

FINAL

RULES AND REGULATIONS

WESTCHESTER YOUTH SOCCER LEAGUE

FALL 2018

TABLE OF CONTENTS

	<u>PAGE</u>
I. COMMUNITY & CLUB RESPONSIBILITIES	1
II. COACHING RESPONSIBILITIES	13
III. REFEREE’S RESPONSIBILITIES	19
IV. RULES OF PLAY	19
V. UNIFORMS	23
VI. SCHEDULING, FIELD PULLS, POSTPONEMENTS, FORFEITS	25
VII. VIOLATIONS OF THE LAWS OF THE GAME AND THESE RULES AND REGULATIONS	31
VIII. PROTESTS AND APPEALS.....	33
IX. TEAM DIVISIONS AND RECOGNITION AWARDS	36
X. TOURNAMENTS	37

APPENDIX

Protests and Appeals.....A

Supplementary Rules For U8 4v4.....B

Rules Relating to Heading and Concussion Management.....C

WESTCHESTER YOUTH SOCCER LEAGUE

RULES AND REGULATIONS – Fall 2018

The Rules and Regulations of the Westchester Youth Soccer League (the “WYSL” or the “League”) have been developed to benefit the youth soccer players who participate in the League. The rules contained herein shall govern the members of the League in all instances in which they are applicable. (Note: These rules shall not apply to Westchester Premier except to the extent that they are explicitly incorporated into the separate rules of Westchester Premier.) *These Rules and Regulations complement and supplement US Club Soccer and United States Soccer Federation (USSF) rules, and the Rules of Play modify in certain respects the Laws of the Game as published by IFAB/FIFA.*

It is suggested that coaches bring a copy of these Rules and Regulations to all League games. All forms referred to in these Rules and Regulations are available on the League’s web site. Any matters not provided for in these Rules and Regulations shall be determined by the Board of Directors. Rules and regulations governing open enrollment or other programs may be determined by the Board of Directors.

I. COMMUNITY & CLUB RESPONSIBILITIES

1. **Personnel Required of Clubs.** Each club must have the following persons:

- A. *Club Representative.* A designated representative (usually the president or travel commissioner) who will act as the club’s official liaison with League officers. All communications with the League should be channeled through the club representative. All designated representatives must supply up to date contact information to the League including address, phone numbers and an e-mail address. (If someone other than the particular club’s designated representative contacts the Referee Assignor or League Scheduler, the particular club will be subject to a fine of \$100.) The designated club representative will be notified of League meetings. If the club representative or substitute is not present at a League meeting, the club will be fined \$100; if the club representative or substitute is not present for two or more consecutive League meetings, the club will be fined \$200 for the second and any subsequent such consecutive meeting. Each club will have the number of votes at the League meeting determined in accordance with the By-Laws of the League.
- B. *Registrar.* The club registrar will be the sole contact with the League Registrar with respect to registration matters, unless otherwise arranged

with the League Registrar. Coaches and parents may not come to the League office unless pre-approved.

- C. Field Coordinator. A field coordinator for each season.
- D. Score Reporter. NOTE: Effective with the Fall 2017 season, clubs and coaches should report game scores except that, if a game is played without a referee, the head coach of the home team will be responsible to report the score by;
- Dial the toll free number 1-866-334-6294. The site is also accessible at <http://wyslsoccer.org/PhoneIn>
1. When prompted, say or enter the WYSL pin number (9564) and the game number (**YOU MUST USE THE COMPLETE 7-DIGIT GAME NUMBER! (i.e. 1820032).**)
 2. You will then be told the division, teams playing, and field location. If the info is correct, confirm by saying “yes”.
 3. When asked, say or enter the score for each team, then confirm.
 4. You can do more games in the same call, or just say goodbye/exit the app when done.
 5. When prompted, answer regarding referee attendance (present/not present).
 6. It is a first-come, first-serve system. Whichever team/club reports the score first, only that score will be recorded.
 7. If there is a score discrepancy, email ldargenio@wyslsoccer.org and it will be checked.
- E. *Club Referee Coordinator.* The club referee coordinator has the overall responsibility for recruiting, retaining and managing club referees (that is, referees who live in the area served generally by the primary club in the area and/or who play or coach or otherwise have some affiliation with the club). Specific duties: (i) Coordinate and assist the WYSL Referee Assignor with coverage for any uncovered home games (or games that should have a 3-referee crew but do not). **IMPORTANT:** Only when asked by the WYSL Referee Assignor or in last minute situations when the WYSL Referee Assignor is not available, the club referee coordinator will assign referees to uncovered home games; (ii) Make recommendations to the WYSL Referee Director for improvements to the referee program; (iii) Oversee the recruitment of club referees; (iv) Coordinate with the WYSL Referee Director with respect to club referees’ education, mentoring and development. Help to make refereeing fun and desirable so those who take the course referee and those who referee continue to referee; (v) Report successes and challenges to club referees to the WYSL Referee Director; (vi) Attend all required WSRO and WYSL meetings that pertain to rules and referees; (vii) Coordinate the club

referees' evaluation process; (viii) Coordinate club referee participation in referee courses and clinics with the WYSL Referee Director; (ix) Stay abreast of changes to the Laws of the Game and relevant WYSL rules and share this information with club referees as appropriate; (x) Attempt to meet and get to know the club's referees and – with younger referees – try to know their parents; (xi) Intervene as needed, especially if there is anything bordering on abuse of referees, and make sure the appropriate persons are informed; and (xii) Where possible and appropriate, help to judge referee ability and make recommendations to the WYSL Referee Director for appropriate referee placement or advancement.

The name and contact information of the president, registrar, field coordinator and referee coordinator for each club will be listed on the League website. The field coordinator or referee coordinator may, but need not, be or act as the designated representative referred to in (A) above.

2. Registration. Each club has the responsibility to insure the proper registration of its players and teams and payment of all fees, and to comply with the registration requirements established by the League or the League Registrar.

A. *Failure to Adhere.* Failure to adhere to the registration schedule will be subject the nonconforming club to the imposition of late registration fees. A fine of \$500 per club will be imposed by the League if registration is not completed by the deadline date set by the League. Teams will not be registered for League play without permission from the League if they miss the registration deadline date established by the League Registrar. A complete registration is considered:

- 1) a roster, indicating players in need of a new pass, and including a picture, birth certificate or other proof of age acceptable to the League Registrar (if new to the League) and other registration and seeding forms prescribed by the League Registrar, for each team being registered, indicating, in the case of U8 teams, whether they will be playing under the 4v4 format or in specially designated 7v7 divisions consisting entirely of U8 players (“Specially Designated 7v7 Divisions”), including a head coach with a currently effective risk management registration and at least the following minimum number of players listed: for U8 4v4 division teams, eight (8) players; for teams in the Specially Designated 7v7 Divisions and the U9 divisions, seven (7) players; for U10 division teams, eight (8) players; for U11 and U12 division teams, nine (9) players; and for all older teams, eleven (11) players;
- 2) such documents and electronic files detailing field availability, teams lists, rosters and other similar documents as may be required by the League, the League Registrar or the League Scheduler;

- 3) a head coach with a currently effective registration through US Club Soccer (including US Club Soccer’s risk management and injury/concussion management requirements); and
 - 4) full payment of registration money, as determined from time to time by the Board.
- B. *Full Compliance.* Passes will not be issued by the League Registrar unless all registration requirements have been fully met and fees and fines have been paid. Issuance of passes by the League Register shall not excuse or exculpate a team or club for registration irregularities.
- C. *Deadline for Roster Changes.* Registration of a new player for Travel League play will be allowed up until Friday (April 20, 2018) before the third scheduled League game of the season (i.e., April 22, 2018) provided all required registration materials have been submitted by that Friday and provided, further, that the League Registrar may require an earlier submission if a player pass is required by that date. A registered team that is not playing in the WYSL, but is only playing in tournaments, may continue to add players after week three of the season, provided that the added players are not, and have not been, registered to another WYSL team in that season.
- D. *Registration.* US Club Soccer requires that registration be completed in order for a player to be officially registered to a team.
- E. *Bound to a Team.* **Upon the completed registration submitted online, but effective no earlier than June 15 (for the following Fall season), the player will officially become committed to and a registered player of that Travel team for all purposes, including but not limited to, the Rules below entitled “Transfers”, “Poaching”, “Practices” and “Tournaments”.** Subject to the rules and policies of US Club Soccer, the Travel team to which a player is registered is the team that player will be required to remain on for the entire seasonal year, unless the player becomes a transfer player or shall be voluntarily or involuntarily released. (A seasonal year is defined as August 1 through July 31.) This rule does not apply to intra-club movement of players, players registered to a team solely for a High School mini-season, certain tournament players (see Rule I-2-I), or players on open enrollment or recreation teams. No team can solicit, accumulate or accept at any time more players than it has available roster slots. No team in any age group may register a player until the player actually makes the team.
- 1) **Permission Required to Move.** Subject to the rules and policies of US Club Soccer, the only way a player can move between clubs during the seasonal year is with the express written permission of the player’s club president on the League’s Transfer Form or by e-

mail from the player's club president containing the same information (see Rule I-2-F, Transfers.)

- 2) **Removal; Release.** Once registered to a team, a player cannot be dropped or otherwise removed from the roster by that team during the seasonal year (August 1 – July 31), unless the player moves beyond a reasonable travel distance, misbehaves in a manner detrimental to the team or otherwise violates rules of the League or US Club Soccer, has a parent who misbehaves in a manner detrimental to the team, has a season ending injury or owes money to the player's club, or unless permission in writing is granted by a parent or guardian of the player. If a player is removed from a team in accordance with this paragraph, or if the player resigns from a team, the dropped player's pass must be returned to the League office by the club registrar and the player must be removed from the on-line roster.

F. *Transfers.*

- 1) **One Team.** A player can only be registered to one WYSL team at a time.
- 2) **5-Player Transfer Rule.** No team may register more than five (5) transfer players in any seasonal year. Players are free to "move" until they register with a Travel team. Once a player has been registered to a team, he/she can only move between teams if he/she is counted as a transfer player and has his/her club president's written permission to move, except
 - (i) certain tournament players (see Rule I-2-I, Tournaments, below),
 - (ii) players registered to an open enrollment or recreation team,
 - (iii) summer transfers contemplated by paragraph 4) below, and
 - (iv) for transfers of a player within a club, the League may accept alternative forms of consent of the club president (e.g., telephone or email)
- 3) **Transfer Form.** For a transfer to take effect, a League-issued form (on the League's website) must be completed by both teams/clubs involved with the old player pass attached, and a transfer fee of \$50 paid by the receiving club (except in the case of transfers between teams in the same club). The form must be completed for all transfers of a player from one Travel team to another Travel team, including intra-club transfers, except certain summer transfers described in Rule 4 below. Subject to the rules and policies of US Club Soccer, before a transfer is approved by the League, the player must be in good standing with the player's prior

club. This means the player must be current in the player's registration fees and/or team/club dues.

- 4) Summer Transfer. Any player transferred from one team to another team during the period from July 1 through August 31 (the League's player registration period for the Fall season) of any year shall be considered as a member of the team the player has transferred to for the League's ensuing playing period (September 1 through June 30). Such a player will not be considered as one of the five (5) players per team permitted under paragraph 2) above to transfer to any one team during a seasonal year (August 1 through July 31 of the following calendar year). A transfer form will not be required, and transfer fees will not be assessed, for a Travel player transferring to a new team after the registration due date for the following Fall (typically in July). But if a player desires to play for a new Travel team before such Fall registration due date, a transfer form or guest form is required. However, if a transferring player is from another league or desires to play in a game for the Travel team to which he/she has transferred before the date in July that Fall registration materials are due the League office, a transfer form is required unless the player is a guest player.

G. *Poaching*. No Travel team – through its coaching staff, players, parents or guardians, responsible officers or any other team or club representative – is permitted to induce a player registered to a League Travel team to leave his or her team to transfer to and play with another WYSL Travel team during the current soccer year. This is called poaching. The current soccer year shall be defined as the first day the player is registered (see E, Bound to a Team) through the last day of the WYSL spring season. Allegations of poaching shall be subject to a hearing by the Arbitration Board of the WYSL. Penalties for violation of this rule shall be set by the Arbitration Board. Without limiting such rule, the Board has adopted the following interpretations:

- 1) "Poaching" occurs when impermissible contact is made, not when the player actually moves.
- 2) An invitation to join a team or a similar contact that is made at any time or event (other than as a result of participation in a permitted open tryout) shall be considered a recruitment contact to induce a player to transfer to that team during the current soccer year, even if play is for any or all of the next soccer year.
- 3) A team desiring to contact a player from another club shall be responsible to ask the player if the player is a registered player. Coaches are also encouraged to contact the League Registrar to ascertain whether the Registrar has current registration materials

with respect to a particular player. If the player indicates that the player is not a registered player and the League Registrar indicates that she does not have current registration materials with respect to a particular player, the coach shall be entitled to presume that the player is not a WYSL registered player, absent knowledge to the contrary.

