts, or splints covered by padding, uniforms, footwear, shin guards, head gear, is subject to Referee's approval per USSF guidelines.
- 7.11 Heading
- 7.11.1 Heading is not allowed at the U9/U10/U11 age group. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.
 - 7.11.2 Any player playing at the U12 age level may head the ball regardless of their age (e.g. a U11 player playing at the U12 age level may head the ball).
- 7.12 Punting
- Punting is not allowed at the U9/U10 age group. Punting is allowed at U11 and older age groups.
- 7.13 Overtime
- No overtime or tie-breaking kicks from the mark are allowed during league matches. If a match is an elimination or championship match and the score is tied at the end of regulation play, kicks from the penalty spot will be used to determine a winner. In all other situations, ties will stand.
- 7.14 Concussions
- Please refer to the IYSA concussion policy for concussion protocols.

7.15 Build Out Line

7.15.1 Purpose

The Build Out Line is used in 7v7 matches to promote player development by encouraging controlled play from the goalkeeper and defenders, reducing pressure, and supporting the development of possession-based soccer.

7.15.2 Placement

Two Build Out Lines are marked across the field, each located halfway between the top of the penalty area and the halfway line. The lines extend fully across the width of the field.

7.15.3 Goalkeeper Possession

When the goalkeeper gains possession of the ball with their hands, all opposing players must retreat behind the Build Out Line.

- Opponents may not challenge for the ball until they have fully retreated behind the line.
- The goalkeeper may not punt or drop-kick the ball.
- The goalkeeper may release the ball by throwing, rolling, or placing it on the ground and playing it with their feet.

The ball is considered in play once it leaves the goalkeeper's hands and is released into the field of play. Opponents may cross the Build Out Line and challenge once the ball is in play.

7.15.4 Goal Kicks

For goal kicks, all opposing players must retreat behind the Build Out Line until the ball is put into play.

- The ball is in play when it is kicked and clearly moves.
- Once the ball is in play, opponents may cross the Build Out Line and challenge.

7.15.5 Quick Restarts

The team in possession may choose to restart play before opponents have fully retreated behind the Build Out Line. If the team in possession chooses to restart early, play continues normally and opponents may immediately challenge.

7.15.6 Offside

The Build Out Line serves as the offside line for the match.

- A player cannot be offside between the halfway line and the Build Out Line.
- Offside may only be called between the Build Out Line and the goal line.

7.15.7 Violations

Failure of opponents to retreat behind the Build Out Line does not automatically stop play.

- The referee may intervene if the failure to retreat clearly prevents the goalkeeper or defending team from restarting play.
- Persistent or deliberate failure to retreat may result in misconduct.

Section 8: Discipline

8.1 Red Cards, Send-Offs, and Accumulation

- 8.1.1 Players who are red carded by the referee shall receive an automatic one (1) game suspension.
- 8.1.2 Players who receive a red card and are sent off for violent or unsportsmanlike conduct will receive an automatic two (2) game suspension.
- 8.1.3 Coaches or team officials who are sent off (ejected) by the referee shall receive an automatic two (2) game suspension and a fine of \$150.
- 8.1.4 The game penalty and fines as listed in 8.1.1 and 8.1.3 may be increased at the determination of the ADC.
- 8.1.5 Any coach, player, or team official receiving a second red card in a season, will receive a five (5) game suspension. Any coach or team official will also receive a fine of \$300.
- 8.1.6 Any coach, player, or team official receiving a third red card in a season, will receive a one-season suspension. Such coach or team official will also receive a fine of \$500.
- 8.1.7 Any coach, player, or team official receiving a 5 yellow cards in a season, will receive a three (3) game suspension that may carry over to the following season. Any coach or team official will also receive a fine of \$300.
- 8.1.8 Any coach, player, or team official receiving 8 yellow cards in a season, will receive a five (5) game suspension which may carry over to the following season. Any coach or team official will also receive a fine of \$500.
- 8.1.9 Any coach, player, or team official receiving 10 yellow cards in a season, will receive a two-season suspension to be served the next two consecutive seasons (season = Fall/Spring or Spring/Fall) Any coach or team official will also receive a fine of \$500.
- 8.1.10 The accumulative game penalty and fine may be increased at the determination of the ADC. Accumulation is based on across all rosters listed during the seasonal year.
- 8.1.11 Send-offs received in the SRL must be served with the same team of the red card and in league games or seasonal state-run tournaments if no league game is available.
- 8.1.12 Red Cards received in any USYS Sanctioned tournament that cannot be served during the tournament must be served in the team's next scheduled game. A game cannot be added to a schedule to wipe out the red card. It is the

responsibility of the team official to notify the club and the state administrator of the sendoff player to serve his/her suspension.

