



# NISL/PSL U23 Registration Process



## New Player On-Line Registration Process

1. Signup on ISSA Registration Website as a site member to create an account.
2. Fill out on-line profile completely.
3. Upload valid electronic headshot picture similar to passport picture to be used on the Player ID Card
4. Read and check-off the Waiver Box
5. Register for an ISSA League that is in current open enrollment.
6. Send copy of valid Driver's License to ISSA Office for proof of identification and age verification for teams in age restricted leagues such as U23/30+/40+/48+ (mail or email) \*\*
7. Pay on-line registration fee which includes a processing fee to offset cost of on-line credit card transaction.
8. (IF you prefer to pay at the ISSA Office with cash/check, the processing fee will be waived)
9. Pick up ID Card from ISSA Office or a Temporary ID Card can be sent by email to use for upcoming game; followed by the plastic permanent ID Card will be mailed \*\*\*

## Returning Player On-Line Registration Process (2015-beyond)

1. Login to ISSA Registration Website with Login ID/Password from previous year. (If forgotten, please email ISSA Registrar to reset)
2. Register for an ISSA League that is in current open enrollment.
3. Pay on-line registration fee which includes a processing fee to offset cost of on-line credit card transaction.
4. (IF you prefer to pay at the ISSA Office with cash/check, the processing fee will be waived)
5. Pick up ID Card from ISSA Office or a Temporary ID Card can be sent by email to use for upcoming game; followed by the plastic permanent ID Card will be mailed \*\*

## Accepted Legal forms of Identification:

- State issued Driver's License, State ID, Passport
- Temp ID Cards are only valid for 7 days from date shown on pass.



# U23 REFEREE GAME MANAGEMENT

## GAME TIME:

The officials are required to be at their assigned field within 10 minutes of game start time, dressed and ready to start the game. If a referee is tardy for his assigned game that official will be deducted \$5.00 for that game. The second offense for tardiness, the official will be suspended and taken off the schedule.

- Game clock starts when the ball is kicked off
- If there is a significant stoppage of time, additional time will be added to the game.
- End the game with proper soccer etiquette... allow the breakaway to continue, allow the corner kick... Game does not end just because your watch hits zero.

## RULES OF COMPETITION:

Officials must be aware of the NISL Rules of Competition including any amendments of the Laws of the Game.

## PRE-GAME PROCEDURE:

- Each team must present TWO (2) copies of the OFFICIAL NISL GAME Roster prior to the start of the game.
- ONE (1) copy is given to the opposing team to be able to verify the players' jersey numbers and the picture matches the players' face.
- ONE (1) copy is given to the game officials to check teams roster, players id's and equipment.
- Additional age eligible players can be added as "Write Ins" on the **GAME ROSTER**. NISL Player passes must be presented for those players. • Failure to provide the **OFFICIAL NISL GAME ROSTER** will result in a fine and/or forfeiture
- In the event that the opposing team disputes a rostered player's photo matching the player present, the issue is then brought to the game officials to be addresses.
- The Officials are to inspect all players for safety to participate (ex. Dangerous equipment, cleats, jewelry, belts, hats, knee braces, etc.).
- The referee is to explain the "ground rules" of the field to be used and give any final instruction to players and coaches.
- Only those players, coaches and "Write Ins" with player passes listed on the **GAME ROSTER** will be allowed in the technical area.
- The Officials are to retain **GAME ROSTER** and will be turned into the NISL supervisor at the end of the last game.
- Tardy players must report to the linesperson to confirm that they are on the **OFFICIAL GAME ROSTER WITH PHOTOS**.
- **PLAYERS THAT ARRIVE AFTER HALF TIME ARE NOT PERMITTED TO PLAY.**

## POST GAME

- Referee must verify **OFFICIAL NISL GAME ROSTER** by:
  - Record the Final Game score.
  - Goals- record minute and player who scored goals on GAME CARD
  - Cards- record minute and player who earn yellow or red card on GAME CARD

If a player or a coach receives a red card - A report must be written on back of game card and report email to [philip@chicagosoccer.com](mailto:philip@chicagosoccer.com) immediately following the game. All other in discrepancies regarding the game that the referee needs to communicate to the league office may do so within forty-eight hours of the game.

- **OFFICIAL NISL GAME ROSTER** (One from both Team) must be given to the NISL supervisor at the end of the last game. Failure to do so could result in non-payment of those officials.

# U23 RULES AND REGULATIONS

## OFFICIAL GAME CARD:

It is the responsibility of each team to print off **(2) TWO copies of the OFFICIAL GAME ROSTER** and bring to every NISL scheduled game. (1) One Copy will be handed to the referee and (1) One Copy will be given to the opposing teams coach prior to kick-off. All players and coaches should be listed on an NISL official game card.

