

## WSSL SPRING 2017

### Game Day Procedures for Team Officials and Referees

Updated 3/25/2017

#### GAME CARDS:

1. Game Cards should be printed **a DAY** in advance by a Team Official for the home team.
2. The **HOME TEAM** is responsible for printing **two** copies of the Game Card. The Game Card will show both home and away team rosters.
  - a. To print Game Cards within GotSoccer. Login using the TEAM username and password. DO NOT USE YOUR COACH OR MANAGER ACCOUNT.
  - b. Within the box labeled "Event Applications: Accepted", click on the appropriate WSSL event, either "WSSL – Spring 2017 – Select" **or** "WSSL – Spring 2017 – Recreational"
  - c. Click on the "Schedule" tab. You will now see your Spring 2017 schedule, in its entirety.
  - d. Click on the PDF icon to the left of each game for which you want to print Game Cards.
  - e. Print **two** copies of the Game Card; one for the losing team and one to be mailed to the WSSL Scorekeeper by the winning team or the home team in the case of a tie.

#### GAME DAY PROCEDURES:

1. The home team is responsible for 100% payment of referee fees unless the game being played is a rescheduled game due to the original game having been deemed unplayable, by the referees, due to poor field conditions. Games rescheduled for the above reason are rescheduled to be played at the original visiting team's home fields with the original home team responsible for payment of the referee fees at the rescheduled game.
2. Prior to the start of the game, Team Officials for both the home and away teams should make sure the following is completed on each Game Card.
  - a. ALL player numbers are listed. These can be hand-written.
  - b. For ANY teams using Club Guest players, the Club Guest players MUST be listed. These should be hand-written.
  - c. **Any player or team official sitting-out for Red/Yellow cards, team discipline or injury, should be noted.**
3. After completing the steps in #1 above, give both copies of the Game Card to the Referee(s). Prior to the start of the game, the Referee(s) should complete the following:
  - a. Print their own names, where indicated, on each Game Card.
  - b. Using the Game Card(s), check-in the players of both teams and note their presence with a mark next to their name. ALL SELECT TEAM PLAYERS MUST HAVE A CURRENT WSSL ADMINISTRATOR APPROVED PASSCARD! ALL RECREATIONAL TEAM PLAYERS MUST BE LISTED ON A CURRENT WSSL ADMINISTRATOR APPROVED RECREATIONAL TEAM ROSTER.
4. Following the finish of the game. The Referee(s) should make sure the following is completed.
  - a. The FINAL score for each team is recorded on each Game Card. **Forfeits are recorded as 2 – 0.**

- b. Any Yellow or Red cards received are recorded on each Game Card. These should be marked, where indicated, next to the offending players name and for Red cards received, an explanation given on the back of each copy of Game Card.
  - c. A Team Official from BOTH teams should sign, where indicated, at the bottom of each Game Card.
  - d. An official from the winning team (or home team in the case of a tie) receives a copy of the game card and an official from the other team receives the other copy.
5. An official from the **WINNING TEAM** or **Home Team in the Case of a Tie** is responsible for completing the following **WITHIN 48 HOURS OF THE FINISH OF THE GAME**.
- a. Reporting the game score and any cards received into GotSoccer. Specific information is provided in the "Instructions/Notes" section of each Game Card.

**To phone in scores and cards received: 1-904-758-0875**

- I. Update Game Record, Press: 1
  - II. Event ID: "59351" for Select or "59564" for Rec., followed by #
  - III. PIN: "1234" followed by #
  - IV. Enter game number followed by #
  - V. To enter scores, Press: 1 and then follow the prompts
  - VI. To enter yellow card(s), Press: 2 and then follow the prompts
  - VII. To enter red card(s), press: 3 and then follow the prompts
- b. MAIL a copy of the Game Card to:  
WSSL Scorekeeper  
P.O. Box 702367  
Plymouth, MI 48170  
OR

**SCAN AND EMAIL a copy of the Game Card to:**

**wsslscore@gmail.com**

GotSoccer has added the ability to scan a QR code (automatically printed on game cards where phone-in service is permitted) it is very cool and very fast!

The link is: <http://www.gotsport.com/Content/directors/upimg/dir8934/entering%20scores.pdf>

# WSSL Policy on Spectator Behavior

All WSSL member organizations have adopted this policy regarding inappropriate and disruptive behavior by spectators at WSSL games.

Inappropriate and disruptive behavior includes but is not limited to:

1. Using abusive language or gestures directed at anyone at any time.
2. Taunting players, coaches, officials, or other spectators by means of baiting or ridiculing.
3. Threatening physical violence or engaging in physical violence against any other spectator, coach, player, or official.
4. Throwing or kicking any object in the spectator viewing area, players bench area, or field that in any manner creates a safety hazard or is perceived by game officials as thrown/kicked with intent to strike another person.
5. Urging players to violate the Laws of the Game.  
*Example: Urging a player to push or trip other players*
6. Questioning the calls, knowledge, skills, or positioning of an official.

Each coach is responsible for the behavior of their spectators. Coaches may be issued cautions or send-offs if in the opinion of the referee their efforts to control spectators including honoring spectator removal requests are ineffective.

