

RULES OF THE USISL



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Rule 1 Leagues

Rule 101 By-laws

These rules exist in conjunction with the By-laws of the United Systems of Independent Soccer Leagues.

Rule 102 Laws of the Game

All games under the jurisdiction of the league shall be conducted according to the rules and regulations recognized by the league. Playing rules of the league shall be those adopted by the latest USSF/FIFA rule book except for those exceptions listed herein.

Rule 103 Playing Season

The playing season of the League shall be as designated by the League Commissioner. The start of the Select League regular season shall not be before the first weekend of April, and it shall not end after the second weekend of August. The start of the Pro League regular season shall not be before the first weekend of April, and it shall not end after the first weekend of August. The start of the Premier Amateur League regular season shall not be before the first weekend of April, and it shall not end after the last weekend of July. The start of the "W" league regular season shall not be before the first weekend of April, and it shall not end after the last weekend of July.

Rule 104 Playoffs

All Playoff Games shall be under the control and supervision of the League Commissioner. He shall prescribe dates and times of such games.

Rule 105 Championships

The Championships will be held for every league of the USISL at the completion of the regular season and playoff series. The location and date of the individual Championships will be at the discretion of the Commissioner.

Rule 106 Non-League Games (NLG)

A Non-League Game is a game (s) that may replace any of the 18 (Select) or 16 (pro) or 14 (Premier) official scheduled regular season game (s) which, due to unforeseen circumstances (acts of God) and the approval of the Commissioners office is not rescheduled and played. All USISL teams will play 6 NLG's. A club's NLG(s) consist of Interregional or Interleague games. The number of NLG's for each team shall be the six games by which its official schedule supersedes the league wide "official game" total (18 Select, 16 Pro, 14 Premier). If for any reason, an officially scheduled regular season game, (18 Select, 16 Pro, 14 Premier) was not played, then on the roster freeze date for each league, a lottery will be conducted to replace any canceled league games on a home and away basis (if a home league game is canceled, then a home NLG will replace it in the league standings). By not designating NLG's at the beginning of the season, teams must strive to win all games.

The Non League Games can be utilized as follows:

- 1) Lottery: To replace any of a team's games possibly cancelled due to (Acts of God) etc.
- 2) Tie-breaker: first tie-breaker, if teams have not played head-to-head.
- 3) U.S. Open Cup (if applicable)
- 4) Promotion/relegation issues (if applicable)
- 5) All individual player stats count from all games
- 6) Other

Rule 107 USISL Point System

The point system of the USISL is as follows: Three (3) points for a win in regulation or OT, One (1) points for a shootout win, Zero (0) points for a shootout loss.



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- Rule 108 Ties
Any game that can not be finished and is considered complete with the score tied will be rescheduled and played. In the event the game is not replayed before the second to last weekend of the season the game will revert to the NLG process.
- Rule 109 League and Division/Regional Structure
Divisions will be structured according to geographical considerations unless otherwise approved by the Commissioner, who shall have final authority on all alignment.
- Rule 110 League Schedule
The schedule is the ultimate responsibility of the Commissioners Office. The league schedule, once issued by the league of fice, shall not be changed without the consent of the Commissioner.
- Rule 111 Cancellations
The cancellation procedure is as follows:
- 1) No game may be canceled prior to the scheduled date unless both teams and Commissioner agree.
 - 2) A game can be canceled no earlier than two hours prior to kickoff (due to "acts of God"), if both teams and the referee are in agreement, unless closed, in writing, by owner or third party.
 - 3) If a game in progress is delayed, there must be a one hour grace period unless both teams are in agreement, before the game can be officially canceled.
 - 4) If a game has completed the first half, the game counts.
 - 5) Any canceled game must be rescheduled within 72 hours of the cancellation and must be replayed no later than the weekend preceding the last (2) weekends of the regular season or the game will revert to the NLG process.
 - 6) If a stadium is closed (due to "Acts of God") the league must receive notice in writing, a statement of closure from the facility owner, no later than 48 hours after closure. (Closure due to contractual obligations is not considered adequate for the league office)
- Rule 112 No-show/Forfeit
A No-show is when a club willfully does not appear at a game without a specific agreement approved by the Commissioner. The penalties for a No-show are as follows:
- 1) loss of 3 points from their standings
 - 2) The league fine will be \$250.00 (amateur) and 500.00 (pro)
 - 3) Compensate the affected team \$2,000.00 (amateur) or \$5,000.00 (pro)*
*fine reflects the status of the affected club (amateur or pro)
 - 4) All fines and fees must be paid within 7 days or fees will be taken from the clubs Letter of Credit.
 - 5) A club may be expelled from the league if it accumulates two No-shows within one season.
- Rule 113 Prior Notification
If a club is detained from reaching its game by an "Act of God", prior notification is expected and will be dealt with by the RAD committee.
- Rule 114 Official Standings
The of ficial standings of teams shall be the responsibility of the of fice of the Commissioner.