Player passes **ARE NOT REQUIRED** at check-in if the players name and photo is included on the NISL Official Game Roster.

If the players name and photo is NOT present on the game roster, the coach or administrator can write that registered player as a **"WRITE IN"** and present his or her current NISL player pass to the game official at that game. (Red Carded players cannot be written on the game roster)

**If a players' name is not on the game roster or does not have a player pass present at the NISL league game. The game may be played, but that game could be recorded as a forfeit and the club will receive a forfeit fine.**

**No guest players.** All players must be registered with ONE (1) NISL Club and NISL League and appear on an official NISL game roster.

Uniform Numbers must match the player's name on the NISL game card.

Any NISL registered player from your NISL Club/Organization is allowed to play on the age-appropriate team providing he or she is in good standing and not under suspension.

11v11 Rosters are limited to a maximum of 22 players and will need at least 7 players to start the game

## COACHING DURING THE GAME: (RULE403a.)

No coaching other than the conveying of tactical instruction is permitted during the game.

The head coach is responsible for the actions of all persons associated with the team. The head coach shall ensure that no such person violates the coaching restriction. Violations by any person including spectators associated with the team will be deemed the action of the head coach.

The Technical Area extends one yard on either side of the designated seated area and extends forward up to a distance of one yard from the touchline.

A maximum of 3 Coaches/Managers Must have (US Club/NISL passes) are permitted in the technical area/team side of the field.

Only 1 person at a time is authorized to stand and convey tactical instructions and must return to their position after giving such instructions. The coach and other officials must remain within the confines of the technical area except in special circumstances

## PREMIER GAME INFORMATION:

### GAMES TIMES: U23= 2 x 40 minutes

**There is no rescheduling of games by teams.** Games will only be rescheduled due to weather or ground conditions and will be determined by the NISL. Teams that forfeit a game, the club will be **fined \$400**, 3 points will be awarded the other team, and the game will not be rescheduled.

All games are scheduled to begin on time. NO coin tosses. The home team is listed first on the schedule and will determine direction. The visiting team is listed second on the schedule and will kick off. Games are a running clock with the halves will finish on time. If there is a significant stoppage time (injury or force of nature) time can be added to the game.

There is no warm-up on the field. The starting line-up is to be ready by game time

**In the event of a color conflict the **AWAY** team will be responsible for changing.**

**LEAGUE STANDINGS:** = 3 points for **WIN** = 1 points for **TIE** = 0 points for a **LOSS**

Teams not meeting game schedule obligations and fail to play a scheduled game will be fined **\$400.00 plus a deduction of 3 points from their league standings for every offense**. The team could be withdrawn from future NISL league play and a **\$1,000.00** performance bond maybe charged to the club.

Unless both teams and the referee agree to an alternate plan, teams must wait **(30) thirty minutes** before abandoning a game that has been started. Given the difficulty and cost of rescheduling, every attempt should be made to play the game irrespective of the length of the delay.

It is imperative that teams are fully aware of their team commitment for the upcoming season and are prepared to make all schedule changes at the schedule meeting.

In the event of teams are tied at the end of the regular season, the tie breaker will be:

**POINTS - HEAD-TO-HEAD - GOALS AGAINST - GOALS FOR - COIN TOSS**

The **TEAM CAPTAIN** is the only person that can speak with the center referee **BEFORE, DURING, or AFTER** the game.

## **SUBSTITUTIONS:**

Teams are permitted to have unlimited substitution

**There is no substitution by the winning team in the last 5 minutes of the game.**

If referee assesses that the winning team sustains an injury in the last five minutes the team's injured player can be replaced If the losing team makes a substitution in the last 5 minutes the winning team can sub at the same moment.

## **RED CARDS:**

<https://system.gotSPORT.com/stores/6176S1984>

### **PLAYERS RECEIVING A RED CARD**

1st offense     **\$ 100.00 fine** + 1 Game suspension  
2nd offense     **\$ 150.00 fine** + 3 Game suspension  
3rd offense     **\$ 300.00 fine** + League suspension

### **PLAYERS RECEIVING A RED CARD FOR VIOLENT OFFENSE**

1st offense     **\$ 150.00 fine** + 2 Game suspension  
2nd offense     **\$ 200.00 fine** + 5 Game suspension  
3rd offense     **\$ 400.00 fine** + 1 Year suspension

### **COACH BEING DISMISSED FROM THE GAME**

(Red Card does not have to but can be shown)

1st offense     **\$ 300.00 fine** + 1 Game suspension  
2nd offense     **\$ 500.00 fine** + 3 Game suspension  
3rd offense     **\$ 800.00 fine** + 1 League suspension