- When a spectator displays inappropriate and disruptive behavior the game may be STOPPED by the Official. The Official will identify violators to the coach for the purpose of quieting or removing the violator(s) from the game area. The game area includes the playing field, adjacent sidelines, behind the goals and, if within verbal earshot, the parking lot. Play will resume after the behavior has been addressed.
- In the event that a spectator cannot be associated with either team both coaches must then cooperate in the spectator's removal.
- If further incidents occur, the game may be abandoned.

Repeated offenses may lead to expulsion of the offending team, and/or member organization from membership in the WSSL by the WSSL Board of Directors.

# WESTERN SUBURBAN SOCCER LEAGUE LAWS OF THE GAME

<http://wsslsoccer.org>

Revised Jan. 4, 2017

Games shall be played in accordance with the Laws of the Game as published by FIFA, and the following WSSL modifications.

## Law 1. The Field

General conditions. The field of play shall be reasonably flat, grass or artificial turf fields, free from structures that may endanger the players. The field must be rectangular. The length of the touchline must be greater than the length of the goal line. The home team will be responsible for the condition of the grounds, the proper field markings and proper equipment. **Nets and corner flags are required. Goals are required to be properly installed. Moveable goals must be anchored. The game will not be permitted to start if the movable goals are not anchored.**

**All games shall be played on age appropriate sized fields.** If a field does not meet the minimum field size and the visiting coach doesn't agree to play on the field, the game will be replayed on the visiting team's home field and the original home team will pay the referees for the replayed game at the visiting team's pay rate.

### **4v4 (U8)**

Dimensions:	Length: minimum 25 yards	maximum 35 yards
	Width: minimum 15 yards	maximum 25 yards
Markings:	Center circle: 8-yard radius	Corner arc: 1-yard radius
	Penalty area: 10 yards	Goal area: 6 yards
Goals:	4 ft x 6 ft	Penalty mark is 8 yards from the goal line
Corner flags:	Not required for U8 only	

### **7v7 (U9Y-U10)**

Dimensions:	Length: minimum 55 yards	maximum 65 yards
	Width: minimum 35 yards	maximum 45 yards
Markings:	Center circle: 8-yard radius	Corner arc: 1-yard radius
	Penalty area: 10 yards	Goal area: 6 yards
Goals:	6(.5) ft x 18(.5) ft (recommended)	Penalty mark is 10 yards from the goal line
	Penalty arch is 8 yards from penalty mark (18 from goal line)	

### **9v9 (U11-U12), 7v7 (U15-U19 small sided)**

Dimensions:	Length: minimum 70 yards	maximum 80 yards
	Width: minimum 45 yards	maximum 55 yards
Markings:	Center circle: 8-yard radius	Corner arc: 1-yard radius
	Penalty area: 14 yards	Goal Area: 6 yards
Goals:	6.5-7 ft x 18.5-21 ft	Penalty mark is 10 yards from the goal line

### **11v11 (U13Y-U19)**

Dimensions:	Length: minimum 100 yards	maximum 112 yards
	Width: minimum 50 yards	maximum 75 yards
Markings:	Center circle: 10-yard radius	Corner arc: 1-yard radius
	Penalty area: 18 yards	Goal Area: 6 yards
Goals:	8 ft x 24 ft	Penalty mark is 12 yards from the goal line

U9Y-U10 games will have "build-out" lines located midway between the top of the penalty area (not penalty arch) and half line that offensive players must stay behind when the goalkeeper has ball possession or a goal kick is being taken (by any player). The build-out lines are not required to be painted on the field, but may alternatively be

UPDATED 04/01/2017 –

### WSSL Passcards

All **select** team coaches, assistant coaches, managers, adult team officials and players must have a WSSL-approved passcard which shall have a current photograph of the name individual permanently affixed and which will be presented to the referee prior to each game.

Should any players' passcard not be available, they shall be permitted to play in the game after having provided to the referee prior to the game, his/her name, signature and birth date. The referee shall note this information on the Game Card and at the conclusion of the game, advise the coach of the opposing team of this information and make it available to him/her. The opposing team coach has a right to challenge such a player by contacting the WSSL Administrator for verification that the challenged player(s) is/are properly registered and eligible to play. If the WSSL Administrator records show that the player(s) is/are properly registered to play, the matter is finished. If the WSSL Administrator records show that the player(s) is/are not properly registered to play, the offending team shall automatically forfeit that game and the coach may face further disciplinary action.