H. *Practices.* No registered player may practice with a team from another club, without a Guest Player and Practice Release Form (available on the League's website), except in an open tryout permitted under Rule I.2.J. Failure to comply with this rule will incur the following minimum penalties:

- 1) First offense, a \$500 fine per player plus two (2) game suspension for the coach.
- 2) Second and subsequent offense, a \$1,000 fine per player plus four (4) game suspension for the coach.
- 3) All fines will be assessed to the club. Failure to remit payment or to observe a suspension will subject that club to further disciplinary action. A practice release form will not be required, and penalties will not be assessed, for a player registered to a team for the preceding playing season practicing with a different team after the date in July that Fall registration materials are due to the League and before September 1 if the player becomes registered to and plays with the different team in the Fall.

I. *Tournaments.*

- 1) *Tournament Passes.* Players seeking tournament passes to play with a League team must register as a tournament player with such team. Tournament passes may only be used for up to such period of time as shall be approved by the League Registrar, up to eight (8) weeks, and must be returned immediately after the expiration of such approved period. If a tournament pass is not so returned, the passes for the rest of the team will be held up or recalled.
- 2) *Registration of Tournament Team.* The following types of teams shall, to the extent possible, have their players registered, as guest players or otherwise distinguished from regular registration, so that players are not considered players registered to the team, nor bound to such teams for the next season:
 - (i) team registered for the High School mini-season playing in a tournament during such season and/or prior to the following January 15th,
 - (ii) a team registered for a tournament after the last game of the Spring season and before the following September 1, or

- (iii) another “Tournament Team”.

In furtherance of this, to the extent controlled by the League, the minimum number of players necessary to be rostered to register such a team for a tournament shall be seven (7) players. For League purposes, no such players shall be bound to such “Tournament Team” beyond the registration deadline for the next season for such age group.

- 3) Guest Players. A team is permitted to utilize guest players for tournament competition. In order to take a guest player to a tournament, the borrowing coach must first contact the player’s coach of record (before contacting the player) to obtain permission to take the player to the tournament and to obtain the player’s pass. No registered player may participate as a guest player at a tournament with a different team from the same club as his team or a team from a different club, or participate in related practices with the “guest” team, without a guest player and practice release form (available on the League’s website). This form must be completed by both coaches and signed by the League. Failure to comply with this Rule will incur the following minimum penalties:
 - (i) First offense, a \$500 fine per player plus two (2) game suspension for the coach,
 - (ii) Second and subsequent offense, a \$1,000 fine per player plus four (4) game suspension for the coach.
 - (iii) All fines will be assessed to the club. Failure to remit payment or to observe a suspension will subject that club to further disciplinary action.
- 4) For players registering for tournament play, the League will charge \$30/player.

J. *Tryouts.*

- 1) Fall Play. Open, advertised tryouts (advertised in a non-targeted manner) for Travel teams for play in the Fall season (other than the High School mini-season) may only be conducted from April 1 until July 15 preceding that season and for the High School mini-season may only be conducted from and after May 1 preceding that season; provided that a continuing team may have such open, advertised tryouts outside of such window only with the prior approval of the President of the League on a showing of hardship or other good cause or due to the limited nature of the tryout.
- 2) Spring Play. Open, advertised tryouts (advertised in a non-targeted manner) for Travel teams that will only play in the Spring season may only be conducted between October 15 and January 15 preceding that season; provided, that High School Division and

U15 teams may commence tryouts at the end of the League's preceding spring season. A continuing team may have such open, advertised tryouts outside of such window only with the prior approval of the President of the League, on a showing of hardship or other good cause or due to the limited nature of the tryout.

- 3) **Recruitment Contact Windows.** Recruitment contacts may occur between a coach/team and a player in all U8-U14 age brackets, and U15 and JV age brackets playing in the Fall, after the last game of the spring season until the sooner of August 31 or the date the recruiting coach/team is aware or should be aware that the player is registered to another Travel team. With respect to boys and girls playing in U15 and older age brackets with teams formed for play in the Spring (which may or may not play in the Fall mini-season), direct contact may occur up to the sooner of March 15th or until the coach/team is aware or should be aware that the player is registered to another Travel team.
 - 4) **No Pre-Tryout Registration.** No team shall register a player as a condition of or in connection with such player attending or participating in a tryout. Players rostered to the team during the last season it played in the League shall be entitled to register to the team prior to the tryout. A club may require prior registration for tryouts provided that registration for tryouts does not in any way constitute registration, or require or commit that player to register, for that team.
- K. Withdrawal.* If a team withdraws after registering with the League, the club of such withdrawing team will be fined an amount equal to a season's registration (i.e., if a team is registered for a full year, one-half of such full year's registration fee), unless relief shall be granted by the Executive Committee. Notwithstanding the above, if a team withdraws from the League and enters a US Club Soccer Premier League, any unused registration fees shall be refunded to the team.
- L. False Statement.* A player registration form containing a false signature or false statement will subject the club and the individuals involved to disciplinary action by the League.
- M. Lost Passes.* All player and coach passes are League property and must be returned to the League in connection with registrations and transfers or if the player or coach is no longer active. The League will charge a fee of \$20 for each new player or coach pass (including a transfer pass) issued to replace a lost, stolen, destroyed or otherwise unreturned pass.

- N. *Intra-Club Borrowing Program.* This optional program gives clubs the ability to allow players to guest play in league games on another age-appropriate team within the same club. For purposes of this rule, a team is “age-appropriate” for a player to be “shared” with if that player could legally play in the age group that the receiving team is playing in, regardless of the age group the player’s regular team plays in.

(1) U11 and younger teams are free to share players in league games on any age-appropriate team within the same club. (Accordingly, a player on a team playing in a Specially Designated 7v7 Division can be shared with a team within the same club playing in a U8 4v4 division (and vice versa).)

(2) U12 and older teams (including high school teams) are free to share players in league games on any age-appropriate team within the same club so long as: (1) the receiving team is in same age group AND in the same or higher division as the player’s team or (2) the receiving team is in an older age division than the player’s team. (Examples of permissible transfers include a player on a U12 division 2 team playing on any U13 team or a player on a JV division 2 team playing on any Varsity team.)

This program aims to give clubs more authority and responsibility to manage their teams and develop their players. Clubs may use this program to: test and evaluate their players at different levels/teams, fill in rosters when a team is short for a weekend and/or evaluate player performance prior to a transfer.

The League expects the clubs to use this program in a responsible and discretionary manner and to consider the potential impact that the use of guest players could have on existing player playing time and development. In addition, the program should not be used to alter the level of competition.

All WYSL teams will be permitted a maximum of three (3) age-appropriate players (“guest players”) from another team within the same club at any League game. The guest player must be approved by an official from the club. The total number of players on the official game-day rosters must remain within the league’s roster limits for that age group. A player may only participate as a guest player five (5) times during a single season. Notwithstanding the preceding sentence, the three (3) game per season limit shall not apply to players who play as guest players in the U8 divisions (either the U8 4v4 divisions or the Specially Designated 7v7 Divisions), provided that in no event shall such a guest player be permitted to play in more than two (2) games on a single day (with a U8 4v4 mini-festival match played in accordance with Appendix

D considered a single game for such purposes). The names of the guest players (maximum of three (3)) must be added to the Official Team Lineup/Referee Report form in the space provided. In addition, all absent player names are to be crossed out.

The club must complete an Intra-Club Borrowing Guest Player Form listing the guest players. A hard copy of this form, signed by an official of the club, must be handed to the referee prior to the game at check-in along with the guest players' physical passes and hard copy of the Official Line-up Sheet (except where an Official Line-up Sheet is not required under these rules) or else such player(s) shall not be allowed to play. The club must also submit an updated listing of guest players borrowed by the club's teams that season on a spreadsheet in the form approved by the League no later than 4 PM on Monday (or Tuesday, if Monday is not a business day) following the day on which any guest player plays in any League game.

These rules governing the Intra-Club Borrowing Program shall be relaxed, ONLY FOR GAMES PLAYED ON September 9, 2018, as follows: (i) on this date, all WYSL teams will be permitted a maximum of five (5) age-appropriate guest players from another team within the same club; (ii) although a player may only participate as a guest player three (3) times during a single season, playing as a guest player on April 8 2018 will not count against this three (3) game limit and (iii) the requirement set forth in Rule I-2-N(2)(1), applicable to teams in the U12 and older age brackets, that a team using a guest player be in the same or a higher division than the guest player's usual club team, shall be waived. All other rules and requirements set forth in this Rule I-2-N shall apply.

O. *Guest Teams.* The League may also register "guest teams", which are teams from clubs which are not members of the League, but only in accordance with the provisions of this Rule I.2.O.

(1) The League may agree or decline to register guest teams at its sole discretion.

(2) Guest teams shall only be approved by the League with the approval of the Membership Committee of the Board and the President. Approval of guest teams shall apply for one soccer year only (fall and following spring seasons) or just for the spring season, provided that the League may decide, in its sole discretion, to discontinue admission of a guest team between the fall and spring seasons. Generally, clubs with three or more teams in the League should meet the requirements for, and should apply for, membership in the League, but the League may make exceptions to this general rule. The Board shall approve the continuation of

any guest teams beyond the soccer year for which they were approved.

(3) Guest teams, including their coaches and players, must register on the WYSL's registration platform unless explicitly exempted from this requirement by the League.

(4) Coaches of guest teams shall be required to obtain the same certification and attend the same coach orientation course as coaches of member teams unless explicitly exempted from this requirement by the League, provided that the League may allow a grace period of up to one year for coaches of guest teams to comply with these requirements.

(5) The Rules and Regulations of the WYSL shall otherwise apply to guest teams as appropriate under the circumstances, subject to specific provisions/exceptions made herein for guest teams. While the club with which a guest team is affiliated is not a WYSL member club, that club shall bear full responsibility for that guest team under these Rules as if such club was a WYSL member club.

3. Monetary Obligations.

A. *Deposit.* All new clubs must make a \$500 deposit with the League. The deposit will be maintained by the League. The deposit will remain with the League until a club (and all of its teams) withdraws from the League. Withdrawal must be in writing and forwarded to the President of the League. Any club that fully withdraws from the League will receive a return of the deposit (but no interest thereon) less fines assessed by the League.

B. *Fines.* All fines levied against a team or club will be automatically deducted from the club's deposit, unless the fine is paid within 30 days.

4. Fields; Travel Directions. Each club must have one home field for the full playing day for every six teams entered in the League, at the times and of a size or sizes relevant to the teams registered. Each club with U9, U10 or U11 teams, or U8 teams playing in the Specially Designated 7v7 Divisions, must have a pair of 7 x 21 goals or 6.5 x 18.5 goals or 6 x 18 goals at 7v7, 8 v 8 and 9 v 9 fields. (See Section IV.4. for specifics.) Field requirements for the U8 4v4 divisions are set forth on Appendix D hereto.

A. *Seasonal Information.* Prior to each season, each club must furnish electronically to the League information detailing its available fields, the length and width in yards, and the dates and times of availability for Sunday games. If current directions to the fields are not already posted on

the League web site, the club should provide current driving directions by email to the League office or update the directions on the League website.

- B. *Field Conditions.* The home club shall be responsible for the size and condition of its fields, the proper marking of fields and the installation of corner flags, goals and goal nets as described in IFAB/FIFA's Laws of the Game. It is mandatory that all equipment be installed well before the scheduled start of the game.
- 1) Referees have the authority to declare a field unplayable, and the League has the right to inspect and restrict the use of fields.
 - 2) Violations of these rules by the home club may result in the declaration of a forfeit and the imposition of fines, and repeated violations may subject the club to loss of home field games and forfeiture and expulsion from the League.
 - 3) Clubs will be notified in writing by the League of any violation and fine.

SPECIAL EXEMPTION RELATING TO PROPER MARKING OF FIELDS. *The Board of Directors has received concerns from certain club presidents that the owners of the fields used by such club will not permit additional lines to be placed upon such fields. Accordingly, these clubs cannot properly line fields for the U12 and under age groups. These clubs have requested that they be allowed to use temporary markings, such as tape products, to mark the fields. The Board has decided to allow this manner of marking fields for the U12 and under age groups, so long as the temporary markings do not compromise player safety and give a relatively clear demarcation of the relevant line. Any club that needs to employ temporary markings should make a request to the League outlining which fields are impacted, how fields will be marked and demonstrating the safety of the proposed marking system. This exemption does not apply to the U8 4v4 divisions, which are governed by Appendix D, or to "build-out lines", which are addressed separately.*

5. **Conduct.** The home club shall be responsible for crowd control. Failure to provide control and safety to referees, players, coaches and spectators shall be grounds for disciplinary action by the League.

Each member club shall be responsible for the conduct of its officers, club members, managers, team officials, adult supervisors (coaches, trainers, etc.), players and spectators both on and off the field, in all matters. Coaches and other team officials shall be subject to all rules pertaining to misconduct contained herein, including cautions, ejection, and suspension. Any other individuals who may be reasonably construed as being associated with a team, such as relatives

and spectators, shall also be subject to the jurisdiction and authority of this League.

