



Indiana Soccer League

Indiana's Statewide Competitive Developmental League

Modified ISL Playing Rules

Although all FIFA Laws of the games will be applied during the games, below are specific laws that have been modified for use in youth league games. To differentiate between the FIFA laws of the games and the below modifications, the changes will be referred to as "Rules". These Rules apply to ALL youth games played at US Youth Sanctioned Indiana Soccer League games in Indiana.

Rule 1 – The Field

🏠 Dimensions:

Age	Length	Width
8U	25-35 yards	15-25 yards
10U	45-60 yards	30-40 yards
11U and 12U	65-80 yards	45-55 yards
13U – 19/20U	100-120 yards	55-80 yards

🏠 Center Circle

Age	Radius
8U	5 yards
10U	8 yards
11U and 12U	8 yards
13U – 19/20U	10 yards

🏠 Goal Area

Age	Length	Width
8U	NA	NA
10U	NA	NA
11U and 12U	14 yards	24 yards
13U - 19/20U	6 yards	20 yards

🏠 Goal

Age	Height	Width
8U	4 feet	6 feet
10U	6-6 ½ Feet	12-18 ½ Feet
11U and 12U	6-6 ½ Feet	18 ½ -21 Feet
13U – 19/20U	8 Feet	24 Feet

👤 Penalty Area

Age	Length	Width
8U	NA	NA
10U	9 Yards	22 Yards
11U and 12U	14 Yards	32 yards
13U through 19U	18 Yards	44 Yards

👤 Penalty Sport/Mark: 8 yards from the goal line

Age	Distance from Goal Line
10U	8 yards
11U and 12U	10 yards
13U through 19U	12 yards

Rule 2 – The Ball

Age	Ball Size
8U	3
10U - 12U	4
13U – 19/20U	5

Rule 3 – The Number of Players

👤 On the Field

Age	Maximum	Minimum
8U	4	3
10U	7	4
11U and 12U	9	6
13U through 19U	11	7

- One player from each team must be designated as a keeper

👤 Game Roster Size

Age	Maximum
8U	8
10U	12
11U and 12U	16
13U through 19U	18

👤 Substitutions – Unlimited for all age groups

👤 Substitutions shall be with the consent of the referee at the following times:

- Prior to our team's throw-in
- Prior to a goal kick by either team
- After any goal
- At half-time (overtime period if applicable)
- If both teams have a substitute ready, both teams may substitute

Rule 4 – The Players' Equipment

- 👤 The Home team must wear a white/light color jersey and the visiting team must wear a dark color jersey. If the referee determines the uniforms are too similar and may cause confusion, the offending team must change their jersey to comply with the color requirements.
- 👤 A jersey or shirt with sleeves – if undergarments are worn, they may be a different color as the sleeve of the jersey or shirt.
- 👤 A short – if undershorts or tights are worn, they may be a different color from the shorts.
- 👤 Stockings – if tape or a similar material is applied externally, as long as the referee can determine the color of the stocking, it does not have to be the same color of the stocking.
- 👤 Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

Rule 5 – The Referee

- 👤 USSF certified referee, as assigned by Indiana Soccer.
- 👤 Three referees must officiate the game. One official must be the center referee and the other two are the assistant referees.
- 👤 If three referees are not available, a USSF certified referee must be in the center. A Club Linesperson may be used. At no time will a “two referee system” be permitted to referee a game.
- 👤 For 10U games, one USSF certified referee may be used.
- 👤 For the 10U games, all rule infringements shall be briefly explained to the offending player when needed.
- 👤 There may be up to three Indiana Soccer carded adults (coaches, managers, trainers, etc...) on the bench. All adults must present their Indiana Soccer card to the referee prior to the game. No additional adults, carded or not, will be permitted on the players' side if there are already three Indiana Soccer carded adults. If one of the three carded adults arrives late, they must show their Indiana Soccer card to the assistant referee at the next stoppage.
- 👤 If there are no Indiana Soccer carded adults at the players' side, the game will not start. The referee must allow for 15 minute delay before abandoning the game. If there are no Indiana Soccer carded adults at the players' side due to a send-off, the referee must terminate the game immediately.
- 👤 11U and older each team must provide **both** of the following for player check-in:
 - A copy of the game card from Gotsoccer with all the participating players' names typed on the card
 - An official player pass (card copy or virtual) for each player and adult on the bench
- 👤 10U & younger each team must provide **one** of the following for player check-in:
 - A copy of their State Pool Roster with the players participating names' highlighted
 - A copy of the game card from Gotsoccer with all the participating players' names typed on the card
 - An official player pass (card copy or virtual) for each player and adult on the bench
- 👤 With 10U teams, players from within a club may move from one field to another for the purpose of creating more equitable play at each game.
- 👤 If the referee observes lightning during the game, the game must be suspended until the danger has passed. The referee must wait 30 minutes after lightning was last observed prior to restarting the game.
- 👤 Coaches must remain in their technical area. If a technical area is not lined, the coaches must stay two yards away from the touch line, and one yard extended at each side of the seating area. If there are no designated seating areas, the coaches must have the players' equipment, chairs, medical supplies, tent, etc... at least two yards away from the touch line and ten yards from the half way line. The referee will be the sole judge of the proper distances.