### WSSL Club Guest Player Rules

1. Only WSSL registered recreational or select team players may guest play onto other WSSL **select** teams within their same WSSL Club. Only WSSL registered **recreational** team players may guest play onto other WSSL **recreational** teams within their same WSSL Club. **Recreational** team guest players must receive club representative approval prior to game for U12 teams and younger.
2. A player's age and gender for guest playing is determined by the team age and gender of the team on which they are officially rostered.
  - a. A U9 aged player officially rostered to a U10 team is considered U10.
  - b. For UY divisions, the UY divisions are considered the highest divisions of the team age. U13Y, Div. 1 is considered U12, Div. 1; U13Y, Div. 2 is considered U12, Div. 2; followed by U12, Div. 1 is considered, U12, **Div. 3**; U12, Div. 2 is considered U12, **Div. 4** and so on for guest playing purposes ONLY!
3. A guest player must be from the same Club and on a WSSL Administrator approved official team roster.
  - a. A **select** team guest player may play laterally between teams within the same division.
  - b. A **select** team guest player may play down within the same gender and age group but by no more than two divisions: division 1 to 3, division 2 to 4, division 3 to 5, division 4 to 6, etc.
  - c. A **select** team guest player may play up from a division lower, an age group younger but by no more than two years, or from a girl's team to a boy's team of the same year or an age group younger but by no more than two years. No younger than U14 may play in the U19 age groups.
  - d. A **recreational** team guest player may play laterally between teams within the same age group, up from the same gender and age group, an age group younger but by no more than two years, or from a girl's team to a boy's team of the same year or an age group younger but by no more than two years. No younger than U14 may play in the U19 age groups.
4. The maximum times a guest player may guest play in a week is two times.
  - a. The week is defined as starting on Sunday and ending on Saturday.
5. The maximum number of players that may guest play to a team at any single game is as follows:
  - a. U8, U9, U10 = 3
  - b. U11, U12 = 4
  - c. U13 and older = 5
  - d. The total number of players per team, including guest players, cannot exceed the age group roster maximum as follows: U8 is 11, U9-U10 is 12, U11-U12 is 15 and U13Y-U19 is 18.
6. Prior to the start of the game, the coach using the guest player(s) must list the guest player(s) on the WSSL/GotSoccer Game Card. Select players must present a WSSL-approved player passcard to the referee. Recreational players may use a copy of their original team's WSSL-approved roster in place of a passcard when guest playing at the recreational or select level.
7. Guest players are only eligible to guest play if free of suspensions.
  - a. A player's history of play is the responsibility of the coach using the guest player.
8. Violations of the above WSSL Club Guest Player Rules will result in a game forfeit and a one-game suspension for the coach.

marked with four markers (such as disc cones) at both sidelines. If the attacking team is retreating toward the build-out line and not pressuring the goalkeeper, the goalkeeper may distribute the ball prior to the attacking team reaching the build-out line.

### Law 2. The Ball

Size #3 for age groups under 8

Size #4 for age groups U9Y-U12

Size #5 for age groups U13Y-U19

### Law 3. The Players

<b>4v4</b>	maximum minimum Roster:	four (4) field players + no (0) goalkeeper three (3) field players + no (0) goalkeeper minimum number of players on roster is 4 maximum number of players on roster is eight (8).
<b>7v7</b>	maximum minimum Roster:	six (6) field players + one (1) goalkeeper four (4) field players + one (1) goalkeeper minimum number of players on roster is 7 maximum number of players on roster is fourteen (14).
<b>9v9</b>	maximum minimum Roster:	eight (8) field players + one (1) goalkeeper five (5) field players + one (1) goalkeeper minimum number of players on roster is 9 maximum number of players on roster is eighteen (18).
<b>11v11</b>	maximum minimum Roster:	ten (10) field players + one (1) goalkeeper six (6) field players + one (1) goalkeeper minimum number of players on roster is 11 maximum of 22 on roster, maximum of 18 per game.
<b>U15-U19</b>	maximum Small minimum Sided Roster:	six (6) field players + 1 goalkeeper three (3) field players + one (1) goalkeeper maximum of 22 on roster, maximum of 18 per game

Substitution Procedure:

A player who has been replaced may return to the game at a later time. **WSSL does not limit the number of substitutions made per game.**

Substitutes shall be allowed in the following circumstances:

- a. U13Y-U19: Prior to a throw in by either team only if the team that has possession of the ball is making a substitution.
- b. U8-U12: Substitutions may occur at any out of bounds (regardless of possession), but not during free kicks.
- c. Prior to a goal kick by either team.
- d. Prior to the game being restarted after a goal (kick off) by either team.
- e. During the interval between periods by either team. Referee notification is only required when the goalkeeper is substituted at this time.
- f. For a player(s) that has received a caution (yellow card) – the opposing may substitute a like number of players.
- g. For an injured player(s) – opposing team may substitute a like number of players.
- h. For a player(s) who is ejected (red card) from the game – neither team shall substitute, and the offending team shall play the game less the number of player(s) ejected. If, however, the goalkeeper is ejected, a substitute may replace another player of the same team so as to play as the goalkeeper. The offending team must still play with a reduced number of players reflecting the ejection of the goalkeeper.

If a player changes places with the goalkeeper without the referee's permission, the players concerned and coach will be issued a verbal **warning** when the ball is next out of play. No free kick will be awarded, even if the new goalkeeper handles the ball.

If an ejected team official or player enters the field, play restarts with a direct free kick. If not a rostered official/player, play restarts with a dropped ball.

Technical area: along one touch line between the two 18-yard lines or, if sideline is shared, between the halfway line and 18-yard line on their half of the field.

**U8-U11:** Coaches are allowed to be on their team's defensive half of the field for the first game of each the fall and spring seasons.

#### **Law 4. The Players Equipment**

The team color shall be the color of the shirt.

- a. Opposing teams shall wear shirts that are distinctively different in color.
- b. If opposing teams are the same color, the home team shall change to an alternate color of shirt.
- c. Each player reporting to a team shall have a number that is at least four inches high and permanently attached to the back of the shirt. For recreational teams, a number is not required on an alternate shirt. Players are not allowed to switch numbers after the team has been checked-in by the referees without notifying a referee of the change.
- d. Long pants may be worn in addition to the required uniform. Long-sleeve shirts may be worn underneath the required jersey. Neither needs to match the primary color of the jersey's shirt or shorts.
- e. Duplicate jersey numbers on the same team are allowed, but referees must be able to determine the different players for reporting purposes.
- f. Tape or material on/covering socks does not need to be the same color as the socks.
- g. If a player's shinguard comes out or other equipment malfunctions, they must fix it at the next stoppage. They do not need to leave the field of play in order to do so.