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Rule 115

Standings Tie Breaker

The criteria to decide ties in standings for final standings, playoffs and finals will be as follows:

- a) Overall points in league games
- b) Head-to-Head (by points)
- c) Overall points in all league games (if applicable)
- d) Record within conference (by points, by percentage, if number of games are not equal)
- e) Bonus Points - playoffs only
- f) Goals scored
- g) Goal difference
- h) Outright victories (no shoot-outs)
- i) Record vs. all common opponents outside conference
- j) Lottery Draw

Rule 116

Overtime

Games resulting in a tie score at the end of regulation time will be decided by: One fifteen minute sudden death overtime period. If the score remains tied, the game will be decided by USISL style shootout of five players (plus sudden-death) from the 35 yard spot.

Rule 117

USISL style Shootout

The tie-breaking shootout is executed by placing the ball at the 35-yard spot with the shooter over the ball and the defending goalkeeper on the goal line. The shooter has five (5) seconds, (after the Referee's whistle), one-on-one with the goalkeeper to take his shot on goal. The shooter must shoot the ball before the 5 second whistle. The ball does not have to be in the net within the 5 seconds.

Rule 118

Substitutions

- 1) Each team shall be allowed a maximum of four substitutions plus a reserve goalkeeper shall be allowed each team in any game, including overtime, when it is played.
- 2) A player who has been substituted by another player cannot return to the field of play in the same game.
- 3) Substitutions shall be made at any stoppage of play at the referee's discretion.
- 4) Substitutes shall report to the linesman at midfield and may not enter the field of play until so directed by the referee.



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Rule 2 The Member Clubs

Rule 201 Cash Bonds

Each team participating in the USISL will post a cash bond on a yearly basis. The cash bond will be used to pay for fines and infractions by clubs during the course of the season. Any remaining balance is refundable.

Rule 202 Performance Guarantee

Each club participating in the USISL must post a Performance Guarantee in the form of a Letter of Credit, Cash or cashier's Check.

Rule 203 Operation Fees

The operation fee is a league office monthly maintenance fee. The fee is due on the 1st of each month for 12 months for Amateur clubs and due quarterly in advance for Professional clubs.

Rule 204 Pro-Development/Marketing Fee

The marketing fund is to produce materials to help the league and clubs in marketing efforts, including advertising, brochures, films, sponsorship solicitations, etc; controlled by the Owner 's Committee jointly with the Commissioner . The Marketing fee unless specified is a one time fee.

Rule 205 Other Fees

Each club is responsible for league fees including but not limited to:

- | | |
|---------------------------------------|--|
| 1) Television | 6) Game Day Programs |
| 2) Media Guide | 7) Playoff Travel Pool |
| 3) Director of Officials (per season) | 8) USSF/USASA/State Association Fees |
| 4) Liability/Medical Insurance Fee | USASA National Amateur League Affiliation Fee (annual) |
| 5) Internet fees | USFF Division III Affiliation Fee (annual) |

Rule 206 Indemnification

Each club shall provide the league with a suitable indemnification agreement to hold the league, member clubs, league of ficers, employees, and agents harmless against all claims, action, liability, or demands of whatever nature which may be commenced by any person in connection with the member 's agreement to become a member of the league and league 's acceptance of such member .

Rule 207 Disbanding

In the event a club, by disbanding or for any other reason, withdraws from the league without finishing its scheduled games the following regulations will take effect:

- If at least half of the full schedule of games has been played, all resulting scores shall stand as validated by the of fice of the Commissioner .
- The remaining unplayed games shall be credited to the opponents, as scheduled with the score of 1-0.
- If less than one-half of the full schedule of games has been played, the resulting scores of the games played shall be cancelled.

Rule 208 Club Risk

Each player or Club official shall assure all risks, responsibilities, and liabilities for loss, damage, injury or death to himself while using property and facilities of the USISL and whether such loss, damage, injury or death be occasioned by the team or by the league, its officers, agents, or otherwise.



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Rule 3 Players

Rule 301 Professional and Amateurs

A professional player is a person who receives or has received payment for playing and/or who signs a professional form of the United States Soccer Federation.

An amateur player is any person other than a professional player. An amateur player may not receive and retain any remuneration for playing except expenses directly related to a game or games which have actually been incurred by the player.