6. **Play in League.** All member clubs are required to have all of their teams play in the League to the extent the League has an age group competition for the team, except to the extent that the League has granted a specific exemption. A member club must get permission from the League's Seeding Committee before any of its teams can enter another league.
7. **Risk Management.** In addition to coaches and other individuals required to complete risk management registration under Rule II-2, the following US Club Soccer policy and rule apply to all member clubs:

"Policy 10.05 Risk Management. The Organization is committed to a safe environment for its Members and participants, and to preventing abusive conduct in any form. The US Club Soccer Risk Management Policy has been adopted by the Board as Attachment A to these Policies (<http://www.usclubsoccer.org/wp-content/uploads/2014/06/US-CLUB-RISK-MGT-POLICY-ATTACHMENT-A-6-08.pdf>).

All club coaches and administrators shall comply with the Risk Management Policy prior to and during their participation in club activities."

"Rule 102. Staff Background Check Obligations

All coaches and other staff who are required to register with US Club Soccer pursuant to Rules 105 and 106 of the US Club Soccer Player Rules shall, as part of that registration process, complete a risk management application, which can be accessed online via the US Club Soccer website. The required frequency and other procedures for the background check shall be posted on the US Club Soccer website. Failure to complete or falsification of the application can result in immediate disqualification or suspension."

II. COACHING RESPONSIBILITIES

1. **Conduct.** EACH HEAD COACH AT THE FIELD IS RESPONSIBLE FOR HIS/HER CONDUCT AND THE CONDUCT OF HIS/HER ASSISTANTS, PLAYERS, THEIR PARENTS AND SPECTATORS. EACH COACH SHOULD INSTRUCT ASSISTANTS, PLAYERS, PARENTS AND SPECTATORS NOT TO SUBJECT REFEREES, OPPOSING PLAYERS AND SUPPORTERS OF OPPOSING TEAMS TO VERBAL ABUSE, THREATS OR PHYSICAL ASSAULTS. MISCONDUCT BY A COACH, PLAYERS, PARENTS OR SPECTATORS MAY RESULT IN THE HEAD COACH RECEIVING A YELLOW OR RED CARD AND FURTHER DISCIPLINARY ACTION, INCLUDING SUSPENSION, AGAINST THE CLUB, THE TEAM,

THE COACH AND PLAYERS. REFEREE ABUSE WILL NOT BE TOLERATED.

2. **Coach Licenses; Risk Management.** All rostered head coaches and rostered assistant coaches in the League (other than coaches of League-approved guest teams as described below) must (i) obtain an NSCAA 7v7/9v9 coaching certification or a League-approved equivalent, (ii) attend a new coach orientation course sponsored by the League and (iii) complete a currently effective registration through WYSL Coach Central which includes the risk management application on US Club Soccer's on-line system and required injury/concussion management training. Coaches who have previously obtained an NSCAA Level 2 diploma or higher shall not be required to obtain an NSCAA 7v7/9v9 coaching certification. As stated in Rule I.2.O, coaches of guest teams shall be required to obtain the same certification and attend the same coach orientation course as coaches of member teams unless explicitly exempted from this requirement by the League, provided that the League may allow a grace period of up to one year for coaches of guest teams to comply with these requirements. All rostered adults must also complete such risk management registration and required injury/concussion management training. Only coaches possessing and presenting physical, current US Club staff passes that include the WYSL logo or reference the WYSL shall be permitted to coach on the sidelines except that (a) coaches of teams that have been approved to play in the WYSL as guest teams and are not on the WYSL's registration system may present physical staff passes issued by US Club Soccer or ENYYSA that do not need to include the WYSL logo or reference the WYSL, and (b) coaches of teams other than such guest teams who possess and present physical, current staff passes issued by US Club Soccer not including the WYSL logo or referencing the WYSL, while in violation of this rule, shall be permitted to coach such a team on the sidelines but that team's club should notify the League office of the use of such a pass by 4 PM Monday (or Tuesday, if Monday is a holiday) after the game and shall be assessed a fine of \$100 for each such violation. Any WYSL coach (other than a coach of a League-approved guest team) who is required by this rule to receive the NSCAA 7v7/9v9 coaching certification or league-recognized equivalent and does not receive such certification for the fall season may receive a US Club staff pass that includes the WYSL logo for the fall season but such coach must return his/her pass before the following Spring season if he/she has not received such certification or equivalent by then.

In addition, starting with the Fall 2018 season, the head coach of any team playing in a U13 or older division will be required to have received an NSCAA 11v11 coaching certification or league recognized equivalent. A coach who coached in the WYSL in the Spring 2017 season or earlier and who met all then applicable coaching license requirements will be "grandfathered" and will not be required to obtain the NSCAA 11v11 coaching certification to qualify. Games may be played even if a team does not have such a coach present; exceptions, limitations and fines for non-compliance will be set forth in the Rules and Regulations for Fall 2018.

The following rules shall apply to all divisions except as stated herein and, in the case of the U8 4v4 divisions, references to the referee shall refer instead to the Field Marshal.

- A. *Coaching Passes.* All coaches (other than coaches of League-approved guest teams not on the WYSL's registration system) must submit a photograph to the League in accordance with League requirements. The League may, in its discretion, issue passes to coaches. The League may refuse for good reason, as determined by the Board, to issue a coaching pass to a prospective coach requesting a pass (even if the prospective coach takes the required licensing and League-administrative courses and submits a risk management application). Coaches who coach multiple teams, whether in the same club or in two different clubs, may be issued multiple passes by the League.
- B. *Each Team Needs a Licensed Coach.* Each team must have at least one licensed coach. No coach may act as a licensed coach for more than one team, unless all but one of the teams with which he/she is associated has another coach who has complied with the "licensing; risk management" rule set forth above.
- C. *Absence of Licensed Coach.* If none of the designated coaches for a team can be present for a game, any other licensed coach from the same club may substitute and coach the team at a League game. If no licensed coach of the club can be present for a game, at least four (4) business days in advance of a League game, the coach must submit to the League Office a completed Coach Substitution Form (available on the League's website), identifying the person who will serve as nominee coach for that game, and a receipt for a currently effective registration through US Club Soccer's on-line risk management system. The President of the League may waive such four-day period on a showing of hardship or other good reason shown. The League Office will notify the Referee Assignor who will notify the referee and permit the team to play with that substitute coach. This privilege will be extended to a team only once during the season. The failure of a team to have a licensed coach present and acting at any time during a match will result in a forfeit.
- D. *Special Limitation for Coaches of Special Teams.* Any person who acts as a coach, assistant coach, trainer or team manager of a WYSL Select Team, or another "special event" team, cannot act as a coach, assistant coach, trainer or team manager of a WYSL team of the same age and gender, or coach or participate in tryouts for a WYSL team of the same gender that is one year older for the following year. (For example, a coach of a boys' U-12 WYSL Select Team cannot coach a WYSL boys' U-12 club team, or participate in tryouts for or coach a WYSL boys' U-13 club team the

following year.) Exceptions to this rule require approval from the League's Board of Directors.

- E. *Coaching Teams at Two Clubs.* A coach shall not be registered with the WYSL to coach WYSL teams with more than two clubs. If a coach desires to register with the WYSL to coach WYSL teams with more than one club, both clubs must acknowledge in writing. If the League office finds the coach is coaching WYSL teams at a second club without that club getting agreement from the first club, the coach will only be allowed to coach for the first club. If a coach coaches WYSL teams for two clubs, the coach will be issued an additional pass by the League. A coach shall not be the head coach for more than two teams playing a regular League schedule in any season or "mini-season" (for the avoidance of doubt, premier, "tournament", recreational, school and other teams not playing a regular WYSL season are not included in this limitation).
- F. *Concussion Training.* All head and assistant coaches are required to have taken the online concussion course now required by US Club Soccer of staff.

- 3. **Game Lineup Card.** Each coach is responsible for providing the Game Lineup Card for every game. The official team lineup to be presented to the referee for inspection prior to the game. The Game Lineup Card must be dated stamped as of Wednesday at 12:01 AM or later of the week of the match and marked Approved. Team Game Lineup Cards with date stamped prior to Wednesday of that game week, within the fall 2018 season and or not marked Approved will be accepted with a \$100.00 Fine.

FAILURE TO PRESENT A HARD COPY OF THE TEAM'S GAME LINEUP CARD WILL CAUSE A TEAM TO FORFEIT.

The Official Team Lineup must be filled out completely and must include proper jersey numbers, the names of all coaches on the sidelines, guest players (which can be written in by hand) and the coach's signature. **to provide an Official Team Lineup form marked "Approved" to the official at game time shall result in a \$100 fine.**

Individual Coaching Pass.

Since a maximum of 3 coaches can be printed on the team's Game lineup Card an additional individual printed coaching pass will be accepted at check-in. The coach must be present a valid coaching pass from the teams' club. Please contact the league office to obtain an individual coaching pass as needed. The coach must have completed all WYSL coaching requirements to obtain an **individual coaching pass.**

- 4. **Ball.** The home team shall provide a properly inflated game ball and must have an extra game ball available if the referee decides to use another ball.

5. **Position of Team and Spectators at Match Site; Maximum Number of Coaches.** Rostered Players and coaches from both teams are to be on the same touch line. A maximum of three (3) coaches are allowed from each team. The coach's technical area is to be between midfield and a line extending from the penalty box, leaving a "buffer zone" of approximately 10 yards at midfield to be reserved for player substitutions. Spectators, including parents and trainers, are to be on the touch line opposite their team. The home team shall have the choice of sides and ends for the positioning of their players and coaches, and such choices are to be maintained for the entire game. The coach shall be responsible for making sure that his/her team, coaches, assistant coaches, trainers and spectators are on the correct side and end of the playing field. All spectators, coaches, trainers and players are required to maintain a distance of approximately three (3) yards clear of the touchline. NOTE: This rule shall not apply to the U8 4v4 divisions; positions of teams, spectators and others for such competitions shall be as directed by the Field Marshal.
6. **Coaching.** Coaching from the sidelines for the purpose of giving directions to one's team on points of strategy and position is permitted provided that:
 - A. No mechanical devices are used;
 - B. The tone of voice is informative and sportsmanlike; and
 - C. No coach or assistant coach may use profanity or in any manner incite disruptive behavior.
7. **Confirmation of Uniform Colors.** The home team coach shall be responsible for identifying visiting team uniform colors. (See Rule V.2.)
8. **Travel Directions.** Each visiting team coach shall be responsible for obtaining travel directions to an away game (from maps, the League web site or from the home team coach).
9. **6-Goal Differential Rule.** No goal differential in excess of six (6) goals is acceptable. If any team exceeds a six-goal differential, the following will be the case:
 - 1st Offense - warning to coach and club.
 - 2nd Offense - one game suspension for the coach and a \$100 fine to the club.
 - 3rd Offense - one season suspension for the coach and a \$200 fine to the club.

This rule shall not apply to the U8 4v4 divisions.
10. **No Referee**
 - A. *Procedure if No Assignment.* If the League's Referee Assignor cannot provide a referee, the home club has the right to find a WYSL referee and notify the Referee Assignor that he/she has done this.

B. *Procedure if Referee Fails to Appear.* If a referee is not assigned (and not obtained by paragraph A above) or the assigned referee fails to appear, the game must be played, except in games involving boys High School (including U15) and boys U14 division teams (see Rule VI.3, Postponements and Unscheduled Games). With respect to boys U14 division teams only, under such circumstances, either team may decline to play without an assigned referee, but such game if not so played must be re-scheduled as a make-up game. The coaches of the opposing teams may agree upon a referee for the game. The substitute for the referee need not be an official licensed referee. In the event the coaches cannot agree upon a referee, each team shall select a substitute referee for one half of the game. The home team's selection will officiate during the second half. The substitute referee shall have those prerogatives granted to him/her by the Laws of the Game, as published by IFAB/FIFA and amended by the WYSL. The coaches of each team are responsible for checking the passes of their opponent. The coach of the home team must furnish the League with a complete report and the team Official Team Lineups/Referee Reports for both teams which are filled out by the opposing coach.

11. **Enter upon Field by Invitation Only.** No club official, club member, team manager, adult supervisor, player, or spectator may enter the field of play regardless of the circumstances, unless they have been given permission by the referee. If this is disregarded, they shall become subject to disciplinary actions by the League's Arbitration Board.
12. **Suspended Coach.** Any coach who has been placed on suspension is not permitted to participate in any manner whatsoever in any match or match-related activities of the League during the suspension and, if and to the extent determined by the Arbitration Board, any other activities of the League during the suspension, including team practices. The suspended person is not permitted to be present at the site of a match or areas immediately adjacent.
13. **Suspended Player.** A player who has been suspended is not permitted to dress for any League match during the time period of his/her suspension but may attend and sit with his or her team on the sidelines (out of uniform).
14. **Joint or Multi-League Divisions.** In the event of joint divisions formed by the WYSL and another league, the rules play may differ from these Rules. Special Rules for joint divisions may be attached as Appendices to these Rules.