- ☹ Referee Pay Chart for 2017-2018 – Each team is to bring ½ of the fee in cash to each game in denominations that do not require the referees to make change. Referees are to be paid prior to kickoff.

MRL	17, 18, 19/20 & Under	\$160 (70/45/45)
MRL	15, 16 & Under	\$140 (60/40/40)
MRL	13, 14 & Under	\$120 (50/35/35)
ISL – All Divisions	17, 18, 19/20 & Under	\$140 (60/40/40)
ISL – All Divisions	15, 16 & Under	\$132 (56/38/38)
ISL – All Divisions	13, 14 & Under	\$122 (50/36/36)
ISL – All Divisions	11, 12 & Under	\$ 92 (40/26/26)
ISL – Levels 1, 2, 3, 4	10 & Under	\$ 30 (center only)
ISL – Level 5	8 & Under	No referee, no fee
ISL – 15 & Over (7v7)	15 & Over	\$ 40 (center only)

- ☹ Referees will only be paid for their position. If an assistant referee is not present and a club linesperson is used, the referee and assistant referee will only be paid his/her fee. No additional fee will be paid to the referee or assistant referee just because a member of the referee team did not show up.
- ☹ Game Report
 - The referee will log on to their GotSoccer Account to complete and submit the Referee Game Report. You MUST have/know the league and game number to complete the game report
 - Only the referee reports yellow or red cards on their game report. The teams should not report cards on their game reports.
 - A USSF game report MUST be completed for any red card issued by the referee.

Rule 6 – The Assistant Referees

- ☹ Refer to Rule 5

Rule 7 – Duration of the Match

8U	10U	11U & 12U	13U & 14U	15U & 16U	17U & Above
4 x 10 minutes Quarters	2 x 25 Minute Halves	2 x 30 Minute Halves	2 x 35 Minute Halves	2 x 40 Minute Haves	2 x 45 Minute Halves

- ☹ 5 Minute between quarters for 8U; 10 minute half time for all other ages

Rule 8 – The Start and Restart of Play

- ☹ Conform to FIFA except
- ☹ 8U and 10U games that all opponents are at least 8 yards from the ball until it is in play.

Rule 9 – The Ball In and Out of Play

- ☹ Conform to FIFA.

Rule 10 – The Method of Scoring

- ☹ Conform to FIFA.

Rule 11 – Off-Side

- ☹️ Conform to FIFA except
- ☹️ In 10U games, the attacking team can only be offside between the build out line and the goal.
- ☹️ No offside in 8U games

Rule 12 – Fouls and Misconducts

- ☹️ Conform to FIFA except:
- ☹️ 10U games
 - Restricted Goalkeeper Distribution: Punting or Drop Kicks are not allowed. In the case of an infraction, the referee reminds the goalkeeper of the No Punt Rule and restarts the game with the ball in the hands of the goalkeeper. There is no violation of the rules if the goalkeeper: throws, rolls the ball or plays it with their feet.
 - When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the build out line.
- ☹️ Rationale: Develop the concept of building out of the back, understanding that the goalkeeper passes the ball to a teammate.
- ☹️ 8U, 10U & 11U games
 - If a player deliberately heads the ball, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the infringement.
 - An indirect free kick awarded inside the penalty area for the attacking team must be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.

Rule 13 – Free Kicks

- ☹️ Conform to FIFA except
- ☹️ 8U - 12U games that all opponents are at least 8 yards from the ball until it is in play.

Rule 14 – The Penalty Kick

- ☹️ Conform to FIFA except
- ☹️ The penalty mark as stated in Rule 1 – Penalty Sport/Mark

Rule 15 – The Throw-In

- ☹️ Conform to FIFA.

Rule 16 – The Goal Kick

- ☹️ Conform to FIFA except
- ☹️ 10U games - May be taken from anywhere inside the penalty area. Opponents are **required** to drop behind the build out line until the ball is put back into play.
- ☹️ Rationale: Developmentally, the goalkeeper should be the player taking the goal kick. This should allow for a completed pass from the goal kick. Too often, the opposing team would surround the penalty area on a goal kick, creating an immediate scoring opportunity off of a restart that should not but the team taking the goal kick at a disadvantage.

Rule 17 – The Corner Kick

- ☹️ Conform to FIFA except the opponents need to be the distance away from the ball as described in Rule 1.