Rule 302 Player Restrictions

Any player registered with the league as a member of one team shall not play for any other team within the league.

Rule 303 Transfer and Releases

During the official playing season, a player shall not sign for another team within the league until he is properly released from his former team by the team's current managing director of record. No team shall approach a player who is registered with another team within the league without the consent of his team and the league. A player desiring his release shall apply to his team for same. In the event that he is refused, he may bring the matter to the attention of the league commissioner with reasons stated. Any player withholding property belonging to the team of which he was last a member shall not be eligible for release or transfer. No transfer or registration of players shall be permitted to or from any member team of the league after Friday at 12:00 noon, YOUR LOCAL TIME, prior to the last two weeks of the regular season, scheduled or rescheduled. A player or club may terminate contracts under certain conditions. In conjunction with the conditions set forth by the players contract, the league will recognize the following as cause for termination of contract:

A. The Player - Player may terminate this Contract in the event of a material breach of the duties and obligations by Club if he notifies Club and League in writing, via certified mail, of the breach and Club fails to remedy the breach within fourteen (14) days, either (1) cure breach; or (2) release player from contract and registration; or (3) submit evidence to the League Commissioner, with copy to Player, disputing that Club is in breach of this Contract.

B. The Club - Club may terminate the Player Contract at anytime for any reason, including but not limited to, Player's performance and violation of Club rules, upon written notice to Player. Upon such termination all of the rights obligations of Club and Player hereunder shall terminate, provided that Club actions are in accordance with the Player contract.

Guidelines for Dispute Resolution Procedure:

The Commissioner shall evaluate the evidence submitted and allow seven (7) days from receipt of Club's evidence for Player, if he so chooses, to respond with additional evidence. The Commissioner shall then render his decision as to the player's contractual and registration status within seven (7) days from the last date of receipt of evidence from either party. The Commissioner's decision on these matters is appealable to Step II of the league's RAD procedures which is submission to arbitration.

Rule 304 Status, Rights and Privileges

The status, rights and privileges of professional and amateur players and the regulations governing them shall be determined by the USSF.

Rule 305 Coaches' Appearance

Coaches must have a professional appearance at all games. A precise account of what is considered "professional appearance" will be sent out at the beginning of each season, but in any case, it means no soccer shorts, tank tops, t-shirts, sandals, etc..



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- Rule 306 Participation
Professional and amateur players may participate in any competition under the jurisdiction of the league provided that they are duly registered in accordance with the regulations contained herein.
- Rule 307 Minimum players
Teams must have a minimum of fourteen (14) players (home or visitor) dress and be eligible for each game. A fine will be assessed to the teams in noncompliance.
- Rule 308 Player Risks
Each player shall assume all risks, responsibilities and liabilities for loss, damage, injury or death to himself while engaged as a player for a club of the USISL or as a player on a representative team of the league.
- Rule 309 Insurance
USASA mandates that each amateur club shall have player medical insurance and club liability insurance. All professional teams must purchase liability coverage for a basic amount of \$1,000,000 per Occurrence and 1,000,000 aggregate per game. All professional teams must prove the existence of Workers Compensation Coverage satisfactory to the USISL of fice and the insurance company.



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Rule 4 Roster and Player Eligibility

Definitions:

- 1) Master Roster - is the club roster which may have up to twenty-six players (Pro), Amateur (23 + 3 U-19). Players not to be included in this limitation are: players under indefinite period of suspension and players serving any branch of the Armed Forces.
- 2) Active Roster - is the gameday roster which may have up to 18 players from the Master Roster. The Active Roster must have a minimum of 13 U.S. citizens.
- 3) Ineligible player - is a player on the Master Roster (26 players) and is not eligible for the Active Roster. An ineligible player shall include, but not be limited to, roster limitations or suspensions.
- 4) Illegal player - is a player not properly registered with the League and/or the USSF and does not appear on the Master Roster of 26 players.

Rule 401 Illegal Player
A club using an illegal player shall be fined \$500.00, lose 3 points from the official regular season standings and forfeit the game played 1-0.

Rule 402 Ineligible Player
A club using an ineligible player shall be fined as follows:
a) 1st of fense: fine of \$250.00 per player and loss of 1 point in standing per player.
b) Any subsequent offense: fine of \$250.00 per player and a 1-0 forfeit loss.

Rule 403 Registration
An eligible player is one properly registered with the league and the USSF, and not under suspension. A youth player, (that is one who has not attained the age of eighteen prior to August 1 of the current soccer year), registered as such with the USSF on a junior team, will be permitted to play after having obtained the appropriate permission, eligibility clearance, etc., as required by the State Youth Association, and having filed a registration form established by the league.

