



CHAPTER TWO: REGISTRATION/ROSTERING

SECTION 5 DEFINITIONS OF REGISTRANTS

- A. All players must register annually and reapply each seasonal year. Registration is effective upon receipt of registration form and registration fee by the local registrar.
- B. Youth registration of soccer players under these rules shall include all those registrants defined as youth by the Federation, being all male and female registrants of the age of under nineteen years. Adult registration of soccer players will be all male and female registrants of the age over nineteen years.

- 1. Registration - The player is registered to the State Association through a Member Organization the moment the player or the player's parent or guardian signs the registration form and pays the appropriate fees to the member organization.
- 2. Rostering - Rostering means assignment of a registered player to a team. Initial rostering shall commence no later than the player's first participation in any competition sanctioned by the ISA. Rosters may change but only with the approval of the club registrar and in accordance with club, State, USYSA, USASA, and USSF rules and regulations.

- C. Age grouping for the ISA and Member Organizations play will be:

Under 6*	Under 14
Under 8	Under 15
Under 10	Under 16
Under 11	Under 17
Under 12	Under 18
Under 13	Under 19

*Age 4 is the minimum age

- D. The age of the player for purpose of play shall be the player's age on July 31st of the immediately preceding soccer year. The current soccer year begins on September 1 and ends August 31 of the following year.
- E. Member Organizations will require all players to present proof of age when they register to play.
 - 1. Proof of age shall consist of a birth certificate or birth registration issued by an appropriate government agency, Board of Health records, passport, valid drivers license, alien registration card issued by the United State Government, a certificate issued by the Immigration and Naturalization Service attesting to age, a Uniformed Services Identification and Privilege Card issued by the Uniformed Services of the United States or a certification of an American citizen born abroad issued by the appropriate government agency. Hospital, baptismal or religious certificates will not be accepted.

2. Member Organizations should keep a copy of proof of age of each player.

F. U06 and U08 teams may not play up in higher age divisions. U10 and U12* teams will not be allowed to play up in higher age divisions in any competition with the exception of league play. U10 and U12 teams may play up in a higher age division in league play only IF their opponents play the prescribed number of field players and adhere to the roster size as allowed by the youngest age division participating.

U10 and U12 players may play up on higher age division teams. U12 and U14* teams cannot be created to subvert this rule. Teams in the U12 age division cannot have a roster that has more than forty (40) percent of their players who are true U10s. Teams in the U14 age division cannot have a roster that has more than sixty (60) percent of their players who are true U12s.

*In this rule U12 reference includes the U11 age division and the U14 reference includes the U13 age division.

SECTION 6 REGISTRATION OF PLAYERS WITH MEMBER ORGANIZATIONS

YOUTH

- A. Youth players not residing in Iowa must request permission (in writing) from the ISA for the player to be allowed to register and roster on an ISA team. Such requests will be sent to the State Office for processing and appropriate decisions.
- B. Youth players may only be registered to two ISA sanctioned teams (Olympic Development Teams excluded) at any given time during the seasonal year. One team must be declared the primary team. The other team will be considered the secondary team.
 1. Each team is limited to three (3) secondary rostered players.
 2. Players multiple rostered to a recreational team and a select team at the same time will have the select team designated as the primary team.
 3. A multiple rostered player will have a player pass issued for each team designating the primary and secondary teams.
- C. Those players wishing to play in the US Youth Soccer National Championship Series Iowa State Cup must declare their cup team as the primary team.
- D. All registration with the exception of unaffiliated Olympic Development players and college players must register with the State Association through a local Affiliate of the State Association.
- E. Youth players may change teams during the seasonal year in the following manner:
 1. Member Organizations reserve the right to reassign players and re-register the new teams by filling the appropriate forms (i.e. transfer forms, adds, deletes) with the State Office.
 2. Youth playing on recreational and select teams may only change teams during the seasonal year by obtaining and completing a Transfer form. For select player transfers a transfer will be assessed to the receiving team. Transfers will not be assessed to the receiving teams for recreational players transferring to select teams.
 3. Member Organizations may form Tournament teams in U11 through U19 age divisions from players who are rostered with Member Organization teams. These teams are registered for one event only and will be so designated on the roster. The Association will charge a fee for each Tournament roster. The roster must be completed and submitted by the Member Organization from which the Head Coach of the team is registered.