#### **Law 5. The Referee**

All referees will be registered with USSF through the State Referee Association. No person shall officiate as a referee or assistant referee in any match under the sanction or jurisdiction (direct or indirect) of the WSSL who is not registered.

Referee is appointed and paid by the home team's club and paid according to the club's pay schedule.

The referee's jurisdiction shall be empowered either on the field of play or in the vicinity of the field at all times, prior to, during and after the game.

A referee shall not officiate any game in which a relative is engaged as a team participant.

A three official diagonal system shall be utilized for 7v7, 9v9 and 11v11 games. In the event that less than three officials are present, the referee shall appoint club linesmen as required. 4v4 games may be played with one referee.

The referee shall be at least one year older than the oldest player and be professionally dressed in full uniform.

Prior to the start of the match, the referee shall verify the identity of the players, coaches, managers and team officials; and shall make sure that each player's equipment is in proper order.

Prior to the start of the match, the referee shall make sure all goal nets and corner flags are properly installed, anchored and in proper repair, that the field has the proper markings and the ground is fit for play.

If the designated referee has not reported to the field within 15 minutes of the scheduled starting time, the opposing coaches may appoint a referee that is satisfactory to both coaches. In the event both coaches do not agree on an

alternate referee, then the match shall be rescheduled (see pre-game rules #3). In the event the referee reports after the game has started, it shall be the discretion of both coaches to permit the referee to take charge of the game. However, the game shall in no event be restarted.

A player injured by a carded foul (both red or yellow) can be quickly treated and stay on the field.

#### **Law 6. The Assistant Referees**

**4v4 (U8)** Assistant referees are not required (the offside rule is not enforced).

An assistant referee shall not officiate any game in which a relative is engaged as a player or coach, unless acting as a club linesmen when duly appointed by the referee. Assistants should be professionally dressed in full uniform.

In the absence of the appropriate number of assistant referees, the center referee should appoint club linesmen who may be recruited from any spectators present. Club linesmen are only responsible for calling whether a ball crosses the sideline or goal line, not the direction of the restart or any fouls.

#### **Law 7. The Duration of the Match**

Periods of Play: Based on the division's age group, the match shall last for two equal periods of:

- 45 minutes for age groups U17, U18 & U19
- 40 minutes for age groups U15, U16
- 35 minutes for age groups U13Y, U13, U14 & U15-U19 7v7
- 30 minutes for age groups U10Y, U11 & U12
- 25 minutes for age groups U9Y, U9 & U10

Based on the division's age group, the match shall last for four equal periods of:

- 10 minutes for age groups U8

Stoppage time will be added at the referee's discretion. No overtime periods are allowed. Games that end (regulation plus stoppage time) in a tied score are considered ties/draws for purposes of league game scoring (see Law 10. The Method of Scoring).

#### **Law 8. The Start and Restart of Play**

At the discretion of the referee, the scheduled start of the game may be delayed a maximum of 15 minutes if a team has less than the minimum number of players, including the goalkeeper, on the field.

Minimum number of players: 11v11 play is 7 players, 9v9 play is 6 players, 7v7 play is 5 players and 4v4 is 3 players.

**4v4 (U8) and 7v7 (U9Y-U10) Kickoff:** A goal may **not** be scored directly from the kickoff. (U8-U10 kickoffs are indirect, the same as U8 free kicks)

Kickoffs can move in any direction off the first touch. Players cannot dribble off a kickoff.

The referee cannot manufacture the outcome of a dropped ball.

#### **Law 10. The Method of Scoring**

For all WSSL seasonal league games, the following method of league game scoring will be used in order to determine league division winners:

- 3 points awarded for a win
- 1 point awarded for a tie
- 0 points awarded for a loss

WSSL awards division wins to ALL teams placing first in their division. There are no tiebreakers for first place; all teams tied for first place are considered division winners. For recreational teams, WSSL awards player trophies to



all U11 and older division winners. For select teams, WSSL awards player trophies to all division winners. U8-U10 game results and standings (both recreational and select) will not be published until the season is complete.

Mercy rule (Recreation games only): When the goal differential becomes five (5), the losing team may add just one extra player (if subs are available and they choose to do so), regardless of whether any more goals are conceded.

Forfeits: The score of any forfeit shall stand 2-0 against the forfeiting team. Any team which forfeits a game shall not be eligible for a division championship unless otherwise determined by the WSSL Scorekeeper. Any team with two (2) or more forfeits during a season may be subject to suspension and/or appropriate disciplinary action by the WSSL Executive Board.

Canceled Games: Any canceled game is considered a game not played and will not be considered when calculating points.

If a team is unable to compete or disbanded prior to the completion of the season, no points or goals for or against shall be awarded to any team included in their WSSL schedule.

#### **Law 11. Offside**

**4v4 (U8)** The offside rule shall not be enforced. (Offside is enforced for U15-U19 7v7.)

**7v7 (U9Y-U10)** Offside offenses cannot be called in between the two build-out lines. They can be called between the build-out lines and goal lines.