III. REFEREE'S RESPONSIBILITIES

1. **Specific Responsibilities.** Each referee has the responsibility:

- A. *Enforce Rules.* To enforce the Laws of the Game as prescribed by IFAB/FIFA with those modifications published in these Rules and Regulations, including Rule II-5 pertaining to location of teams, coaches and spectators;
- B. *Inspect Field.* To inspect the field on which he/she is to officiate, including the goals to ensure goal safety and size. If there are unsafe conditions, the referee may NOT allow the game to be played. This violation will be reported to the League office on the referee's report. A forfeit by the home team will be declared by the League unless there are extenuating circumstances. If there are unsafe conditions including but not limited to improper or inadequate anchoring of the goals, the referee may NOT allow the game to be played.
- C. *Check Passes.* To check and verify the identity and passes of the coaches, assistant coaches and players, and to verify these against the Official Team Lineups/Referee Report. If the authorized head coach, assistant coach or other coach from the same club in accordance with Rule II.2.C, or League-approved substitute coach, is not present, the referee may NOT allow the game to be played. This violation will be reported to the League office on the referee's report. A forfeit will be declared by the League. In the event that, pursuant to Rule II.2(b), a coach presents a physical current staff pass issued by US Club Soccer that does not include the WYSL logo or reference the WYSL, that coach shall be allowed to coach without his/her team forfeiting and the referee should indicate the use of such a pass in his/her match report.
- D. *Furnish Match Report.* To provide the League with an online report of the game as described below. The referee should also indicate in his/her game report that an Intra-Club Borrowing Guest Player Form was submitted and shall retain a copy of such form until one month after the end of the relevant season.
- E. *Treatment of Passes of Ejected Players or Coaches.* Not to return the pass of any ejected player or coach at the end of the game and to submit the pass of the ejected player or coach, along with a report and the Official Team Lineups/Referee Report, to the League as described below.
- F. *Bad Weather.* At the first sound of thunder or sign of lightning, coaches and referees should pull all players off the field and seek shelter in nearby buildings or vehicles. Games and practices should not restart until at least 30 minutes have passed since the last thunder or lightning.

2. Referee Compliance and Timeliness. Referees should also note:

- A. *Send in Match Reports.* Official WYSL Team Lineup/Referee Reports must be completed, including a list of all cautions (yellow cards) and all

ejections (red cards) made during a match. This information from the report must be submitted online, following the instructions on the League website, no later than the Tuesday following a weekend game or 48 hours after a weekday game. Failure to submit a completed game report in a timely way may result in a loss of assignments. Failure to submit a report by the Friday after the last scheduled game of the season will incur an administrative fee of 25% of the game fee (rounded up to the nearest dollar) for each game not reported. A copy of the Team Lineup/Referee Reports should be retained for the referee's records.

- B. *Complete Sporting Behavior Evaluation.* The League's Sporting Behavior Program is dependent on the referee's thoughtful completion of the Sporting Behavior evaluation of the Referee Report. Referees are encouraged to be consistent each game, and from game to game, in assessing Sporting Behavior. Failure to complete the Sporting Behavior evaluation of the Referee Report may result in a loss of assignments.
 - C. *Send in Passes of Ejected Players and Coaches.* Passes of ejected players or coaches, together with the original Team Lineup/Referee Report for the affected match, must be sent to the League's office postmarked no later than the Tuesday following a weekend game or 48 hours after a weekday game. Failure to send in passes of players or coaches ejected by postmarked mail by the Tuesday following the match (or 48 hours for a weekday match) may result in a loss of assignments or the imposition of an administrative fee for that match.
3. **Club Linespersons.** In accordance with IFAB/FIFA LAW 6, the club Linespersons shall only be responsible for indicating when the ball goes over the touch line, by raising the flag; direction shall not be indicated, nor should any other calls be signaled. Club Linespersons shall not call off sides or have any other function.
 4. **Responsibilities for U8 4v4 Divisions.** There will be no referees in the U8 4v4 divisions. The Field Marshal (described in Appendix D) will be responsible for supervision of all matches and shall exercise the responsibilities assigned to the referee in Rule III.1. with respect to those matches in accordance with Appendix D.

IV. RULES OF PLAY

The Rules of Play for all contests sanctioned by this League shall be the most current Laws of the Game as published by IFAB/FIFA, including the 2017/2018 modifications, with the modifications noted within these Rules and Regulations, unless specifically excepted by authorization of the Board of Directors. The rules of play for the U8 4V4

divisions are further modified by the terms and conditions of Appendix D. The rules of play for the U8 through U11 divisions, as well as for U12 divisions in the fall season, regarding heading are further modified by the terms and conditions of Appendix E, which also contains rules which shall apply to players younger than 11 playing in a division where heading is otherwise allowed.

1. Duration of the Game and Ball Size.

<u>Category</u>	<u>Game Length</u>	<u>Ball Size</u>
Varsity and JV	2-40 minute halves	No. 5
U15	2-40 minute halves	No. 5
U14 and U13	2-35 minute halves	No. 5
U12 and U11	2-30 minute halves	No. 4
U10 and U9	2-25 minute halves	No. 4
U8 (7v7)	2-25 minute halves	No. 3
U8 (4v4)	See Appendix B	No. 3

If the game is abandoned for any reason before the beginning of the second half, the game is postponed and will be replayed in full. If the second half has started, it is considered a complete game. This paragraph shall not apply to the U8 4v4 divisions, which will be handled separately.

There shall be no overtime periods in regular League competition.

2. Age Groups. For purpose of these Rules, age categories shall be determined as follows for Fall 2018 / Spring 2019

Birth Year	AGE
2011	8 & U
2010	9 & U
2009	10 & U
2008	11 & U
2007	12 & U
2006	13 & U
2005	14 & U
2004	15 & U
2003	16 & U
2002	17 & U
2001	18 & U
2000	19 & U

**Generally, the U15 divisions are intended for teams with players who will turn 15 as well as players who will turn 14 in 2018. Teams with all or substantially all players turning 15 during 2018 are encouraged to play in the JV division.*

3. Number of Players.

- A. *Match Play.* A match shall be played by two teams, each consisting of not more than eleven (11) players, one of whom shall be the goalkeeper, except that (i) in the U8 4v4 divisions, Appendix D shall govern, (ii) in the Specially Designated 7v7 Divisions and the U9 divisions, the team shall consist of not more than seven (7) players, (iii) in the U10 divisions, the teams shall consist of not more eight (8) players, one of whom shall be the goalkeeper, and (iv) in the U11 and U12 divisions, the teams shall consist of not more than nine (9) players, one of whom shall be the goalkeeper.
- B. *Minimum Number of Players.* A minimum number of players shall be required for a scheduled match. Should a team not have at least the minimum number of players within 15 minutes after the scheduled match time, it shall forfeit the game. The minimum number of players shall be as follows: (i) for teams in the U8 4v4 divisions - Appendix D shall govern, (ii) for teams in the Specially Designated 7v7 Divisions and the U9 and U10 divisions - five (5); (iii) for U11 and U12 division teams - six (6), and (iv) for teams in all other divisions - seven (7). In addition, a game will also be stopped and a forfeit declared if an injury or send-off results in a team having fewer than the required minimum number of players on the field. (A referee may temporarily pause a game when a team drops below the minimum to allow a player to leave the field to clean blood, fix equipment, or for other transient reasons.)
- C. *Start at the Scheduled Time.* At the scheduled time for the match, the minimum number of players specified in these Rules and an eligible coach will constitute a team. Therefore, the match will start at the scheduled time if at least the minimum number of players are present. In this situation, the specified waiting period (15 minutes) cannot be used by a team in order to wait for additional players to arrive at the game site. This waiting period shall not apply to the U8 4v4 divisions, as set forth in Appendix D.
- D. *Roster Size.*

<u>Division</u>	<u>Match Format</u>	<u>Minimum Roster Size</u>	<u>Maximum Roster Size</u>
U8 (4v4)	See Appendix D	8	See Appendix D
U8 (7v7), U9	7 v 7	7	14
U10	7 v 7	7wysl	14
U11, U12	9 v 9	9	16

U13	11 v 11	11	18
U14 and older	11 v 11	11	18

Any of the foregoing roster limits may be waived by the President for good cause following application by the club president with \$30.00 registration fee per over limit player

4. Field of Play.

The field of play for 11v11 play shall conform to IFAB/FIFA Law I and the field of play for U12, U11, U10 and U9 divisions and the Specially Designated 7v7 Divisions shall conform to any applicable USSF or US Club Soccer requirements to the extent possible, as required by the League, and shall otherwise have the following dimensions:

<u>Match Format</u>	<u>Length</u> (yards)	<u>Width</u> (yards)	<u>Recommendations</u> (yards)	<u>Goal Size</u> (feet)
7v7	55-80	35-50	60 x 40	7 x 21*
8v8	55-80	35-50	70 x 45	7 x 21*
9v9	70-80	40-55	75 x 50	7 x 21*
11v11	100-130	50-100	100-110 x 55-65	8 x 24

*Clubs may use 6.5 x 18.5 foot or 6 x 18 foot goals or smaller (e.g., 6 x 12 foot for younger teams) in lieu of 7 x 21 foot goals, provided that the goals at both ends of the field are the same size.

The League recommends that clubs try to line at least one field with smaller dimensions appropriate for 7v7 and/or 8v8 formats to the extent possible.

The penalty spot is ten (10) yards from the goal line for U12 and younger players, and twelve (12) yards from the goal line for all older players.

The field of play for the U8 4v4 divisions shall conform to the requirements set forth in Appendix D.

USSF 7v7 Standards of Play with respect to build out lines shall apply to the Specially Designated 7v7 Divisions and the U9 divisions. Fields used for such divisions are required to have a buildout line marked on each half of the field, which should be equidistant between the penalty area line and the halfway line. While it is preferred to mark the build out line with the normal field lining used for the touch lines and end lines, the buildout lines may be demarked by chalk or other temporary lines. In the absence of such markings, the build out lines may be

created by placing a pair of cones or comparable objects on opposite sides of the field, more than a yard outside of the respective touch lines, such that each build out line would consist of the points between the pair of cones, inside of the touch lines. Whether temporary markings or cones or other objects are used, the referee must determine that such marking or objects do not adversely impact the safety of the field and are sufficiently visible to apply the applicable Standards of Play.

A club may apply to the Board of Directors to use a field with dimensions other than those required as per the above. With the approval of the Board of Directors, the club may use such field with the dimensions approved by the Board.

5. IFAB/FIFA and USSF Exceptions.

A. *Substitution Rules.*

- 1) Unlimited. A team may make an unlimited number of substitutions during a game, upon any stoppage of play, with permission of and at the discretion of the referee.
- 2) Yellow card. The coach may decide, at his discretion, to substitute for a player receiving a yellow card when the referee stops play to write up that player. The referee may require a substitution of the player receiving the yellow card, if, in his opinion, this will serve the best interest of the game.
- 3) Permission Required. The coach must alert the referee and obtain his/her permission before substituting a player.
- 4) Substituted Player Must Leave Field First. The player leaving the game must do so before the substitute may enter the field of play unless otherwise instructed by the referee.
- 5) Enter at Mid-Field. All substitute players must enter the field at the center of the field, after having received permission from the referee to enter. Any player entering the game without the permission of the referee may receive a caution (yellow card) as per the Laws of the Game.
- 6) No Substitution for Ejected Player. Substitutions cannot be made for any player ejected (“red-carded”) from the game by the referee. The violating team must play short-handed.
- 7) Injury Substitution Procedure.
 - (i) If a player is injured, a coach, doctor or parent may come on to the field to attend to the player **only after the whistle is blown and permission to enter is granted by the referee**. The player may be substituted for, leave the field without being substituted for or, unless a coach, doctor (or

other health care professional) or parent comes onto the field, left in the game. If the player is substituted for, that player may return under the normal substitution procedure. If the player leaves the field and is not substituted for at that time, the player may re-enter only with the referee's permission.

- (ii) If a player is injured and needs medical attention and a coach, doctor (or other health care professional) or parent comes onto the field to help or treat the player, that player (except for the goalkeeper) must leave the field and not return until the next substitution is allowed. In the case of an injured goalkeeper, judgment should be applied by the referee when it comes to having the keeper leave the field if the keeper would otherwise not have to.
- (iii) If the player is bleeding, the player must be removed; the bleeding must be stopped; the wound must be covered; no blood may be on the uniform. The player may return only after the referee determines all conditions are met.
- (iv) Notwithstanding the foregoing, injuries involving the head shall be handled in accordance with Appendix E.

B. Drop Ball.

Where a stoppage of play would under IFAB/FIFA's Laws of the Game result in a drop ball inside the penalty box, the drop ball shall be taken at the nearest point outside the penalty box.

Three Referee Teams for U13-1 and U14-1 Divisions. The League will endeavor to utilize a three-referee team for U13-U14 Division 1 boys' and girls' games in addition to all U15, JV and Varsity games. All other rules concerning the refereeing of games shall apply.

New Rules. All coaches are expected to be familiar with the Laws of the Game. These are published by IFAB/FIFA and available on FIFA's web site (www.fifa.com). New rules are discussed in detail along with practical interpretations.

V. UNIFORMS

1. **Uniforms.** Teams must be in uniform attire at all games. Players who are not properly attired will be ordered off the field of play by the referee.

A. *Jerseys.* The uniform shirts must have numbers on them, except as provided in situations requiring a change of shirt by the home team due to conflict of colors. The goalkeeper must wear a different colored shirt from teammates, opposing players, and the referee(s).

B. *Pants.* Goalies may wear long pants at any time. Field players may wear long pants only when the temperature is at or below approximately 40 degrees Fahrenheit. The referee's decision as to the temperature shall be final. Field players must wear regular gym shorts, without long pants, at all other times. A player who is switched from goal to the field may continue to play with long pants.

