

Idaho Thunder Adult Amateur Soccer League

\$100.00 per player (min of 14 players per team, max of 25 players)

10 game season, May 1 – August 4, Games will be played Monday through Sunday at Post Falls High School, River City Middle School or 21st & Idaho. Each team is given one weekday black out and one weekend black out date.

Goals:

Bring a competitive adult soccer league to North Idaho and Eastern Washington. Allow teams to compete on weekdays and weekend time slots. Run the league under a points system, 3 points for win 2 points for a tie and 1 point for a shutout. Winner of the league will be eligible to attend the Idaho Adult State Cup.

How to Join:

Team managers need to submit the roster with all participating players listed to the Club representative or email the roster to idthunderdoc@yahoo.com. All players must register through the Idaho Thunder website at www.idahothunder.com. Cards will not be issued until the player fees have been paid in full.

Rules of the North Idaho Adult Amateur Soccer League

(May be revised prior to season)

The following rules and regulations are established to introduce Idaho Thunder Adult Amateur Soccer League (ITAASL) regulations. Games will be officiated by FIFA standards. League rules are reviewed with the team managers during pre-season meetings. Managers are responsible for informing their players of all league rules.

Section I: Team Rosters

1. Official player cards and team rosters are due at each game. If a team plays with a non-rostered player, the game will be declared a forfeit and the player will be subject to suspension.
2. The eligibility of a player must be protested by the opposing team prior to the end of the game. A player's eligibility cannot be questioned after the game is over. You must notify the center referee of the protest. See section V for protest procedures
3. Anyone caught falsifying an address to avoid the non-resident fee will be suspended from league play and all games in which that player participated will be forfeited. The same disciplinary action applies to anyone who falsifies his/her name.

4. ITAASL reserves the right to request a player's identification at any time. If no identification is presented, the game will be held in forfeiture for 48 hours or until ID is presented, whichever comes first.

5. A player must be sixteen (17) years of age by May 1st of the current year to be eligible to play.

6. **** Drop/Add Policy:** Team rosters are limited to twenty-five (25) players. A manager or assistant manager may add/drop players to his/her roster by coming to the Idaho Thunder office and completing the appropriate form no later than closing time the day of the game. On the form, the addition's name, address, and phone number are needed. The manager will receive two (2) copies of the completed form. The player(s) are officially added when the manager gives both forms to the field supervisor at the game site and receives one copy back (initialed by the supervisor). The added player must then sign the team roster waiver at the site. The manager's copy is his/her receipt for the add/drop. As an added convenience, managers are able to e-mail the ITAASL Coordinator with their roster additions. This addition will not be official until the manager receives a reply back. If the add/drop is done through email, the new player must still sign the waiver onsite. Once a player has played with a team, he/she cannot switch to another team within the same league.

7. New players may be added until **¾ of the season is complete**. (i.e. 10 game seasons no player can be added after the 7th game.)

8. After roster addition deadline, teams will be allowed to add two additional players to their roster **WITH SPECIAL PERMISSION OF ITAASL COORDINATOR**. These two additions must be requested in writing with an explanation as to how the additions will keep the team from forfeiting due to lack of players.

Section II: The Game

1. Game time is forfeit time.

2. Games will be played throughout the entire seven day week.

3. Lineups with players' first and last names and uniform numbers must be submitted to the referee no later than five (5) minutes prior to scheduled game time. This rule will be strictly enforced. Lineups may be changed until game time.

4. If a player arrives after a game has started he must check in with the referee before entering the field.

5. The soccer staff will determine if the games are postponed due to inclement weather. Call the NISSAL coordinator at 208-262-1536, a decision will be made two hours prior to the first scheduled game.

6. Once games begin, if the weather is threatening, the site supervisor will determine if the game is postponed. If lightning is observed in the vicinity, teams will be asked to leave the playing area for ten (10) minutes. If the lightning disappears after ten minutes, the game will continue. If the lightning continues after ten minutes, the game will continue to be postponed until the area is lightning-free for ten (10) minutes.

7. Any game terminated because of weather will be completed at a later date from the exact point at which the original game was stopped. If a game reaches halftime the game will be considered complete.

8. Time Limit: The game will be two 45 minute halves, with a halftime of 10 minutes. Halftime will be shortened if game failed to start on-time.

9. A forfeit fee will be charged to teams who forfeit a league game (including make-up games) without giving a two (2) working day notice to the Sports Coordinator. The first time a team forfeits, they will be charged \$10, the second time \$20, and the third time the team will be dropped from the league. Teams must pay the forfeit fee one business day before their next game or that too will be declared a forfeit.

Section III: The Uniform

1. All players must wear soccer shin guards. All cleats/shoes must conform to the laws of the game. Players who must wear glasses are required to use safety glasses and/or a protective eyeglass guard or strap.

2. The laws of the game forbid players from wearing anything that is dangerous to another player. The use of hard and dangerous protective equipment is not permitted. The laws of the game forbid the wearing of exposed jewelry. Any jewelry that cannot be removed needs to be properly secured (taped down), including medic alert tags. No hats are allowed except for goalkeepers. The referee must approve other non-dangerous headwear. Knee braces must be inspected and approved by the referee prior to the start of the game. Only hand and arm casts are allowed. Casts must be padded and must be inspected and approved by the referee prior to the start of the game. The referee or site supervisor can order a player to remove any unauthorized or dangerous equipment.