ADULTS

- A. Adults must register with the State Association through league commissioners.
- B. Adult players may register on one or more teams during the same seasonal year.

- C. Adults may transfer to another team with notification to the league commissioner. The league commissioner must notify the State Association of the change.

SECTION 7 REGISTRATION OF PLAYERS IN AN ASSOCIATION OTHER THAN ISA

- A. Basic to these rules is that a youth player must register through, or be released from, the state association of the player's residence. If the player wishes to play on a team in another state association, the player must obtain and complete an Interstate Transfer form. The form along with the appropriate fee must be submitted to the Member Organization with which the player would register. The form and the fee then is sent to the State Office for approval.
- B. Upon receipt of such request, the State Association will take action as follows:
 - 1. Should such request be approved, a copy of the approved request will be forwarded to the player and to the receiving National State Association or other designated Organization as specified by the receiving National State Association.
 - 2. Should such request be denied, written notice of such denial shall be directed to the team or player involved with a copy sent to the National State Association office. Appeal of such decision may be made to the ISA Board of Directors.
 - 3. Requests to play in another National State Association and approval or denial may be in bulk as opposed to individual requests and responses.

SECTION 8 CHANGING OF A PLAYER'S RESIDENCE

- A. Any player changing residence inside the boundaries of the State of Iowa must immediately notify the Member Organization with whom the player is registered. The Member Organization must then notify the State Association office of the changes.
- B. Any player moving residence outside the State of Iowa must immediately notify the Member Organization with whom the player is registered and surrender the player's pass to the Member Organization's Registrar.

SECTION 9 TEAMS PLAYING IN LEAGUES OTHER THAN IN ISA

- A. Teams may request to play in leagues in other National State Associations. Such teams must notify the Member Organizations with which they are registered. The Member Organization must notify the State Association office of the team's request.
- B. The State Association may take one of the following actions:
 - 1. Approve the request and contact the receiving National State Association of the team's desire to play in their state. To avoid the filing of travel papers, the State Association has cross play agreements with some bordering states and in such cases, the State Association will seek permission for that team(s) to play through a letter of agreement with the receiving National State Association.
 - 2. Approve the request and if there is no such agreement, travel papers or other forms of documentation may be required. It is the responsibility of the team to determine what paperwork will be necessary to seek approval.
 - 3. Deny the request. The team(s) may appeal the decision to the ISA Board of Directors.

SECTION 10 MEMBER ORGANIZATION REGISTRATION RESPONSIBILITIES

Each Member Organization shall be obligated to register all its players with the State Association in accordance with USSF Policy 212-1.

SECTION 11 REGISTRATION OF PLAYERS ONTO STATE TEAMS

The State Association may register players directly onto State teams in the following cases:

- A. Olympic Development players who are not registered with a Member Organization.
- B. Out-of-state college students who are not registered with a Member Organization.

SECTION 12 GUEST PLAYERS

- A. When traveling out-of-state for friendly or tournament matches, ISA shall allow the use of the number of guest players that is allowed by the tournament of hosting organization provided that:
 - 1. The request for guest player inclusion is made to the State Association
 - 2. The player(s) names are included on a State approved roster that accompanies the Travel Papers.
- B. Unless requested by the hosting organization, guest player requests do not have to be submitted for ISA players wishing to guest play on ISA teams playing in ISA sanctioned events.
- C. For ISA registered players wishing to guest play on teams from other National State Associations, a Player Loan Agreement request must be submitted to the State Association. The Agreement must have all authorized signatures and completed information prior to approval by the State Association. The request must be completed at least 48 hours prior to the scheduled event or an additional processing fee will be charged.

SECTION 13 RECREATIONAL TEAM FORMATION

Specific guidelines are contained herein for youth recreational team formation and player assignment.