C. *Logos.* A logo of a commercial sponsor or other commercial endorsement may be placed on a uniform only with the prior approval of the League.

D. *Shoes.* Soccer cleats must have molded soles. Screw-in or metal cleats and cleats from other sports – baseball, football, track, etc. – may not be used.

2. Confirmation of Uniform Colors. It is the responsibility of the home team coach to check and verify the colors of the visiting team with the opposing coach. Where the colors of the uniforms of the competing teams are similar, the home team must effect a change of colors that are distinct from those of the visiting team. T-shirts or pinnies, with or without numerals, will be permitted as an alternative uniform.

3. Equipment. In addition to the authority granted to the referee under IFAB/FIFA Law V to determine the safety of a player's equipment, as defined in IFAB/FIFA Law IV, the following shall be applicable.

A. *Shinguards.* All players must wear shin guards. Knee-high stockings must be worn over the shinguards and shall cover them.

B. *Jewelry.* No jewelry may be worn; tape over jewelry, such as earrings, does not enable the player to wear the jewelry; excuses that the ears were recently pierced is not a valid reason to allow the player to wear jewelry. A medical bracelet, securely taped to the body, is the only exception.

C. *Glasses.* Prescription eye glasses only may be worn; lenses made of glass, rather than plastic are not permitted; metal-framed glasses are not permitted; plastic-framed glasses, providing they are strapped around the head, and sports goggles (wrap-around type, made of plastic) are permitted; any other type of eyewear that the referee deems could be dangerous to the player or other players is not permitted.

D. *Hats.* Hats for goalkeepers may be worn, providing that they are not dangerous, such that the brim is made of soft material; baseball-type caps are allowed.

E. *Headgear, Face Masks, Etc.* A player may use equipment other than the basic equipment provided that the sole purpose is physical protection and it poses no danger to any player. Modern protective equipment such as headgear, facemasks and knee and arm protectors made of soft lightweight padded material are not considered dangerous and are therefore permitted.

F. *Mouthguards.* Field players may wear mouthguards without lanyards. Goalies may also use “Shock Doctor” mouthguards with breakaway lanyards.

G. *Casts and Braces.* Hard casts must be covered in sufficient soft (foam) material that the referee is satisfied that there is no danger to other players who might contact the cast. Generally, ¼ inch of foam is the guideline. Any brace or splint must have no protrusions, including buckles or metal parts. All braces (especially knee and ankle braces) must be completely covered by protective material such as a neoprene sleeve.

Notwithstanding anything in this Rule, the referee has the authority not to permit any article to be worn if he or she determines that it presents a danger to the player wearing it or the other players. If the referee finds that a player is wearing articles not permitted by the Laws of the Game or these rules, the referee shall order the player to remove them. If a player fails to carry out the referee’s instructions, the player shall not take part in the match. The decision of the referee in these instances shall be final and shall not be subject to appeal.

Nothing in this Rule is meant to detract from the ultimate responsibility of players and their parents to determine whether to play with an injury, with or without protective equipment. Parents are urged to obtain medical advice if there is any doubt, and the League or any club or team may ask for doctors’ letters before permitting players to play.

VI. SCHEDULING, FIELD PULLS, POSTPONEMENTS, FORFEITS

1. Scheduling.

A. *General.* League games are scheduled by the League Scheduler using fields and times provided 6 weeks before the League season by the clubs. All scheduled League games are on Sunday. A preliminary schedule is posted three weeks before the season and the Final schedule one week before the season.

B. *No changes.* Games - once scheduled - do not change date, time or field unless they are postponed, delayed, or canceled when the field is pulled by the town or governing body in advance of the game or by the referee at

game time or postponed as approved by the league. (See Field Pulls, below). Clubs can change fields with no time changes with the approval of the League. Postponements are permitted for a limited number of special cases (VI.3.a. below).

- C. *Requests.* At least one month before the season, teams can make schedule requests (e.g., coach coordinations, early or late games on specific days, general schedule requests to avoid religious conflicts, etc.) No requests are accepted after the publication of the preliminary schedule. Requests to coordinate with other sports are not accepted. Teams are expected to be available to play on Sundays for the entire period on Sunday when their age group plays.

The League Scheduler may selectively prioritize the requests submitted. Some requests may not be possible or may not be granted.

- D. *Game times.* Subject to exceptions approved by the league, teams will be scheduled for a 9 or a 10 game season. The earliest game start times are: high school (Var, JV, U15) - 9am; U14 - 11am; U13 - 11:30am; U12-U8 - 12pm. The latest game start is 5pm.
- E. *Final weekend.* Some divisions with 9 games will have no scheduled game on the last weekend of the season.
- F. *TBS games.* Divisions (other than U8 4v4 divisions) with an odd number of teams will have “bye” Sundays (no scheduled game). Those divisions will have added “TBS” games to make up for the byes. These games are scheduled by the teams like TBA games (as set forth in Rule VI.3.E. below) and should be set (a scheduled date, time, field) by the Friday (April 20, 2018) before the third game (i.e., April 22, 2018) of the season (the “Initial Deadline”) except that, in the case of TBS games (as opposed to TBA games), if the home team fails to get the game scheduled by the Initial Deadline, the away team shall become the home team for the TBS game in question and shall have three weeks to schedule the game, failing which the game shall become a double forfeit for failure to comply with this deadline. All TBS games must be played – including for the Specially Designated 7v7 Divisions and the U9 and U10 divisions – by the end of the season.

2. Field pulls.

A game by the referee at the field if s/he determines that the field is not safe for play. If a field is pulled, the game is postponed. (See postponements below.)

But, in all cases, the teams and clubs should try to find an alternate field and play on the scheduled day if possible.

B. Early Field Pull: If a field is pulled before close of business on Friday, the home club is to inform the League Scheduler and League office. The League Scheduler will note the field pull on the website and emails will go out to the clubs, teams, and referee assignor(s).

The club/team may suggest to the League Scheduler alternative fields. The League Scheduler may suggest alternatives or that the teams should try to find a field.

C. Late Field Pull:

(a) If a field is pulled or game forfeited after COB on Friday thru 11:30 AM Saturdays:

All information is to be emailed to Loretta Sanin at: Loretta.sanin@wyslsoccer.org. Any change after 11:30 on Saturdays must be emailed directly to the Ref Assignors at soccer.assignors@gmail.com and copied to the league (ldargenio@wyslsoccer.org).

All Sunday information of Forfeited Travel Games or Field Pulls are to be emailed to Lee D'Argenio at: ldargenio@wyslsoccer.org up to 11:30 AM Sunday morning. Any changes after 11:30Am Sunday are to be emailed directly to the Ref Assignors at assignor@wyslsoccer.org and copied to the League (ldargenio@wyslsoccer.org).

(b) The home team has the responsibility to notify the visiting teams by phone. If unable to reach the visiting team by phone a club member must remain at the field from 30 minutes prior to game time until 15 minutes after game time to inform the visiting team of the change of field or postponement.
(Note that late notifications between teams require communication by cell phone, or acknowledgement that a text message was received. Sending an email is not sufficient.)

(c) Late Field Pull rescheduling: The responsibility for getting the game rescheduled and played shifts to the teams/clubs with all late field pulls. It is best to find an alternate field on the scheduled day and play the game.

Failure to abide by this rule will result in a fine of \$50 per offending team being assessed against the club

If the home club has another field and the game can start within half an hour of the originally scheduled time, the game officially moves and plays. The home team must make sure everyone (both teams, the referee assignor, and the referee if possible) is notified. If that is not 100% certain, post someone at the original field to redirect people to the new field.

If the new time is more than half an hour or the replacement field is at the away club, either team may decline the offer to play and the game becomes a TBA make-up game.

DIY. Neither the League office nor the League Scheduler should be relied on for advice, approval, or email notification; and referee coverage for games rescheduled on game day will be uncertain. Contact the referee assignor and the club referee coordinator for assistance. Follow the procedures in the WYSL Rules if there is no official referee.

Later games. If a referee determines that the field is not playable and will not be playable for later games, it is the responsibility of the home club to notify the coaches of visiting teams and the referees who are scheduled for later games either by telephone or by having a club member remain at the field.

- G. *Notice to League.* In addition, if there is general inclement weather, the home club **MUST** post an update the Field Pull Google Doc (or his/her designee) on Sunday morning between 8:00 – 9:00AM . The president will use this information to determine the total number of pulls; and, if it exceeds 50% of scheduled games of the day, the entire slate of games will be canceled and not rescheduled and the league will be alerted..
- H. *Appearance at field.* In bad weather, teams should not assume that a game will be cancelled. The team must appear at the field of play regardless of weather conditions, unless the team’s coach has been notified that the field is pulled and the game cancelled.

3. Postponements and Rescheduling of Games; Unscheduled Games.

- A. *General.* Teams must play all games. Games may be postponed or rescheduled:

- (i) For field pulls. If the field permit is revoked by or on behalf of the owner (town, school district, community group, etc.) or pulled by the referee of the game.

- (ii) For away games in Cup competitions approved by the League Board.

WYSL teams may not postpone a regularly scheduled game for home Cup matches. Home Cup matches are to be played on Saturday. If a team is required to play a home Cup game on a Sunday, it must play both the scheduled league game and the Cup game. The League President may make exceptions in extraordinary circumstances.

- (iii) For a college showcase, ODP Tryouts or ODP Tournaments involving four or more team players,

- (iv) For a school event, religious holiday or religious service involving four or more team players. (Note that celebrations of religious events e.g. bat and bar mitzvah parties, wedding party, etc. are excluded. Teams are expected to anticipate major events and to make a schedule request at least

a month before the start of the season. This may be 3 months before the event.)

(v) In boys High School Divisions games (i.e., boys U15, JV, Varsity) or BU14, if the assigned referee does not appear for the game or if no referee was assigned, as per Rule II.10.B above.

(vii) As otherwise approved by the League Board (or a committee of the Board authorized to act with respect to such matters) to address exceptional circumstances.

- B. *Younger teams.* The League does not require that postponed games in divisions U10 and lower be made up, but encourages teams (other than teams in the U8 4v4 divisions) to do so with an assigned referee. Teams may also choose to play a friendly with no assigned referee and no league notification.
- C. *Request form.* All requests for postponements or rescheduling of a game must use the Game Change Request Form, name the four or more players involved, and include official documentation of the event. Each team is allowed only one approved postponement/ rescheduling per season. To get League approval, the form must be emailed or faxed to the League office by 3:00 PM at least 10 business days before the game, except that, if teams receive less than 10 business days' notice of a Cup, ODP, or other qualifying event, the Form must be sent as soon as is practicable. The home team is responsible for submitting the makeup form.
- D. *TBA games.* League required postponed games (aka TBA make-up games) must be scheduled (i.e., the date, time and field set) within three (3) weeks of the postponement or by the end of season (whichever is sooner) including unscheduled holiday weekends, and must be played by the last Sunday of the season.
- E. *Reasonable Dates; 4 Days' Notice.* For TBA make-up games and TBS games, teams are expected to try to work out a mutually convenient date, time and field for the game. If the coaches cannot agree, the home team must provide the visiting team with two reasonable dates and times within the required time period, and the visiting team must select between the two dates or it will forfeit. Such "two reasonable dates and times" would normally consist of two Saturdays at different times of the day.

Weekday make-ups may be suggested if the game times are reasonable in light of the age of the players, travel distance and school and other recognized conflicts.

Playing two games on a league Sunday for make-up, TBS, and cup games should be rare and requires the agreement of the teams and the permission of the League.

Switch of home team. For TBS games, the away team shall become the home team if the home team fails to get the game scheduled by the Initial Deadline, as set forth in Rule VI.1.F. above. For TBA games, if the home team fails to provide two reasonable dates and times in a timely fashion, the away team may, upon its request and at the discretion of the League Registrar, become the home team for purposes of this rule and provide two reasonable dates and times.

- F. *Referee coverage.* To schedule coverage for a TBA or TBS game, the League office must be notified via fax or email four (4) days before the game (i.e., Tuesday before a weekend game). Later notification may result in no referee coverage.
- G. *Failure to provide dates.* Failure of the home team to provide two reasonable dates or failure of the visiting team to select one of the two dates may result in a forfeit against the offending team. Failure by both teams to make a good faith effort to schedule the game, may result in a double forfeit. In the case of potential forfeits and disputes over responsibility, copies of correspondence may be required by the League office.
- H. *Status.* Once a make-up or TBS game has been scheduled through the League office, it has the same status as a regular League game, and cannot be rescheduled except for reasons permitted by Rule 3.A of this Article.
- I. *Notifications.* If permission has been granted to reschedule or postpone a scheduled game and if there is sufficient time, the League will notify the Referee Assignor and the teams involved. The home coach should also contact the opposing team.

Postponements of games (field pulls) occurring after COB on Friday, must be handled by the teams, clubs, club referee coordinator, and league referee assignor. The league office is closed and the League Scheduler may be unavailable. The goal is to get the game played if at all possible.
- J. *Need for Referee.* Teams can agree to play a makeup or TBS game without an assigned referee except as prohibited for older boys teams (see Rule II.10.B).
- K. *Unapproved Postponement or Rescheduling.* Any team or club that postpones or reschedules a game without League approval will be fined \$100 and a forfeit will be declared against the offending team(s).