Rule 404 Bench Requirements
Clubs must have a minimum of fourteen players (home or visitor) dress and be eligible for each game. A fine will be assessed to the teams in noncompliance. Absolutely no one but players on the official lineup form, coach, manager and medical staff will be permitted in the bench area.

Rule 405 Game Day Reports
Prior to start of game, the team coach shall provide the referee with an official Referee Game Report listing the registered players participating in the game and signed by the coach. Referees shall report to the League on the official Referee Game Report form the results of the game, the goal scorers and list any card which may have been issued. Any violations of rules and regulations by either team or their team officials must be included, which shall be given to the home team GM for faxing to the league office. The report must be in the league office two (2) hours after the game or by midnight following the game. Failure to furnish league office with this information by the stated time will carry a fine. Failure of the coach to provide the official line-up form may result in forfeiture of the game for either team.

No points shall be awarded and no postponed game will be rescheduled unless the official report form provided is signed by the coaches and the referees and received by the league office two (2) hours after the game or by midnight following the game whichever comes first. Blank copies of the official line-up form and official referee report form will be supplied to each team at the beginning of the season.



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Rule 406

Player Pass

USISL, USSF or USASA player passes shall be presented to the referee together with completed line-up form. Every player must have a current USISL, USSF or USASA player card. If no card is presented, player must show some proof of identification (with picture), and the game be played under protest, subject to verification.

Rule 407

Participation

No player shall be allowed to participate in any game without a USISL, USSF or USASA player pass.

Rule 408

Foreign Player Status

Any player coming from clubs outside the United States must obtain proper international clearance with applicable rules of the USSF and FIFA being complied with before they can register the player.

Rule 409

Rosters

These conditions to be in affect through August of 1996:

- a) A maximum of twenty-six players are allowed on the Master Roster .
- b) A maximum of eighteen players may be allowed on Active Game Day Roster .
- c) A minimum of thirteen players must be U.S. citizens on the 18 man gameday roster and proof of all Master Roster players submitted to league office before first league game. Green cards are now considered U.S. citizens.
- d) Professional rosters will allow 26 players.
- e) A minimum of three players must be under nineteen years of age as per USASA rules, otherwise there will be a 23 player roster (amateur).
- f) All rosters are frozen on Friday at 12:00 noon (Teams Local Time) prior to the final two weekends of the regular season (scheduled or rescheduled).
- g) Teams may dress eighteen players, of which a maximum of five (5) may be non-U.S. citizens.
- h) Any roster changes must be completed by Friday at noon (Teams Local Time) before a game, and the opposing team must be notified by the team making the change at the same time. If your Active Roster does not change from the previous week, a new Active Roster is not required. All club's Master Roster must be in the League of fice prior to noon (Teams Local Time) Thursday prior to the first weekend of play. Failure to do so will result in a fine.
- i) Proof of citizenship for all players, added during season, must be turned into league office by Friday at noon (Teams Local Time) before said player plays.



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Rule 5 Referees

Rule 501 Referee Registration

Only currently registered USSF or FIFA referees shall officiate scheduled games.

Rule 502 Game

The referee shall be the sole judge of all matters pertaining to the game.

Rule 503 League Representation

The referee shall be the direct representative of the League.

Rule 504 Field Inspection

Before the commencement of each game, the referee shall inspect the playing field and if its condition renders the field unsafe for the players, he shall call the game off, notifying the two competing clubs of his decision.

Rule 505 Fee

The fee for refereeing services is set by the USSF. Travel fees are paid to one official only and travel must be over 50 miles for the minimum and over 101 miles for the maximum one way.

Rule 506 Fee Disbursement

The referee shall be entitled to the fee when:

- a) he arrives at the field at the proper time and performs assigned services.
- b) he arrives at the field at the proper time and the game has been cancelled without proper notification.
- c) either of the competing clubs fails to appear for the scheduled game.
- d) the game has started but for some reason it is not brought to completion.
- e) he travels to the field and he does not officiate the game due to an error of the league.
- f) only 50% of the total referee fees (plus full travel fee), will be paid in the event of a rain-out or any other weather related issue.
- g) he brings to the home club's manager the required forms to be sent to the League office.

Rule 507 Properly Played

Any game played under these conditions shall be considered as properly played according to all regulations.

Rule 508 Linesman and Fourth Official

Official linesman and fourth official must be assigned in every game. In the event they are not available, each competing team must furnish a qualified club linesman and fourth official.

Rule 509 Club Linesman

A club linesman shall receive specific instructions from the referee and he shall make every effort to assist the referee to the best of his ability.