- The team formation process will be random in nature. Special requests by players, coaches or parents for specific team assignments are strongly discouraged.
- Criteria for player assignment will include NO consideration for the ability of the player or the relative strength of the team.
- All forms of recruiting, invitations and tryouts are specifically prohibited at the recreational level. Coaches will have no direct input to or involvement with the assignment of players to their teams.
- Minimum half game playing time is mandatory for all Member Organizations in recreational play.
- Teams which fail to meet one or more of the rules for Recreational team formation and player assignment specified herein may be considered select in any Association sponsored or sanctioned competitions including tournaments. The team status/eligibility will be determined by the State Office Staff.
- The modified rules for small-sided games will be followed. U06 players may be bulk registered as an age group division. U06 will play 3v3. U08 will play 4v4. U10 will play 6v6. U11 and U12 will play 8v8.
- Clubs may choose to adopt the "side-by-side" approach to training and games for the U06 and U08 age divisions. In these cases the roster size for U06 will be 10 and U08 will be 12. Games will be played jointly between two (2) teams with two (2) games being played simultaneously. Each team MUST have at a minimum either co-coaches or one head coach and an assistant coach who are always in attendance at training and games. U08 teams choosing this format WILL NOT be eligible for tournament play.

A. For U06, U08, U10 age divisions:

- 1. There are no select players or teams in these age divisions.
- 2. If a Member Organization permits teams to remain together from season to season, the player has the right to stay on the team and the Member Organization must insure that all those rostered players have been contacted and given the opportunity to remain on that team.
- 3. New recreational teams and returning teams that need players are formed by one of the following methods:

- a. Players are assigned (rostered) to a team by age groups on a territorial basis (neighborhood, schools, precincts, zip codes, etc.)
 - b. Players are assigned (rostered) to a team by a random draw from one (1) player pool on a territorial basis as stated in (a) above.
4. Players' names shall not be identified to the coach until the player is placed on the team. Only the Head Coach may request their child be rostered to the team that he/she is coaching.
 5. If a person becomes the head coach of a new team formed by the Member Organization in the current season, the coach may request that their child be rostered to the new team he/she is coaching.
 6. Any other method of player assignment or team formation is considered non-recreational and the players on such teams will be registered as select team members with the State Association.

B. For U11 - U19 age groups:

1. All rules of team formation stated in (A) above apply in these age divisions except: If no players are available in the player pool, Member Organizations may actively seek players of the proper age division to be added to the team as long as no methods are used to assess the ability of the player and:
 - a. The player is not presently registered on an existing team.
 - b. The player did not play for a returning recreational team during the previous season.

C. Adults

1. Adult recreational teams are formed by rules adopted by local leagues.

D. A team not formed of players assigned as defined above is considered a select team.

SECTION 14 ROSTER SIZES

A. Recreational - youth

<u>AGE DIVISION</u>	<u>ROSTER SIZE: MAXIMUM</u>	<u>SIDE-BY-SIDE</u>
U06	6	10
U08	8	12
U10	10	
U11	14	
U12	14	
U13-U15	18	
U16-U19	22	

The game roster for the U17-U19 age divisions shall be prepared by the team and submitted to the competition authority at a time designated by that authority. The game roster shall have a maximum of 18 players and a minimum of 7 players. Every player listed on the game roster must be included on the team roster to be eligible to participate with the team except for tournament competition that may accept quest players.

There will be NO exceptions beyond the maximum roster sizes.

B. Competitive/Select - Youth

Roster sizes for competitive/select teams will be dictated by playing leagues, tournaments, and national rules and policies.

C. Adults

Roster sizes for adults will be a maximum of 25 players.

SECTION 15 TRYOUTS

Tryouts in the U06 through the U10 age divisions are strictly prohibited. For tryouts in the U11 and above age divisions Member Organizations are governed by the ISA Code of Ethics/Conduct found in Section 18 of these Bylaws and their respective league rules/policies.

SECTION 16 YOUTH PLAY IN ADULT DIVISION

- A. A youth player will be permitted to play an unlimited number of adult games without losing eligibility. The youth player must obtain permission from his youth coach or other authorized team official. The youth coach or other authorized team official shall, in writing or by form, request eligibility from the State Association.
- B. If approved and released, the youth player shall be listed as a "provisional" adult player.
- C. A youth player may coincidentally register as an adult player with the proper release as stated above.
- D. A youth player must be age seventeen (17) to play as a provisional player.
- E. Players fifteen (15) and sixteen (16) years old may receive written permission from the State Association to register on an adult team if the player and team play in an area where youth play for the player's age group is not available.
- F. Any youth player playing for an adult team without the approval of the State Association shall be declared ineligible for youth games. Any youth team using such ineligible player shall forfeit all games in which the player took part. It is not necessary to drop an ineligible youth player from an adult team.