3. Jerseys: Teams must wear uniforms of the same color and all jerseys must be appropriately numbered.

Section IV: The Equipment

1. Each team is expected to provide a ball suitable for play.

Section V: Protests

1. To be considered, a written protest and \$10 deposit must be brought to the Idaho Thunder FC NISSAL coordinator at 208-262-1536 by 5:00pm the next business day after the incident. If the incident needs further review, a panel will be formed. The deposit will be returned if the protest is ruled valid. If the protest is not allowed, the deposit will be kept to cover the cost of processing. The written protest should be as specific as possible and include: First and last names of everyone involved, a complete description of the **FACTS**, why you feel a protest is necessary, etc.
2. Judgment calls by the officials are not protest able.

Section VII: Sportsmanship / Player Behavior

ITAASL is intended to be a **Competitive** activity suitable for attendance by the whole family. The following actions and other actions which detract from the recreational nature of this activity will result in suspension or expulsion from league play:

1. ITAASL has a strict **NO ALCOHOL** policy on all of its fields. Possession or consumption of alcoholic beverages, drugs and drug paraphernalia, or being in an intoxicated condition on the field by any participant or spectator will not be tolerated. This rule applies to parking lots, spectator areas, dugouts, etc. Offending teams may be subject to game forfeiture.
2. Demonstrative behavior in protesting a referee's decision by any team member or a team's fans.
3. Resorting to behavior that threatens or assaults any player, coach, official, or staff member.
(I.e. verbally threatening another player, coach, referee, or staff member, taunting other players, etc.)
4. Obscene and abusive language has no place on or off the field, regardless of whether or not it is directed at someone else.

Section VIII: Ejections / Suspensions

To enforce player behavior that is consistent with the established purpose of soccer, the following action may be taken:

1. The official or the field supervisor may eject any player or manager in violation of any of the above rules. Upon ejection of a player for unsportsmanlike conduct, the official will inform the captain and field supervisor that the player has been ejected. The captain will then be responsible for removing the player from the park within two minutes. A player remaining in the vicinity of the complex (including the parking lot) after being ejected for the game may cause his/her team to forfeit the game and will be subject to a long suspension.
2. Any player or manager ejected from a game for unsportsmanlike conduct will face an **automatic** seven-day (7) suspension. If a team has a bye during the seven (7) days, or if the games scheduled during that seven day period are rained out, the suspension will be altered to cover the team's next scheduled game. The suspension will begin immediately and includes all league and tournament games sponsored by the ITAASL or held on ITAASL fields within that seven day period. A suspended player may not attend nor participate in the game(s) affected by the suspension. Following the ejection, all parties will be contacted by mail concerning the suspension. This shall include the team manager, the player involved, the field supervisor, and the official's coordinator.
3. Any player or manager who, after being ejected, acts in such a way as to offend or endanger anyone, including spectators or families of players, will be automatically suspended for a minimum of four (4) weeks. Examples of such behavior include but are not limited to physical assault and verbal assault. The maximum penalty is permanent expulsion from the ITAASL.
4. Any player or manager caught with an alcoholic beverage, drugs, or drug paraphernalia on Park District property (including the parking lot) will forfeit his/her team's current or next scheduled game. Spectators caught with such substances will be asked to leave.
5. Any player or manager ejected three times during the year will automatically be suspended for the remainder of the season.
6. In flagrant cases of unsportsmanlike conduct that are reviewed by a panel, an entire team can be held responsible for the actions of an individual on the team.
7. A player or manager may appeal a suspension to the League Coordinator in writing. Formal protest procedures must be followed. If the appeal warrants a hearing, the League Coordinator will form a panel. The panel will meet with all persons involved in the incident to further discuss it.

8. The official's and field supervisor's jurisdictions will begin when they arrive at the field and continue until league participants have left the park following the last game of the day.

9. All player behavior suspensions are subject to being overruled by the soccer staff.

10.Cards:

Yellow

1. Any player with 2 yellow cards in consecutive games cannot play the next game.
2. Any player with 4 non-consecutive cards cannot play the next game.
3. After a player completes a yellow card sanction his yellow card count will be zeroed
4. Two yellow cards in the same game means an immediate red card.

Red

1. Red card product of two yellow cards: 1 game
2. Red card for professional foul: 1 game
3. Immediate red card for dangerous play: 2 games
4. Red card for insulting referee or other players: 2-3 games
5. Red card for violent conduct, fighting or trying to physically attack another player: lifetime ban
6. Red card for violent conduct, fighting or trying to physically attack an official: lifetime ban

Section XI: Rainout Rescheduling

1. ITAASL will do everything possible to make sure that games that were cancelled due to inclement weather are rescheduled.
2. Teams are required to play make-up games as scheduled or accept a forfeit.

Section XII: Standings

If there are any ties for the top three finishers in league play, the following tie breaking procedures will be used in the order that they appear:

1. Results of head to head competition during the season
2. Least amount of goals allowed during the season.
3. Most goals scored during the season
4. A playoff game will be played.

League standings will be kept on our website www.idahothunder.com and will be Submitted to the *local paper each* week to be printed in the Sunday Sports section.

Section XII: League Format

1. Spring, summer and fall seasons will be 8-10 games long.
2. The league may be broken into divisions depending on the number of teams.
3. Formats for divisional or tournament play may change depending on the number of teams in a league and the number of games to be played.
4. A system of promotion and relegation will be instituted to better balance divisional play

**** Section XIV: Awards**

League Champion Policy: Teams will not be allowed to win a league championship in Consecutive (back to back) seasons unless the team moves up one league in skill level. If moving up a league is not a possibility; the team will still be able to compete for awards. If the League Champion team chooses not to move up in skill level, they will still be able to play, but not eligible for awards.