4. Forfeits

- A. *Option to Forfeit.* A team may forfeit in advance of a scheduled match. The opposing team does NOT need to appear at the field if 1) they have been informed prior to the game by the forfeiting team, and 2) an email notice of the forfeit has been sent to the League Registrar, the League Scheduler and the referee assignor (assignor@wyslsoccer.org) by the coach of either team (with a copy to coach of the other team).
- B. *Fines and Disciplinary Action for forfeits.* If a team forfeits a match (for any reason), the club will be assessed a \$100 fine for each forfeit, provided that the League may impose a fine of up to \$500 for last-minute cancellations or postponements not permitted by these rules that could have been avoided or less disruptive if handled in a timely fashion. If the team informs the league office, League Scheduler, referee assignor, and the opposing team by email before Wednesday 3pm prior to the match, the fine will be \$50. Multiple forfeits may subject the club and team to disciplinary action, including additional fines and expulsion of the team from the League.

If it is determined that a team forfeited a game in order to attend a tournament without League approval, the fine will be a minimum of \$500, and the League, at its discretion, may initiate further disciplinary action, including expulsion of the team. Clubs will be held responsible for all fines.

- C. *Both Teams Fail to Appear.* If both teams fail to appear and there is no notice to the League and referee assignor, and the Referee rules the ground playable, both teams will be assessed a forfeit.
- D. *Ineligible Player or Coach.* A forfeit will be declared on all games in which an ineligible or suspended player and/or suspended coach participates. Sanctions in addition to the game forfeit fee may be levied.
- E. *Other forfeits.* The league may declare a forfeit in other instances including but not limited to: field not ready, teams with fewer than the minimum number of players, unruly fans, team refusing to take the field, and violation of other rules as determined by the board.

VII. VIOLATIONS OF THE LAWS OF THE GAME AND THESE RULES AND REGULATIONS

- 1. **Discipline.** The League shall have the right and authority to suspend or otherwise discipline any member club and/or its officers, members, managers, team officials, coaches, trainers, managers and players.

- 2. Player Red Cards.** Any player who is ejected (“red-carded”) from a game shall leave the field of play and will automatically be suspended for at least the next League game played. This is not the same as “weeks played”. Whether a player suspended from League play due to a red card can play in a Cup game and other competitions is to be determined under the rules of the Cup or other such competition. Forfeits and rain-outs do not count as games played. The Arbitration Board shall have discretion to modify this automatic sanction for players in the U8, U9 and U10 age groups, and with respect to cards issued by a substitute referee in accordance with Rule II(10)(B). The Arbitration Board may assess more than a one-game suspension after review of the referee’s report. It is the responsibility of an officer of the club or club registrar for a red carded player to call the League office to find out about the length of the suspension and to retrieve the pass when the suspension has been served. All red cards carry over from season to season.
- 3. Accumulation of Yellow Cards.** Any player or coach receiving yellow cards in three (3) games within a season will automatically be suspended from the League game following the game in which he/she receives the third yellow card. The Arbitration Board may assess more than a one-game suspension after review of the referees’ reports for the three games. (For purposes of the yellow card rule, yellow cards issued in a game from which the player or coach is later ejected will not be counted.) Yellow cards given during a season, including the Fall mini-season, do not carry over into the next season for accumulation purposes. Yellow card offenses for coaching staff will incur a \$100.00 fine.
- 4. Multiple Ejections.** Any player who is ejected from two games in the same season may not participate in further League games until the Arbitration Board holds a review. The Arbitration Board will impose sanctions, which, at a minimum, will be a two-game suspension. The Arbitration Board can also impose additional sanctions, including expulsion for the remainder of the season or for a period greater than the remainder of the season.
- 5. Special Rules for Red Card(s) Issued to Coach.** Any coach receiving a red card must leave the field and its vicinity for the remainder of the game, will receive a minimum fine of \$250.00 for the first offense and will be suspended for a minimum of one game played to its completion. The referee issuing the red card shall keep the coach’s pass and turn it in to the League office. Any coach that has been issued more than one pass in accordance with Section II.2.A hereof shall have the obligation to return all of his/her passes to the League by the Wednesday immediately following the game in which the coach received the red card and such coach may not coach any team in any game until all of his/her passes are returned. Without limiting the generality of the foregoing, in the event a coach has multiple passes relating to multiple clubs, all passes must be returned to the League in the event of a red card and not only the pass relating to the team or club that the coach was coaching at the time he or she received the red card. Failure to comply with this procedure will be subject to discipline by the Board, which may include a season long suspension. The coach may not coach any game without

his/her pass, including another subsequent game on the day the red card is issued. During the duration of this suspension, the red carded coach will not have a coach's pass and he therefore may not coach, assist or participate on the sideline of any other game until the original suspension has been completed, and the coach's pass has been returned to him/her. The League will notify the club president in writing of the offense, and the club will be responsible for paying the fine. A second red card violation in the same season against the same coach will result in a minimum of a \$200 fine and suspension for the remainder of the season. The League reserves the right to impose additional penalties against the club or coach that will be determined by the Arbitration Board.

6. **Referee Assault.** The League will address any referee assault cases, verbal or physical, in accordance with US Club Soccer's Disciplinary Procedures (<http://www.usclubsoccer.org/wp-content/uploads/2014/02/US-CLUB-DISCIPLINE-11-12-12-Policy-C.pdf>)
7. **Unsatisfactory Sporting Conduct.** To address the situation of unsatisfactory behavior on the part of a coach, player or parent of a particular WYSL team, specifically when the behavioral infraction or infractions have not drawn a specific red card but have been recurring, serious behavioral problems that are in need of remedy, the Board has adopted the following procedure:
 - A. *Notice of Unacceptable Behavior.* The Sporting Committee is to conduct a review of all communications to the WYSL on the sporting behavior of all coaches in the WYSL. The purpose is to specifically identify coaches whose behavior falls below the minimum acceptable sideline behavior for a coach in the WYSL. The Sporting Committee may send any coach a letter, in care of or copied to the club president, requesting that the club president meet with and address this situation with this coach, thereby putting this coach ON NOTICE, warning the coach that his or her behavior will be monitored during the season and that the coach needs to improve, if he or she is to continue to be a licensed coach of the WYSL. Alternatively, the Sporting Committee may determine that the behavior of a coach (or a player or a parent, for that matter) should be monitored, in which case the Committee should inform the appropriate referee through the League Referee Assignor.
 - B. *Appearance Before Sporting Review Board.* Whether or not a letter has been sent to a coach, if the WYSL receives communications or other indications of serious unsporting behavior by this coach or his or her team, the coach may be summoned before the League's Sporting Review Board. The purpose of the Sporting Review Board will be to personally address this coach on the positive behavior the League is expecting from a WYSL coach, players and parents. This will serve as the coach's FINAL WARNING. No suspension or fines are to be issued from this meeting, unless the coach fails to attend.

- C. *Disciplinary Action.* If the League's Sporting Review Board receives what it believes is an additional infraction from this coach within the current or following seasonal year, the League shall take immediate and appropriate disciplinary action to consist of fines, suspension or immediate termination of coaching privileges, if and to the extent deemed warranted in the discretion of the League.

- D. *Principles of Positive Coaching.* Any coach who receives an unsporting behavior yellow card, unfavorable referee reports or other indication of serious unsporting behavior by this coach or his or her team during the season may receive via email a letter, copied to his club president indicating that the Sporting Committee is disappointed to receive this report and explaining how important and influential a coach's behavior is for his or her players and parents, outlining the principles of positive coaching and building character through sporting activity. The Sporting Committee may require such a coach to meet with his or her club president concerning this report. The Sporting Committee may also communicate with coaches and clubs on an informal basis regarding issues of concern.

VIII. PROTESTS AND APPEALS

1. **Arbitration Board.** The Arbitration Board of the League shall manage all matters requiring arbitration which pertain to League sponsored competition(s). The Arbitration Board will administer game protests and behavioral incidents. At the direction of the Board of Directors, the Arbitration Board will attend to any matter not specifically addressed in the By-Laws or these Rules. The Arbitration Board has the authority to suspend or fine any player, coach, team, team official, club official, parent or other team and/or club supporter. The Arbitration Board has the authority to fine any member club. The rules pertaining to the administration of the Arbitration Board are set forth on Appendix C (which is available from the League's office and on its website). As more fully set forth on Appendix C, if a coach or player is awarded a red card, the Arbitration Board is entitled to require the red carded coach or the red carded player and the coach of the player's team to appear in person at an Arbitration Board hearing of the case. In such event, the coach of the red carded player must accompany the player to the hearing.

2. **Protests and Disputes.** All questions relating to the qualification of competitions or interpretation of the rules or any dispute or protest whatsoever shall be referred to the Arbitration Board of the League. Protests and disputes are filed by member clubs, who bear responsibility for adherence to the rules regarding disputes and protests and guarantee all fees and fines. An incorrect ruling of a referee may be protested, but no judgment call by a referee may be the subject of a protest. A club, through its president, may file a protest alleging a violation of League rules which does not involve a judgment call by a referee.

A. *Validity and Eligibility.* To be valid and eligible for consideration, each protest must:

- 1) Be accompanied by a protest fee in the amount of \$50, in the form of a check or money order made payable to the Westchester Youth Soccer League.
- 2) Describe in full detail the grounds for the protest and bear the signature of the club's president, as well as the signature of the coach of the team initiating the protest.
- 3) Be accompanied by copies of any information to be presented by witnesses and/or supporting documents, and the names, addresses and phone numbers of any witnesses that the protesting team or club may wish to present. All hard copies are to be provided along with all supporting information and documents, and electronic copies available in electronic form.
- 4) Be provided to the League office by first class mail and post-marked, as well as (with respect to copies available in electronic form) e-mailed, no later than midnight of the second business day following the game or incident from which the protest arises to the Chairman of the Arbitration Board at the League's offices, to LDArgenio@wyslsoccer.org and to the coach of the opposing team. A protest alleging a violation of League rules which are not game-related must be filed with the League within a reasonable period of time after becoming aware of such alleged violation (but need not be filed within such 2-business day period), and a copy of such protest, together with all supporting materials, also be forwarded, by e-mail, to the president of the opposing club.
- 5) Pertain to a League sponsored competition.
- 6) Be initiated by a party directly involved in the incident under protest. An involved party, as used throughout this Rule, is defined as the team coach or club president.
- 7) Include all information necessary to allow a fair and just decision.

B. *Non-Conformance.* Protests not filed within the required time limit or which have been submitted without written details or without remittance of the fee, or without a copy being sent to the coach or club president of the opposing team or club, or otherwise not in full conformation with Rule 2(A) of this Part, may be rejected without consideration.

C. *Hearing; No Lawyers.* The Arbitration Board may, at its discretion, ask for a response from the opposing team or club and may, in the discretion of

the Chairman of the Arbitration Board, conduct a hearing. Hearings generally will not be held for match ejections (red cards), unless the Chairman determines that the circumstances are unusual. Reasonable notice shall be given to involved parties and those others invited to aid in the Board's deliberations and/or to present relevant information, no later than two business days prior to the scheduled meeting. An Arbitration Board proceeding or hearing is not a legal proceeding or hearing. Involved parties may not be represented by legal counsel. However, on reasonable prior written notice to the League, a party may be assisted in the presentation of the party's case at a hearing, including the assistance of legal counsel, if desired.

- D. *Ignorance of the Rules.* A plea of ignorance of the rules and regulations of the League is not sufficient grounds for the filing of a protest or dispute.
 - E. *Forfeiture of Appeal Rights.* An involved party failing to appear before the Arbitration Board after having received proper notice shall forfeit all rights to appeal.
 - F. *Basis of Decision.* The Arbitration Board shall render a decision on any protest or dispute on the basis of any information, from any source that it deems appropriate under the circumstances.
 - G. *Protest Fee Forfeited.* The protest fee shall be forfeited to the League in the event the protest is not upheld or not heard.
 - H. *Conflict of Interest.* If a member of the Arbitration Board is connected with the division or with either of the clubs involved in the protest, he/she shall recuse himself from participating in the protest hearing.
 - I. *Appeal.* Decisions of the Arbitration Board shall be final and binding unless and until overturned under appeal as provided for in these Rules. A club may appeal a decision of the Arbitration Board only to the Appeals Committee of the League in accordance with these Rules.
3. **Appeals Committee.** The Appeals Committee of the League shall be responsible for hearing appeals pertaining to decisions rendered by the League's Arbitration Board or Sporting Review Board. The Appeals Committee has the authority to suspend or fine any player, coach, team, team official, club official, parent or other team and/or club supporter. The Appeals Committee has the authority to fine any member club. The rules pertaining to the administration of the Appeals Committee are set forth on Appendix C.
4. **Appeals.** Appeals of a decision rendered by the Arbitration Committee or Sporting Review Board are filed by member clubs, who shall be responsible for adhering to the rules regarding appeals and guarantee all fees and fines. The rules pertaining to appeals are set forth on Appendix C.