Indirect free kicks awarded for offside offenses will be taken at the spot where the offside line was crossed by the offside individual closest to the moment the ball was kicked toward them, or at the point of contact if coming back toward the ball from an offside position.

A player can be offside in their own defensive half if they are in an offside position on the offensive half when the ball is played and they cut back onto their defensive half to receive it. An attacker in the goal can be penalized for offside if they are involved in the play.

#### **Law 12. Fouls and Misconduct**

Cautions are cumulative throughout the fall and spring seasons. If a player or coach receives three (3) cautions in a soccer year (fall/spring), they are disqualified from participating (or attending, if a team official) the next scheduled league contest.

A player or coach who has been sent off must leave the vicinity of the field of play and the technical area. The ejected individual shall physically retreat to an area designated by the referee. An ejected coach or player cannot return to the vicinity of the field at any time even after the game has ended.

U11 and younger players may no longer perform a purposeful header intentionally. This will result in an indirect kick being awarded to the opposing team. Defensive headers on the goal line will NOT result in a card (caution or send off) for denying an obvious goal-scoring opportunity. There is no advantage (ie. an attempted defensive header still goes into goal is no goal) or persistent infringement (multiple headers, no cards) applied to U8-U11 headers.

Contact on a foul is always a direct kick (even for impeding).

Attempted violent conduct by contact may be deemed a red card send-off, even if contact is not successful.

Striking of the head/face when not challenging an opponent for the ball is a red card send-off.

If advantage is allowed after a send-off offense and the offender again gets involved, play is stopped, red card is issued and play is restarted with an indirect kick at the second location.

Denying an obvious goal-scoring opportunity is a red-card send off for handling, holding, pulling, pushing, no attempt/possibility of getting the ball or serious foul play inside the penalty area (that would normally be red cards outside the goal box). Other offenses inside the penalty area such as obstruction or careless/reckless fouls for mistimed attempts on the ball are yellow-card cautions

### **Law 13. Free Kicks**

**4v4 (U8)** All free kicks outside the goal box shall be indirect. U8 penalty kicks will be determined under standard FIFA laws IF THE REFEREE believes the foul in the goal box was intentionally committed. If unintentional, U8 restarts with an indirect free kick.

**4v4 (U8), 7v7 (U9Y-U10) & 9v9 (U11-U12)** All opponents must be at least 8 yards from the ball.

**7v7 (U9Y-U10)** Goalkeepers cannot punt (direct hand-to-foot distribution) or dropkick (letting the ball hit the ground immediately before kicking it) the ball on goal kicks or during a standard save. They may distribute by throwing/rolling or dropping the ball to their feet to make a pass. Goalkeeper punts/dropkicks will result in an indirect kick for the opposing team on the edge of or outside the goal box (depending on the point of contact), but never inside the goal box.

### **Law 14. The Penalty Kick**

**4v4 (U8) and 7v7 (U9Y, U9 & U10)** All opponents must be at least 8 yards from the ball. Penalty mark is 8 yards from the goal line.

(Note 4v4: U8 kicks will be determined under standard FIFA laws IF THE REFEREE believes the foul in the goal box was intentionally committed. If unintentional, U8 restarts with an indirect free kick).

**9v9 (U11-U12)** All opponents must be at least 8 yards from the ball. Penalty mark is 10 yards from the goal line

A penalty kick must be taken from the designated penalty mark, regardless of the field conditions at the mark.

Any player on the field may take a penalty kick for the shooting team.

Any player on the field may act as goalkeeper for the defensive team. Goalkeepers will not receive a card for leaving the goal line early, but the kick will be retaken if the goalkeeper gains an advantage in doing so.

An indirect kick is awarded to the defending team if a penalty kick is played backward, a second undedicated shooter runs up to take the kick or for illegal feigning. Backpass/feigning are yellow-card cautions. Goalkeeper infringement is a yellow-card caution regardless of the shot result.

### **Law 15. The Throw-in**

**4v4 (U8)** Kick-ins and dribble-ins may take place during an inbounding play that would typically be a throw-in for U9+.

### **Law 16. The Goal Kick**

An opponent in the penalty area during a goal kick cannot touch the ball or challenge for it until another player touches it or else the goal kick is retaken.

**4v4 (U8)** No Goal Kicks – game is restarted with defender possession. Defender can throw, kick, punt or dribble the ball back into play. Note: The ball is in play when it leaves the penalty area.

**7v7 (U9Y-U10)** Goal kicks will be kicks on the ground only.

### **Law 17. The Corner Kick**

**4v4 (U8), 7v7 (U9Y-U10) and 9v9 (U11-U12)** All opponents must be at least 8 yards from the ball.

If the field conditions with the corner arc are adverse to taking the kick, the referee may allow the kick to be taken at the nearest location where the field conditions are suitable.