Rule 510 Club Linesman Responsibilities

In no way shall the club linesman interfere with the officiating of the game.



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Rule 6 Cautions, Ejections and Fines

Rule 601 Commissioner

The Commissioner shall have the authority to suspend, fine or disqualify any official(s), player(s), or competing club(s), who may be proven guilty of breaching any rules of the league, or for any action or conduct not in the best interest of soccer or the USISL.

Rule 602 Disciplinary Point System

The official report of each game shall be reviewed by the Commissioner with authority to discipline for official cautions and ejections under a disciplinary system as follows:

- a) 1-game suspension for any ejection, in the next scheduled league game.
- b) 1-game suspension for any accumulation of any 5 cautions, in the next scheduled league game.
- c) 1-game suspension for an accumulation of 7 cautions, in the next scheduled league game.
- d) 2-game suspension for an accumulation of 9 cautions and for each additional 2 cautions, in the next scheduled league game(s).
- e) Suspension from all league play for any violent act or action directed against a referee or linesman.

Note: With reference to (c) and (d), two cautions in a game will equal one caution and one red.

Rule 603 Cautions

Cautions shall include, but not be limited to: ungentlemanly conduct, dissent to a referee, encroachment, entering or leaving the field of play without permission, persistent infringement of the laws of the game, etc.

Rule 604 Ejections

Ejections shall include, but not be limited to: violent conduct, foul and abusive language, persistent misconduct after a caution, etc.

Rule 605 Payment of Fines

Member clubs are responsible for the payment of fines. The league will hold the club responsible for payment of all fines assessed against any of the club's members.

Rule 606 Expulsion

Managers, coaches, coaching assistants or trainers who are ordered from the area of the field by the referee, or have been suspended shall be prohibited from attending the club's next game, as per original schedule sequence. If ordered from the area of the field a second time during the same season, he/she shall be prohibited from attending any of the club's games for the remainder of the season. Any infringement of the prohibition from attendance may result in forfeiture of the game. A fine will also be assessed against a club for each infraction. Every infraction shall be reviewed by the National Review, Appeals and Discipline Committee.

Rule 607 Reporting to the League

Any player or club personnel reported to the league must be informed by the referee of that action. Use of a yellow or red card constitutes notification to the person and club. Infractions other than those involving yellow or red cards require separate notification.

Rule 608 Serving Ejections

Player/Coach or Coach ejections will be served the next game, be it on the road or at home. Player/Coach may not return as "either or" until suspension has been served.

Rule 609 Fines Table

There will be a complete listing of fines revised each year. The Table of fines will be an addendum to this document.



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Rule 7 Facilities

- Rule 701 **Press Box**
There must be press box for the media. Professional clubs must have a phone line installed with a phone number. Amateur clubs must have a phone available in this area. There must be an operational PA system for all teams.
- Rule 702 **Scoreboard**
An electronic scoreboard must be in place and in working order with spaces for Home/Visitor scores and a working time clock.
- Rule 703 **Flag Pole**
There must be a flag pole and an American flag flying for each game.
- Rule 704 **Dressing Rooms**
Separate dressing rooms with showers must be on site and available for the visiting club and referees.
- Rule 705 **Nets and Corner Flags**
Goal nets and corner flags (not less than 5 feet high), shall be used for all games. A substitute card set with numbers 00 through 24 must be available and used.
- Rule 706 **Playing Field**
The home team shall be responsible for keeping its field in playing condition and it shall be responsible for visible, correct and complete markings of the playing field (refer to Rule 111). The dimensions of the playing field is provided in Addendum 1 (Minimum Standards).
- Rule 707 **Stadium**
The playing field shall protected against any overflow of spectators, by the area being completely enclosed to prevent spectators from going onto the field. The required seating capacity of the Stadium is covered in Addendum 1 (Minimum Standards).
- Rule 708 **Benches**
Home and visitors benches must be large enough to accommodate 10 persons per team.
a) Home team shall provide an attendant at the visiting team's bench and dressing room.
b) There must be water at the home team and visiting team's bench.
- Rule 709 **Referee Provisions**
Home team must provide a table with towels and water for referees at midfield and towels and water in the Referee's dressing room.

Rule 8 Game Presentation and Staffing

- Rule 801 **Visitor Arrival**
A visiting club must be in the host city at least one hour prior to the game.
- *A complete listing of Game Day responsibilities and Staffing requirements are listed in the Minimum Standards (Addendum 1).

Rule 9 Review, Appeals & Discipline (RAD)

The process for Review, Appeals & Discipline may be found in an addendum to this document.