5. **Exhaustion of Remedies.** Except for Section VII, 6 (Referee Assault), no WYSL club, team, player, coach, official, administrator, referee or other representative may invoke the aid of US Club Soccer or an appeal to US Club Soccer without first exhausting all available remedies within the League, nor invoke the aid of the courts of the United States or of a State without first exhausting all available remedies within the League and US Club Soccer, and as provided with the USSF. This rule does not apply to the enforcement of a decision rendered in an arbitration proceeding commenced under League rules. For a violation of this rule, the offending party shall be subject to suspension and fines, and shall be liable to the League for all expenses incurred by the League and its officers in defending each court action, including but not limited to the following: (A) court costs; (B) attorneys' fees; (C) reasonable compensation for time spent by League officials and employees in responding to and defending against allegations in the action, including responses to discovery and court appearances; (D) travel expenses; and (E) expenses for holding special meetings necessitated by the court action.
6. **Line of Authority.** The line of authority for an appeal of a decision rendered by the Appeals Committee shall be:
 - A. US Club Soccer
 - B. USSF National Appeals Committee

Appeals following the line of authority listed above are made directly to each level. The fee for an appeal is prescribed by each level of appeal and payable to each level.

IX. TEAM DIVISIONS AND RECOGNITION AWARDS

1. **Team Divisions.**
 - A. *Divisions.* Each age group will be divided into divisions. The composition and number of teams in each division will be determined by the Seeding Committee.
 - B. *Moving Up in Age.* Any Division 1 winners, teams that play in a premier league or premier teams that are comprised of players from multiple communities may be required to move up to the next age division, and will not be seeded in the U8, U9 and U10 non-competitive age groups. U10 and older Division 1 champions are normally moved up into WYSL Premier divisions where available.
 - C. *Additional Divisions.* The League reserves the right to increase or decrease the number of divisions and to place any team in any division. The League will endeavor to create divisions with even numbers of teams

in order to minimize byes and make-ups. The final placement of teams in divisions will be decided by the Seeding Committee.

- D. *Teams in Each Age Group.* Each club is limited to two teams per age group for U12 and older teams and three teams per age group for U9, U10 and U11 teams; provided, that a club may register a greater number of teams per age group upon a showing by the club to the Board of Directors with respect to the number of fields and referee support by the club, and that the continued registration of such additional teams shall be subject to review by the League of each team's competitiveness after one year.

2. Recognition Awards.

A. *Match Scoring for Standings.* Divisional winners will be decided on a points system (win=3 points, tie=1 point, loss=0 points). All players in the U11 through U14 age groups who are divisional winners will receive recognition awards (i.e., trophies, medals). Divisional winners shall be determined by the President in the event there has been an unequal number of games played or other unusual circumstances affecting one or more divisions. The League will not publish or post standings or award trophies for U8, U9 and U10 age divisions.

X. TOURNAMENTS

1. **League Participation.** No money will be allocated for club teams to play in any tournament except as may be determined by the League's Board of Directors.
2. **Member Tournaments.** No member club may hold a tournament on a day when League Travel games are scheduled. Permission to hold a tournament must be obtained from US Club Soccer.
3. **Permission to Travel Instructions.** WYSL teams are permitted to play friendly games or tournaments wherever permitted by US Club Soccer.
4. **Hosting Tournament Instructions. (US, Canada and Mexico).** Please submit to the League Office a completed Application to Host a Tournament or Games form and a completed Tournament Hosting Agreement. Both forms are available on the League website. Any application submitted less than ninety (90) days in advance may be charged a late fee.
5. **Foreign Travel or Hosting Foreign Teams.** Contact League office for instructions.

Tournament Printed Passes for WYSL Teams:

WYSL Teams entering events that require individual printed passes can have them printed by the League office for a fee of \$5.00 per pass. A minimum of a five-day notice is needed.

Tournament Players:

Tournament printed passes for Individual Players:

Players not currently registered in the WYSL seeking to guest play in a tournament-type event may register as a *tournament player* for a specified team within the League and obtain an individual player pass for a registration fee of \$30.00

Protests and Appeals

1. **Arbitration Board.** The Arbitration Board of the League shall manage all matters requiring arbitration which pertain to League sponsored competition(s). The Arbitration Board will administer game protests and behavioral incidents. At the direction of the Board of Directors, the Arbitration Board will attend to any matter not specifically addressed in the By-Laws or these Rules. The Arbitration Board has the authority to suspend or fine any player, coach, team, team official, club official, parent or other team and/or club supporter. The Arbitration Board has the authority to fine any member club.
 - A. *Composition.* There will be no less than three (3) and no more than five (5) members of the Arbitration Board, including the Chairman. The League's President, with the approval of the Board of Directors, shall select the members, including the Chairman, of the Arbitration Board for a one- or two-year term. The Chairman shall be a member of the Board of Directors; the other members may but need not be members of the Board of Directors.
 - B. *Voting.* Each member of the Arbitration Board, including the Chairman, shall be entitled to one (1) vote. The Chairman may cast a vote the same as other members. A minimum of three (3) members, including the Chairman, is required to hear a case and render a decision. No member of the Arbitration Board shall participate at any other level of appeal or discipline.
 - C. *Participants.* The Arbitration Board reserves the right to determine the participants and number of participants that may attend an Arbitration Board meeting.
 - D. *Convene Arbitration Board.* The Arbitration Board will convene at the discretion of the Chairman.
 - E. *Possession of Cards.* The League shall be entitled to retain in its possession all cards (US Club player registration pass or coach pass) until a decision is rendered and/or a suspension has been served.
 - F. *Club Will Be Assessed Each Time a Coach is Issued a Red Card.* In the event that a coach or player is issued a red card, the Arbitration Board will notify the club president in writing of the offense. The club will be assessed a fine each time a coach is issued a red card.
 - G. *Coach and Player to Appear at the Arbitration Board Hearing.* In the event that a coach or player is awarded a red card, at the discretion of the Arbitration Board, the red carded coach or the red carded player and the coach of the player's team, will be notified by the Arbitration Board to

appear in person at an Arbitration Board hearing of the case. The coach of the red carded player must accompany the player to such a hearing.

- 1) The Arbitration Board will notify the coach of the date, time and location of the hearing.
- 2) The pass of the red carded coach or player will remain in the possession of the League until said coach, or the player and coach, appear at the hearing.

2. **Protests and Disputes.** All questions relating to the qualification of competitions or interpretation of the rules or any dispute or protest whatever shall be referred to the Arbitration Board of the League. Protests and disputes are filed by member clubs, who bear responsibility for adherence to the rules regarding disputes and protests and guarantee all fees and fines. A decision of a referee may be protested, except that no judgment call by a referee may be the subject of a protest. A club, through its president, may file a protest alleging a violation of League rules which does not involve a judgment call by a referee.

A. *Validity and Eligibility.* To be valid and eligible for consideration, each protest must:

- 1) Be accompanied by a protest fee in the amount of \$50, in the form of a check or money order made payable to the Westchester Youth Soccer League.
- 2) Describe in full detail the grounds for the protest and bear the signature of the club's president, as well as the signature of the coach of the team initiating the protest.
- 3) Be accompanied by copies of any information to be presented by witnesses and/or supporting documents, and the names, addresses and phone numbers of any witnesses that the protesting team or club may wish to present. All hard copies are to be provided along with all supporting information and documents, and electronic copies available in electronic form.
- 4) Be provided to the League office by first class mail and post-marked, as well as (with respect to copies available in electronic form) e-mailed, no later than midnight of the second business day following the game or incident from which the protest arises to the Chairman of the Arbitration Board at the League's offices (and to "LDArgenio@wyslsoccer.org" and "arbitration@wyslsoccer.org"), and to the coach of the opposing team. A protest alleging a violation of League rules which are not game-related must be filed with the League within a reasonable period of time after becoming

aware of such alleged violation (but need not be filed within such 2-business day period), and a copy of such protest, together with all supporting materials, also be forwarded, by e-mail, to the president of the opposing club.

- 5) Pertain to a League sponsored competition.
 - 6) Be initiated by a party directly involved in the incident under protest. An involved party, as used throughout this Rule, is defined as the team coach or club president.
 - 7) Include all information necessary to allow a fair and just decision.
- B. *Non-Conformance.* Protests not filed within the required time limit or which have been submitted without written details or without remittance of the fee, or without a copy being sent to the coach or club president of the opposing team or club, or otherwise not in full conformance with Rule 2(A) of this Part, may be rejected without consideration.
- C. *Hearing; No Lawyers.* The Arbitration Board may, at its discretion, ask for a response from the opposing team or club and may, in the discretion of the Chairman of the Arbitration Board, conduct a hearing. Hearings generally will not be held for match ejections (red cards), unless the Chairman determines that the circumstances are unusual. Reasonable notice shall be given to involved parties and those others invited to aid in the Board's deliberations and/or to present relevant information, no later than two business days prior to the scheduled meeting. An Arbitration Board proceeding or hearing is not a legal proceeding or hearing. Involved parties may not be represented by legal counsel. However, on reasonable prior written notice to the League, a party may be assisted in the presentation of the party's case at a hearing, including the assistance of legal counsel, if desired.
- D. *Ignorance of the Rules.* A plea of ignorance of the rules and regulations of the League is not sufficient grounds for the filing of a protest or dispute.
- E. *Forfeiture of Appeal Rights.* An involved party failing to appear before the Arbitration Board after having received proper notice shall forfeit all rights to appeal.
- F. *Basis of Decision.* The Arbitration Board shall render a decision on any protest or dispute on the basis of any information, from any source that it deems appropriate under the circumstances.
- G. *Protest Fee Forfeited.* The protest fee shall be forfeited to the League in the event the protest is not upheld or not heard.

- H. *Conflict of Interest.* If a member of the Arbitration Board is connected with the division or with either of the clubs involved in the protest, he/she shall recuse himself from participating in the protest hearing.
 - I. *Appeal.* Decisions of the Arbitration Board shall be final and binding unless and until overturned under appeal as provided for in these Rules. A club may appeal a decision of the Arbitration Board only to the Appeals Committee of the League in accordance with these Rules.
3. **Appeals Committee.** The Appeals Committee of the League shall be responsible for hearing appeals pertaining to decisions rendered by the League's Arbitration Board or Sporting Review Board. The Appeals Committee has the authority to suspend or fine any player, coach, team, team official, club official, parent or other team and/or club supporter. The Appeals Committee has the authority to fine any member club.
- A. *Composition.* There shall be no less than three (3) and no more than five (5) members of the Appeals Committee, including the Chairman. The League's President, with the approval of the Board of Directors, shall select the members, including the Chairman, of the Appeals Committee for a one- or two-year term. The Chairman shall be a member of the Board of Directors; the other members may but need not be members of the Board of Directors.
 - B. *Voting.* Each member of the Appeals Committee, including the Chairman, shall be entitled to one (1) vote. The Chairman may cast a vote the same as other members. A minimum of three (3) members, including the Chairman, is required to hear a case and render a decision. No member of the Appeals Committee shall participate at any other level of appeal or discipline.
 - C. *Participants.* The Appeals Committee reserves the right to determine the participants and number of participants that may attend an Appeals Committee meeting.
 - D. *Convene Appeals Committee.* The Appeals Committee will convene at the discretion of the Chairman or any two (2) members.
4. **Appeals.** Appeals of a decision rendered by the Arbitration Committee or Sporting Review Board are filed by member clubs, who shall be responsible for adhering to the rules regarding appeals and guarantee all fees and fines.
- A. *Validity and Eligibility.* To be valid and eligible for consideration, each appeal must:
 - 1) Be accompanied by an appeal fee in the amount of \$100, in the form of a check or money order made payable to the Westchester Youth Soccer League.

- 2) Be submitted with the approval of the member club. The submittal must describe in full detail the grounds for the appeal and bear the signature of the member club's president, as well as the signature of the affected coach of any team.
 - 3) Be accompanied by three (3) copies of any information to be presented by witnesses and/or supporting documents.
 - 4) Be provided to the League office by first class mail and post-marked, as well as (with respect to copies available in electronic form) e-mailed, no later than midnight of the tenth (10th) calendar day after the date of notice of the decision of the Arbitration Board giving rise to the appeal to the Chairmen of the Appeals Committee at the League's office, with email copies to the coach of the opposing team and the president of the opposing club.
 - 5) Pertain to a decision rendered by the Arbitration Board.
 - 6) Be initiated by a party directly affected by the decision under appeal. An affected party, as used throughout this Rule, is defined as a team coach and/or a club president who was party to the decision under appeal.
 - 7) Include all information necessary to allow a fair and just decision.
- B. *Non-Conformance.* Appeals not filed within the required time limit, or which have been submitted without written details or without remittance of the fee or without a copy being sent to the opposing team or club, or otherwise not in full conformity with Rule 4(A) of this Part, may be rejected without consideration.
- C. *No Lawyers.* An Appeals Committee hearing is not a legal proceeding. Involved parties may not be represented by legal counsel. Attorneys may appear before the Committee only as affected parties in an individual capacity and not as legal counsel.
- D. *Ignorance of Rules.* A plea of ignorance of the rules and regulations of the League is not sufficient grounds for the filing of an appeal.
- E. *Forfeiture of Appeal Rights.* An affected party failing to appear before the Appeals Committee after having received proper notice shall forfeit all rights to appeal.
- F. *Basis of Decision.* The Appeals Committee shall render a decision on any appeal on the basis of any information, from any source that it deems appropriate under the circumstances.