8.3 Protests and Appeals

- 8.3.1 All matters involving protests and appeals within the SRL shall be in accordance with the IYSA Appeals and Discipline Policy and shall first be filed with the SRL commissioner and adjudicated by the SRL Discipline and Appeals Committee.
- 8.3.2 Notice of intent to protest activity that occurred during a match must be filed in writing to the SRL commissioner within 48 hours after the completion of the match.
- 8.3.3 Appealing of any disciplinary action communicated by the SRL Discipline Committee must be filed in writing to the SRL commissioner within 48 hours of receipt of the written committee decision.
- 8.3.3 All Protests or appeals filed must be accompanied by a certified check in the amount of \$250.00 made out to the SRL. This fee is refundable if the appeal is found to be valid.

8.4 Use of the Court System

US Youth Soccer Bylaw 704, Section 1 states that, “No member of US Youth Soccer, official, league, club, team, player, coach, administrator, or referee may invoke the aid of the courts of the United States or of a state without first exhausting all available remedies within the appropriate soccer organizations, and as provided within US Youth Soccer.”

Section 9: Referee Game Responsibilities

9.1 Verification

- 9.1.1 The referee will verify the identity of the player/coach/staff via passes and Team Roster.
- 9.1.2 Prior to the start of the game, the referee shall make sure that each player’s equipment is in accordance with the Laws of the Game.
- 9.1.3 Prior to the start of the game, the referee shall make sure that all goal nets and corner flags are properly installed, and field has proper markings. Goals must be securely anchored.

9.2 Referee’s Authority

The referee’s judgment regarding the physical condition of the field and its acceptance for play, to the actual happenings and occurrences related to the conduct of the game, and those prerogatives granted to him/her by the Laws of the Game as published by FIFA, will not be challenged.

9.3 Ejections

Referee shall verify and record all send-offs on the game day roster and the referee report. Reports must be submitted to SRL within 24 hours of the game's completion.

Section 10: Sportsmanship

10.1 Code of Conduct

Coaches, players, parents/guardians, shall be familiar with and conduct themselves in an appropriate manner outlined in the United States Youth Soccer (USYS) and IYSA Code of Conduct.

10.2 Spectator Ejection

Any spectator being ejected from the game shall serve at least a 2-game suspension. The team sideline in which the fan was ejected is responsible for reporting this individual(s) name and contact information (phone and email) to the SRL commissioner for follow up on ejection.

- The two-game penalty as listed in 10.1.2 may be increased at the determination of the Appeals and Discipline Committee.
- Send-offs received in the SRL must be served with the same team of the red card and in league games or other state sponsored competitions.
- Spectator Sideline removal will be enforced according to the IYSA referee abuse policy.

10.3 Referee Abuse

Referee abuse shall be enforced according to the IYSA Policy to Address Youth Game Official (Referee) Abuse as found on the IYSA website. These policies will be administered by the Appeals and Discipline Committee. Appeals may be made according to IYSA Policy. See:

https://www.idahoyouthsoccer.org/wp-content/uploads/sites/171/2023/06/iysa_referee_abuse_policy.pdf

Section 11: IYSA Policies & Rules

The SRL including all players, coaches, team officials, and parents are subject to IYSA rules, policies, and procedures found on the IYSA website. Including but not limited to the following:

- 11.1 Bylaws
- 11.2 Concussion Policy
- 11.3 Participation Rules
- 11.4 Code of Conduct
- 11.5 Judicial and Ethics Committee (JEC)
- 11.6 Risk Management Manual
- 11.7 Referee Abuse Policy
- 11.8 Poaching Policy
- 11.9 Sideline Policy

Section 12: Matters Not Provided For

The TAC reserves the authority to make decisions and resolve conflicts in all matters not specifically provided by in this copy of the SRL Rules.