### **Statute A. Pre-Game Rules**

1. For all select games, where possible, spectators for both teams must take opposite sides of the field from the teams. For all recreational games, where possible, teams along with their spectators must take opposite sides of the field, unless mutually agreed otherwise by both coaches. When both teams share one side of the field, each team shall limit their bench and sideline activities between the halfway line and one penalty area line. The home coach has first choice.
2. The home team shall be responsible for the condition of the field. Field marking and proper equipment such as goal nets and corner flags are considered necessary for a WSSL sponsored game. Home team shall provide the game ball.
3. In the event that the game must be canceled – because the designated referee does not arrive and an alternate referee cannot be agreed upon by both coaches, or that there are no appropriately sized fields available at the location within 30 minutes of the originally scheduled game time – then the visiting team has the option to reschedule the game at their facilities with the original home team responsible for paying the referees' fees at the original visiting team's pay rate.
4. Each club shall provide each coach with copies of the team roster containing all required WSSL information. Two copies of the GotSoccer game card shall be provided by the home team for each scheduled game. Coaches or team officials shall submit completely filled out game cards to the referee prior to the game. It is the responsibility of the coach to document all players/team officials that are sitting out due to red/yellow cards, team discipline, injuries, etc. Also, to write-in any guest players that will be participating in the game. A WSSL game shall be deemed a forfeit if the game report is not given to the referee before the start of the second half. Should it be necessary, the referee may forward the game report to the **Laws** Coordinator for possible action.
5. Both teams, including coaches, shall be required to exchange handshakes in the middle of the field either before the game begins OR after the game is completed. The referee shall report any offending team, player or coach, to the **Laws** Coordinator. Failure to comply with this rule shall be interpreted as unsporting behavior.
6. Coaching from the sidelines shall be conducted in a constrained and reasonable manner, and shall only occur in the technical area between the penalty area lines, limited to own side of the field. No coach, substitute player or spectator shall be allowed beyond the penalty area line or at either end of the field while play is in progress.
7. Verbal criticism of the referee or assistant referees during the game by coaches, spectators or players will not be allowed. The coach shall be deemed responsible for the actions of their team, assistant coaches and spectators.
8. It is recommended each player reporting to a team, who is present at the start of the game, should play at least half of the game unless injured or suspended by the home club.
9. Clubs are responsible for setting their own referee pay rates, but WSSL recommends the following rates:

U8:	\$20
U9-U10:	\$25/\$15
U11-U12:	\$30/\$20
U13-U14:	\$35/\$25
U15-U16:	\$45/\$30
U17-U19:	\$50/\$35
U15S-U19S:	\$35/\$25

### **Statute B. WSSL Passcards**

All **select** team coaches, assistant coaches, managers, adult team officials and players must have a WSSL-approved passcard which shall have a current photograph of the named individual permanently affixed and which will be presented to the referee prior to each game.

Should any players' passcard not be available, they shall be permitted to play in the game after having provided to the referee prior to the game, their name, signature and birth date. The referee shall note this information on the

game card and, at the conclusion of the game, advise the coach of the opposing team of this information and make it available to them. The opposing team coach has a right to challenge such a player by contacting the WSSL Administrator for verification that the challenged player(s) is/are properly registered and eligible to play. If the WSSL Administrator records show that the player(s) is/are properly registered to play, the matter is finished. If the WSSL Administrator records show that the player(s) is/are not properly registered to play, the offending team shall automatically forfeit that game and the coach may face further disciplinary action.

### **Statute C. WSSL Club Guest Player Rules**

1. Only WSSL registered recreational or select team players may guest play onto other WSSL **select** teams within their same WSSL Club. Only WSSL registered **recreational** team players may guest play onto other WSSL **recreational** teams within their same WSSL Club. **Recreational** team guest players must receive club representative approval prior to game for U12 teams and younger.
2. A player's age and gender for guest playing is determined by the team age and gender of the team on which they are officially rostered.
  - a. A U9 aged player officially rostered to a U10 team is considered U10.
  - b. For UY divisions, the UY divisions are considered the highest divisions of the team age. U13Y, Div. 1 is considered U12, Div. 1; U13Y, Div. 2 is considered U12, Div. 2; followed by U12, Div. 1 is considered, U12, **Div. 3**; U12, Div. 2 is considered U12, **Div. 4** and so on for guest playing purposes **ONLY!**
3. A guest player must be from the same Club and on a WSSL Administrator approved official team roster.
  - a. A **select** team guest player may play laterally between teams within the same division.
  - b. A **select** team guest player may play down within the same gender and age group but by no more than two divisions: division 1 to 3, division 2 to 4, division 3 to 5, division 4 to 6, etc.
  - c. A **select** team guest player may play up from a division lower, an age group younger but by no more than two years, or from a girl's team to a boy's team of the same year or an age group younger but by no more than two years. No younger than U14 may play in the U15-U19 age groups.
  - d. A **recreational** team guest player may play laterally between teams within the same age group, up from the same gender and age group, an age group younger but by no more than two years, or from a girl's team to a boy's team of the same year or an age group younger but by no more than two years. No younger than U14 may play in the U15-U19 age groups.
4. The maximum times a guest player may guest play in a week is two times.
  - a. The week is defined as starting on Sunday and ending on Saturday.
5. The maximum number of players that may guest play to a team at any single game is as follows:
  - a. U8, U9, U10 = 3
  - b. U11, U12 = 4
  - c. U13 and older = 5
  - d. The total number of players per team, including guest players, cannot exceed the age group roster maximum as follows: U8 is 8, U9-U10 is 14, U11-U19 is 18.
6. Prior to the start of the game, the coach using the guest player(s) must list the guest player(s) on the WSSL/GotSoccer Game Card. Select players must present a WSSL-approved player passcard to the referee. Recreational players may use a copy of their original team's WSSL-approved roster in place of a passcard when guest playing at the recreational or select level.
7. Guest players are only eligible to guest play if free of suspensions.
  - a. A player's history of play is the responsibility of the coach using the guest player.
8. Violations of the above WSSL Club Guest Player Rules will result in a game forfeit and a one-game suspension for the coach.