- G. *Appeals Fee Forfeited.* The appeals fee shall be forfeited to the League if the Appeals Committee does not uphold the appeal.
- H. *Conflict of Interest.* If a member of the Appeals Committee is connected with the division or with either of the clubs involved in the appeal, he shall rescue himself from participating in the appeal.
- I. *Participation in Meetings.* Appeals shall be heard in person or by telephone conference call at the Chair's discretion; it shall be closed to the public. The Appeals Committee may set time limits for oral argument, if any, as deemed appropriate by the Appeals Committee.
- J. *Burden.* The appellant shall bear the burden of showing that the decisions being appealed from is clearly erroneous.
- K. *Hearing.* The Appeals Committee shall be convened by the Chairman at his or her discretion. Notice shall be given to affected parties, the Chairman of the Arbitration Board, and others invited to aid in the Committee's deliberations and/or to present relevant information, no later than two business days prior to the scheduled meeting.
- L. *Evidence.* No new evidence may be presented to the Appeals Committee unless circumstances have materially changed, or new facts are discovered that were unavailable at the time of the original hearing. In such case, the Appeals Committee may allow that such new evidence be presented to it provided all parties to the appeal have been given notice and are prepared to respond to the materially changed circumstances or previously unavailable or undiscovered facts.
- M. *Stay of Arbitration Board Decision.* A decision rendered by the Arbitration committee from which an appeal is taken may be suspended by the Appeals Committee only upon written application by the appellant which accompanies the Notice of Appeal and the finding by the Appeals Committee of good cause shown. Good cause shown may only be made upon a unanimous vote of the Appeals Committee and a written decision which specifically states that there is a strong likelihood of success upon the appeal and that circumstances are present which clearly show that the appellant will suffer irreparable harm unless the decision from which the appeal is taken is suspended pending the determination of the appeal. The decision of the Appeals Committee regarding suspension of the decision pending determination of the appeal shall be final and may not be further appealed.
- N. *Limit of Relevancy.* No decision which arises out of the application of the rules of competition that is made in the course of the competition, and has

no consequence beyond the competition as herein defined, shall be appealable. For the purposes of this policy, the term “competition” may include games, tournaments, league play or a regular season.

- O. *Timeliness of Decision.* The Appeals Committee shall render a decision within ten (10) business days of the completion of the appeal hearing. Failure to render a decision within this period shall entitle the party filing the appeal to submit the appeal to the next level of authority without determination and the appeal fee submitted shall be refunded.
- P. *Notification of Decision.* All parties to an appeal shall be notified in writing of the decision rendered by the Appeals Committee within fifteen (15) business days of the completion of the appeal hearings.
- Q. *Appeal.* Decisions of the Appeals Committee shall be final and binding unless and until overturned under appeal as provided for in these Rules.

SUPPLEMENTARY RULES FOR U8 4v4 DIVISIONS

The following supplementary rules for the U8 4v4 Divisions supplement and modify the Rules and Regulations of the League in accordance with the USSF Player Development Initiatives (the “PDI”). To the extent there is any inconsistency between the terms of this Appendix D and the Rules and Regulations, the terms of this Appendix D shall prevail.

1. Minimum roster size per team will be 8; maximum roster size will be 12.
2. Teams will play in a mini-festival match format against three or more opposing teams from the same division all at a single scheduled location. The mini-festivals will be managed by the League’s designated U8 4v4 field marshal (the “Field Marshal”), who will administer these rules and, among other responsibilities, set up fields and determine the exact number of games and the duration of games to be played by each team’s squads.
3. Before match play begins, the coach of each team will divide the team into two squads. Each squad will play from three to five 4v4 games, each from 11 to 18 minutes in duration depending on the number of teams participating, against squads from other teams with each squad’s total playing time not to exceed one hour. Each squad must have at least three players to play or continue a match. The number of players per squad shall meet the following requirements based on the number of players present as of the start of match play:
 - a. A team with eight or more players must assign at least four players to each squad.;
 - b. A team with seven players must assign three to one squad and four to the other.
 - c. A team with six players must assign three to each squad.
 - d. A team with three to five players must assign all its players to a single squad (and the second squad, with no assigned players, would forfeit all of its games).
 - e. A team with fewer than three players would forfeit all of its games.
 - f. Only one forfeiture fee will be imposed on a team.
 - g. Generally, players should not move between a team’s squads once match play starts with that team’s first game. However, a team’s coach may move players between a team’s squads with the consent of the Field Marshal in the interest of allowing games to be played and players to achieve optimal playing time (e.g., when players arrive late or need to leave early).
4. The first games of the mini-festival match will start at such time, no earlier than the start time set forth in the WYSL schedule, when the Field Marshal, in its sole discretion, determines that the first game of the mini-festival is ready to begin, regardless of the number of players then at the match site for any particular team (and any forfeitures respect to the first game will be determined as of that time). No waiting period will apply to allow additional players to arrive at the match site. If a game is not forfeited (i.e., a

squad has at least three players), late-arriving players may be added to that squad during that game (and for subsequent games) and may come on the field during a stoppage of play.

5. Each squad will play with four field players, no goalkeeper, on the pitch at one time. (If one squad has only three players per paragraph 3, it will play with three players and the coach of the other squad may decide whether to play with three or four players.)
6. The Field Marshal will specify which squad is the home team and which squad is the away team for each game. The away team will decide which goal to attack and the home team will take the kick-off to start the game.
7. One carded coach per team may supervise the team's squads' simultaneous games, but the League strongly recommends that each team have two carded coaches present - one to supervise each game.
8. The Field Marshal will be responsible to work with the club hosting each mini-festival to comply with the field requirements as consistently as possible with the PDI.
9. Goal size will be 6 feet wide and 4 feet high.
10. Ball size will be number 3.
11. Restarts:
 - a. Kick offs, goal kicks, corner kicks, and drop balls will be used to start or restart play as with the older age groups, and kick-ins will be used rather than throw-ins, following the requirements of the Laws of the Game, as modified below.
 - b. Kick offs will be taken from a spot at the approximate center of the midfield line. All opposing players must be at least ten (10) feet from that spot until the kick is taken.
 - c. Goal kicks will be taken from any point within five (5) feet of the end line. All other players must be at least ten (10) feet from the spot when the kick is taken and should not move closer than ten (10) feet from that spot or touch the ball until the ball moves at least ten (10) feet from that spot. If the ball does not move at least ten (10) feet from that spot, or if there is any other non-trifling violation of this rule, a re-kick should be taken.
 - d. Corner kicks will be taken from a spot within a yard of the corner of the field closest to where the ball went over the end line when last touched by a player from the defending team. Players on the defending team will be required to remain ten (10) feet away from the ball until the kick is taken.
 - e. Kick-ins will be used to return a ball that has left the field of play over one of the side touch lines. Players on the defending team will be required to remain ten (10) feet away from the ball until the kick is taken.
 - f. All free kicks will be indirect free kicks (even where the Laws of the Game would otherwise call for a direct free kick). On all free kicks, players on the defending team will be required to remain ten (10) feet away from the ball until the kick is taken.

- g. Deliberate heading is not allowed. When a player heads the ball deliberately, in the opinion of the Field Marshal, play should stop and an indirect free kick will be awarded to the opposing team from the spot where the heading occurs (provided, that, if that spot is less than ten (10) yards from the goal defended by the team of the player who deliberately headed the ball, the kick should be taken from a spot which is ten (10) yards from that goal (at approximately the same angle to the goal as the angle from the spot where the deliberate heading took place to the goal).
 - h. Determination of all distances under this rule will be at the complete discretion of the Field Marshal.
- 12. The offside rule will NOT be in effect.
- 13. There will be no referees. The Field Marshal will be responsible for supervision of all matches and shall assume the responsibilities otherwise assigned to the referee under Rule III.1 except to the extent that the League explicitly notifies the Field Marshal that it does not need to follow any specific requirement of the rules. Behavior that would normally result in a yellow or red card will be handled by the Field Marshal and the coaches present. In unexpected circumstances where the Field Marshal is not present for any particular game, the coaches of each squad will supervise the match consistent with the rules, always following rule 15 below.
- 14. Unlimited substitutions may be made at any time. (That is, substitutions may be made on the fly.)
- 15. All interpretations of the rules for this age group should consider first the safety of the players and second the developmental nature of play at this age group. The emphasis should be on playing and having fun, not strict interpretation of the Laws of the Game as modified by these rules.

Rules Relating to Heading and Concussion Management

1. Heading

- a. Deliberate heading is prohibited in games in all divisions U11 and younger and, in the fall season, in all U12 divisions.
- b. When a player playing a game in one of these divisions heads the ball deliberately, in the opinion of the referee, the referee should stop play and award an indirect free kick (IFK) to the opposing team from the spot where the heading occurs. If the deliberate header occurs within the goal area of either team, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the heading occurs. (Restart location for U8 divisions playing 4v4 shall be as set forth in Appendix D.)
 - i. Heading the ball is NOT a violation of the Laws of the Game; it does not constitute a foul or other infraction of the Laws of the Game.
 - ii. Accordingly, the only consequences for deliberate heading are as set forth in this Rule.
- c. If a player playing in a division U13 or older in the fall season or U12 or older in the spring season is younger than 11 at the commencement of the season, such player (x) should not head the ball during games and practices until such player turns 11, and (y) shall not be allowed to play in WYSL games prior to turning 11 unless (A) that player's parent or legal guardian, (B) that player's head coach, and (C) the president of that player's club each executes a waiver/consent in the form prescribed by the League with respect to that player's playing in a division where heading is permitted, in which, among other things, all signatories acknowledge that the player may not head the ball in games or practices.
- d. Referees should enforce these rules by age group division and should not assess the age of individual players on the field.
- e. In the U8 divisions playing 4v4, the Field Marshal shall exercise the responsibilities assigned in this section 1 to the referee.

2. Game management of injuries involving the head

- a. Referee and Coach Training.
 - i. Referees of WYSL games shall have all concussion awareness and management training required of USSF licensed referees.
 - ii. WYSL coaches shall have all concussion awareness and management training required of WYSL coaches under WYSL rules.
- b. Referee discretion. Referees shall have the discretion to make determinations under these Rules, and are advised by the League to err on the side of caution and player safety. Coaches, players and others are expected to respect and not argue with referees' determinations in carrying out the language and spirit of these rules.

- c. Game stoppage.
 - i. The referee shall immediately stop the game if the referee (x) observes or otherwise becomes aware of a forceful bump, blow or jolt to a player's head or a hit to the body that results in rapid movement of the head (as a result of direct contact with another player or equipment or the ground or otherwise), or (y) becomes aware that a player is complaining about or is showing signs or reporting symptoms consistent with having suffered a concussion or other traumatic brain injury¹.
 - ii. If a player's coach (x) observes or otherwise becomes aware of such a bump, blow, jolt or hit, or (y) becomes aware that a player is complaining about or is showing signs or reporting symptoms consistent with having suffered a concussion or other traumatic brain injury, and the referee does not promptly stop the game, such coach shall attempt to get the referee's attention (without violating applicable League rules and the Laws of the Game) and advise the referee accordingly.
- d. Removal of player from game.
 - i. If the referee or a player's coach becomes aware that a player is complaining about or is showing signs or reporting symptoms consistent with having suffered a concussion or other traumatic brain injury, whoever becomes so aware must remove that player from that game. To avoid any doubt, the referee and coach do not need to agree; if either becomes aware of these facts, the player must be removed from the game.
 - ii. Unless there a health care professional onsite who, complying with the [US Soccer Recognize 2 Recover Concussion Initiative Guidelines \(US Soccer Guidelines\)](#), determines that the player in question did not suffer a concussion or other traumatic brain injury and clears the player to resume play by completing and signing the Return to Play form prescribed by the League, any player so removed shall not return to play in that game. For purposes of these rules, a "health care professional" is, as defined in the US Soccer Guidelines, a licensed professional, such as an athletic trainer certified (ATC) or physician (MD/DO), with skills in emergency care, sports medicine injuries and experience related to concussion evaluation and management.
 - iii. When a player is removed from a game, the referee shall (x) make a note on both the line-up card and the referee's report that the player is suspected of having sustained a head injury (noting the input of any onsite health care professional conveyed to the referee), and (y) retain such player's pass and send it to the League office no later than the next business day following the day of the game.
- e. Return to play in WYSL games. Any player so removed from a game shall not be permitted to play again in a WYSL game or other WYSL-sanctioned competition

¹ See [Concussion Signs and Symptoms](#) on the website of the Centers for Disease Control and Prevention.

unless and until such player is cleared by a health care professional to resume play by completing and signing the Return to Play form prescribed by the League.

- f. Interpretation. These rules are based on the [US Soccer Guidelines](#) and the specific requirements stated here are intended to be interpreted to require no less than what is required under such Guidelines, [as such Guidelines were adopted as requirements by US Club Soccer](#).
- g. U8 7v7 Divisions. In the U8 divisions playing 4v4, the Field Marshal, with the cooperation of the coaches, shall exercise the responsibilities assigned to the referee in this Section 2.