



Bulk Registration Policy for In-house Level 3 players

Policy

A member club that operates an in-house Level 3 league may bulk register its Level 3 players with Iowa Soccer.

Definitions

Level 3

- An Iowa Soccer Level 3 soccer program exists to provide the opportunity for all interested children to participate in and enjoy the game of soccer without regard for athletic ability or soccer skills. Also known informally as recreational soccer.
- Level 3 is the registration designation, as per Iowa Soccer Rules

In-house league

- A season playing schedule with game match-ups pitting teams from a single club against each other in designated age groups
- Scheduling is done by the club
- Regular league games scheduled against teams outside the club disqualify a league being classified “in-house”

Bulk player registration

- A form of player registration in which players are registered with the club, and therefore with Iowa Soccer, in “bulk” and aren’t assigned or tied to a particular team. For the purposes of achieving registration with the club and Iowa Soccer, all players in an age group are assigned to a single roster.
- This form of player registration enables the club to issue Iowa Soccer player passes, which the in-house league will use as a credential to manage player eligibility at its games.

Intent

The intent of this flexible player registration option is to support our Level 3 members in forming teams, getting kids on the field and keeping them playing longer. Iowa Soccer’s vision is for soccer to be the sport of choice in our state and this necessitates an understanding of the unique challenges of forming teams at the grassroots level, along with a resolve to be solution-oriented.

Requirements: Forming teams

The club will register players in bulk with Iowa Soccer. After players are registered, the club will form its Level 3 teams as per the following requirements:

- A small-sided form of the game will be played in the 12U-younger age groups, which guides roster sizes accordingly
- The use of tryouts, invitations, recruiting or similar in order to form a Level 3 team on the basis of talent or ability is not allowed
- A player who has properly registered with the club as a Level 3 player will not be “cut” from a team



- Where multiple teams in an age group exist, a system for forming rosters must be used to establish fair and balanced distribution of playing talent
- The in-house league will designate in its league rules a maximum number of “game active” players
- The recommended coach to player ratio is no more than 1:12, with a requirement that each coach have a valid USYS coach pass as per Iowa Soccer’s Risk Management Policy

Guidelines: In-House League Age Divisions, Forms of the Game, Roster Sizes

Age divisions are a necessary component of youth soccer, ensuring children are grouped with peers based on physical, emotional and social development stages, which influences the child’s playing experience. In some situations, appropriate exceptions to designated age groupings also support the playing experience and can help keep kids playing, which helps grow the game. Level 3 club leaders are best equipped to evaluate their community’s challenges and determine age groupings, and do so in a way that supports a positive playing experience.

The following are guidelines for determining age divisions, forms of the game and maximum roster sizes for in-house league competition:

- 6 and under playing 4v4 (maximum roster size 6)
- 8 and under playing 4v4 (maximum roster size 6)
- 10 and under playing 7v7 (maximum roster size 12)
- 12 and under playing 9v9 (maximum roster size 16)
- 14 and under playing 11v11 (maximum roster size 22)
- Any of the following for 14U-above
 - 14 and under playing 11v11 (maximum roster size 22)
 - 16 and under playing 11v11 (maximum roster size 22)
 - 19 and under playing 11v11 (maximum roster size 22)
 - High school division playing 11v11 (maximum roster size 22)
 - Or a small-sided form of the game (fewer than 11v11) that allows the club to create 14U-above teams

As per this policy, the in-house league must designate in its rules the maximum number of “game active” players to ensure:

- a “level playing field,” wherein one team doesn’t have an unfair substitution advantage
- the coach is able to give each player at the game 50% playing time

Iowa Soccer reserves the right to evaluate the age divisions, forms of the game, roster sizes and team formation at any time and, if necessary, provide education, recommendations and support for improved execution in a subsequent season.

Playing time requirement

Regardless of the maximum roster size and/or form of the game used by the in-house league, each player is to be given a minimum of 50% playing time in each game, provided he/she meets reasonable practice and



participation requirements set by the club, and the player is willing and able to participate for 50% of the game.

- The in-house league rules will designate the maximum number of “game active” players allowed at a game such that 50% playing time is achievable

Procedure

Prior to the season in which it intends to bulk register, the club will submit to Iowa Soccer an electronic application that includes a summary of intent and a pledge to conduct its in-house league in the spirit of the policy. After the season, the club will submit a form reporting how teams were formed, roster sizes (including game active), the league’s age divisions and forms of the game played at each.

- Iowa Soccer will make these forms available to the club each season.
 - Fall season application in June for approval by July 15th
 - Spring season application in January for approval by February 15th

Compliance

Iowa Soccer reserves the right to evaluate the use and implementation of the policy at any time and, if necessary, provide recommendations, education and support for improved execution in a subsequent season.

Abuse of this policy, while not expected, may result in a suspension of the club’s use of the policy, up to and including permanently.