### **Statute D. Postponed or Abandoned or Canceled Games**

All games shall be played on the scheduled date, time and field. Refusal to play a scheduled game shall result in forfeiture by the offending team, unless the game is postponed or abandoned. Any canceled game is considered a game not played and will not be considered when calculating points. Any team leaving a match without permission from the Referee will automatically be disciplined by a one (1) game suspension to the coach and also be subject to

additional disciplinary action by the WSSL Executive Board. The referee will be questioned on the circumstances of the game.

Each club determines the status of their fields and playing conditions, and reserves the right to postpone games. Only the referee, a city or club official, or a community leader may abandon or postpone a game.

If a game must be postponed because of a conflict or error, you must give at least 72 hours notice to the opposing team, plus notify the WSSL Administrator and the home club referee assignor. Reschedules must be limited, and the WSSL reserves the right to deny requests. When games are to be rescheduled, the rescheduling shall be completed promptly (within 48 hours before the originally scheduled game); and the date, time and place, must be agreed to by both teams or else the game will be played at the originally scheduled time.

If one hour or less before the scheduled game time, a tornado or severe weather warning is in effect, the game shall be canceled and rescheduled. Lightning and/or thunder in the local area shall be cause for stoppage of the game as determined by the referee. If after the minimum waiting period of 30 minutes, the weather conditions persist, the game may be abandoned.

The safety and welfare of the participants is of prime concern. The match may be abandoned if ordered by a public service official, if the game is stopped by the intrusion of irreconcilable forces, or because of flagrant misconduct of participants or spectators.

Unless otherwise notified by an authorized WSSL or Club Official, a team must arrive ready to play with the appropriate number of players no later than 15 minutes after the scheduled game time on the field assigned or will be subject to a forfeit of the game regardless of field or weather conditions.

If a game is abandoned prior to the start of the second half for recreation teams or prior to two-thirds being played for select teams, the game shall be void and not counted as a game played, although the penalties for misconduct shall not be voided. All cautions (yellow cards) and/or ejections (red cards) shall be recorded and penalties shall be enforced. If a game is abandoned after the start of the second half (recreation team games), the game is counted as a game played and the score at the time of the abandonment is the official score. Select teams must complete two-thirds of the game for it to be counted as a game played and the score to be official.

If a team is unable to compete or is disbanded prior to the completion of the season, no points or goals for or against shall be awarded to any team included in their schedule.

#### **Statute E. Post-Game Rules**

The referee shall record the score and all cautions and send-offs on the GotSoccer game cards after the game is completed. The referee shall include an explanation for all send-offs on the back of the GotSoccer game cards. A team official from each team shall review all information and sign confirming that the game card is correct. An official from the winning team (or the home team in the case of a tie) is responsible for reporting the score and any cautions and/or send-offs using the GotSoccer phone-in system and mailing one copy of the game card to the WSSL Scorekeeper at PO Box 702367, Plymouth, MI 48170. The hard copy report may also be submitted by scanning and emailing to wsslscore@gmail.com. This must be completed within 48 hours of the game.

The following numbers shall be used in the caution and send-off columns of the game card to indicate the type of misconduct.

Cautions: **UB** Unsporting Behavior, **DT** Dissent, **PI** Persistent Infringement, **DR** Delays the restart, **FRD** Failure to respect the required distance on a restart, **E** Enters or re-enters the field without the referees permission, **L** Deliberately leaves the field without the referees permission.

Send-off: **SFP** Serious Foul Play, **VC** Violent Conduct, **S** Spitting at an opponent or any other person, **DGH** Denying an obvious goal scoring opportunity by handling the ball, **DGF** Denying an obvious goal scoring opportunity by an offense punishable by a free kick or a penalty kick, **AL** Using Offensive, insulting or abusive language and/or gestures, **2CT** receiving a second caution in the same match.

### **Statute F. Protests**

Protests will be entertained for rule violations only. Referee judgment is final and cannot be protested. All protests must be reported to the WSSL Disciplinary Coordinator via email and pay a \$50 fee (payable to WSSL) within 48 hrs of the game. A club official must approve any potential protest before it is submitted to the WSSL. If you win the protest, your fee will be returned.

### **Statute G. Penalties for Ejections**

The following are the penalties that have been established by the WSSL for a coach or player receiving an ejection (red card) in conjunction with any WSSL game. The following penalties may also be imposed on a coach or player based on the referee's report even though an ejection (red card) was not issued at the time of the incident.

All suspensions are in addition to the game in which the person was ejected. All suspensions shall apply to the next physically played WSSL game, whether or not such game is within the same season. A forfeited game, canceled game, or postponed game is not considered a played game. Suspensions that are not served do carry over to the following year.

In so far as a coach is responsible for teaching good sporting behavior to the players, and should set himself as an example, any misconduct on their part **may** be considered more than that of a player.

Serious Foul Play: 2 Games

#### Violent Conduct:

Player 2 Games  
Coach/Team Official 4 Games

#### Spitting at an opponent or any other person:

Player 2 Games  
Coach/Team Official 4 Games

Uses Offensive, insulting or abusive language or gestures: 2 Games

Denies an obvious goal scoring opportunity by handling the ball: 1 Game

Denies an obvious goal scoring opportunity by committing an offense punishable by a free kick or penalty kick: 1 Game

Receives a second caution in the same match: 1 Game

#### Misconduct on the part of a team's spectators:

Coach made a reasonable attempt to restrain the teams spectator(s) 1 Game  
Coach made no attempt to control the teams spectator(s) 2 Games

#### Fighting:

See section on "Special Hearing"

#### Intentional foul play which results in serious bodily harm:

See section on "Special Hearing"

#### Any coach guilty of violent conduct toward a player:

See section on "Special Hearing"

### **Statute H. Special Hearing**

In these situations, a special hearing will be conducted by an ad hoc committee as appointed by the WSSL Executive Board. If the assault charge is verified, a suspension will be recommended to the Board based upon the severity of the case with a minimum of an eight (8) game suspension to a maximum of a lifetime suspension. In addition to the suspension, the offending person will be reported to the MSYSA. Any suspension issued by the WSSL shall be considered a minimum suspension and will be subject only to additional suspensions awarded by higher authorities.

**Statute I. Additional Suspensions**

If a player or team official is suspended a second time in the same season for any reason, two (2) additional games shall be added to the suspension.

If a player is suspended a third time within a period of the current season plus the three preceding seasons, three (3) games shall be added to the suspension.

**Statute J. Penalties for Cautions**

Cautions (yellow cards) are issued at the discretion of the referee. If a player or team official receives numerous cautions throughout the soccer year (fall/spring), the following penalties (suspensions) shall apply.

Third caution in a soccer year, but not in the same game 1 Game

Fourth caution in a soccer year, but not in the same game 1 Game

If a caution results in an ejection (second caution in a game) and the player or coach has received one (1) or more cautions previously, then the suspension would be one (1) game for ejection, plus one (1) game for the third caution. Additional suspensions could also apply; see additional suspensions section.

**Statute K. Playing Suspended or Ineligible Players**

Any coach who allows a player to play in a game, during which that player was to serve a suspension or is ineligible, shall receive a two (2) game suspension. Repeat offenses by the same coach shall result in a disciplinary hearing. Any team allowing a player to play in a game during which that player was to serve a suspension or is ineligible, shall suffer a forfeit of that game and may be subject to a fine set by the WSSL board.

**Statute L. Participation by Suspended Team Officials**

Any coach who allows a team official (coach, asst. coach, manager, etc.) to participate in a game, during which that team official was to serve a suspension, shall receive a two (2) game suspension. Repeat offenses by the same coach shall result in a disciplinary hearing. Any team that allows a team official to participate in or attend a game, during which that team official was to serve a suspension, shall suffer a forfeit of that game and that team official and Club may be subject to a fine set by the WSSL Executive Board.

**Statute M. Application of Suspensions**

All suspensions and/or probations apply to the next physically played game, whether or not such game is within the same season or soccer year or within the same team.

UPDATED 04/01/2017 –

### WSSL Passcards

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Should any players' passcard not be available, they shall be permitted to play in the game after having provided to the referee prior to the game, his/her name, signature and birth date. The referee shall note this information on the Game Card and at the conclusion of the game, advise the coach of the opposing team of this information and make it available to him/her. The opposing team coach has a right to challenge such a player by contacting the WSSL Administrator for verification that the challenged player(s) is/are properly registered and eligible to play. If the WSSL Administrator records show that the player(s) is/are properly registered to play, the matter is finished. If the WSSL Administrator records show that the player(s) is/are not properly registered to play, the offending team shall automatically forfeit that game and the coach may face further disciplinary action.

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  - a. A U9 aged player officially rostered to a U10 team is considered U10.
  - b. For UY divisions, the UY divisions are considered the highest divisions of the team age. U13Y, Div. 1 is considered U12, Div. 1; U13Y, Div. 2 is considered U12, Div. 2; followed by U12, Div. 1 is considered, U12, **Div. 3**; U12, Div. 2 is considered U12, **Div. 4** and so on for guest playing purposes ONLY!
3. A guest player must be from the same Club and on a WSSL Administrator approved official team roster.
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  - b. A **select** team guest player may play down within the same gender and age group but by no more than two divisions: division 1 to 3, division 2 to 4, division 3 to 5, division 4 to 6, etc.
  - c. A **select** team guest player may play up from a division lower, an age group younger but by no more than two years, or from a girl's team to a boy's team of the same year or an age group younger but by no more than two years. No younger than U14 may play in the U19 age groups.
  - d. A **recreational** team guest player may play laterally between teams within the same age group, up from the same gender and age group, an age group younger but by no more than two years, or from a girl's team to a boy's team of the same year or an age group younger but by no more than two years. No younger than U14 may play in the U19 age groups.
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5. The maximum number of players that may guest play to a team at any single game is as follows:
  - a. U8, U9, U10 = 3
  - b. U11, U12 = 4
  - c. U13 and older = 5
  - d. The total number of players per team, including guest players, cannot exceed the age group roster maximum as follows: U8 is 11, U9-U10 is 12, U11-U12 is 15 and U13Y-U19 is 18.
6. Prior to the start of the game, the coach using the guest player(s) must list the guest player(s) on the WSSL/GotSoccer Game Card. Select players must present a WSSL-approved player passcard to the referee. Recreational players may use a copy of their original team's WSSL-approved roster in place of a passcard when guest playing at the recreational or select level.
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