

West London Soccer League Manual

Official West London Soccer League Rules

Revised as of April 2, 2019

No addition or omission without League approval.

Mission Statement

**Our purpose is to organize and provide recreational soccer for youth.
To promote health, fitness and fair play.**

- **This is an ongoing educational League for players, coaches, referees and parents.**
- **Be patient.**
- **Help others to understand.**
- **Be positive with comments at all times.**
- **Encourage good play from the side lines for both teams.**

Unless otherwise specified in the West London Soccer League Manual, FIFA rules apply.

DEFINITIONS

- Referee refers to centre referee and assistant referee.
- Coaching Staff refers to coaches, assistant coaches, team representative, manager or anyone acting on behalf of the team.
- League refers to West London Soccer League (WLSL) and its subcommittees.

LEAGUE RULES

1. Game Duration and Ball Size

All games start at 6:30 p.m. For games that start before or after 6:30pm by League approval only.

- 12 & under: two 35 minute halves. Size 4 ball
- 14 & under: two 40 minute halves. Size 5 ball
- 16 & under: two 45 minute halves. Size 5 ball
- 18 & under: two 45 minute halves. Size 5 ball

Above times apply provided the game starts on time. In the event of a late start each half will be one half of the time remaining to the curfew after allowing for a 5 minute break. Please check schedule for proper game times.

2. Hand Shaking

Shaking of hands will take place at the start of each game, thru the centre line.

3. Forfeited Games

Forfeited games will be recorded as a 3-0 loss and will not be rescheduled. Reason for a forfeited game can include but are not exclusive to:

- Not enough players (less than 7).
- A team is a no show.
- No nets provided by home team.
- Eligibility of Player(s).
- Player, coaching staff or parent aggression to the point where the game is out of control

4. Terminated Games

Game may only be terminated by the referee and/or field proprietor for the following reasons:

- Severe weather conditions which prevent the safe playing of the game.
- Field conditions and legalities.
- Loss of control.
- **Note:** Game to be rescheduled only by League if deemed necessary.

Games terminated for darkness or inclement weather will be decided as follows:

- More than 1/2 of the game played – the score will stand.
- Less than 1/2 of the game played – the game will be rescheduled.

NOTE: Clarification on what constitutes a legal game (1/2 of the game played) ... A game is considered 'legal' when the referee's whistle is blown to signal the end the first half of the game.

Games terminated due to the action of one team (coach or players or parents) the points (3) are awarded to the other team regardless of score – no ability to protest and no rescheduling of game.

If a game is abandoned (with no fault of either team) the game will be rescheduled.

5. Player Exchange (player substitutions)

Player exchange must be made with the referee's permission thru the centre of the pitch:

- When a goal kick has been awarded.
- At a throw in (on either team's possession).
- When a player has been injured (injured player only).
- Player issued a yellow card will automatically be substituted off the field (no other substitution can be made).

6. Assistant Referee

Each team will be required to provide one person to act as a AR, unless lines AR are provided as part of the refereeing contingent. Their sole duty, unless otherwise assigned by the referee, will be to flag for a ball out of play. The referee will be the sole judge of the rules governing the game. In addition, the referee will be the sole authority on offside.

7. Number of players

A minimum consists of seven (7) players, including the goalkeeper. If within 10 minutes of the scheduled start time, one of the teams cannot field the minimum numbers of players, the game will be declared a forfeit.

8. No Referee

If a referee fails to arrive within 15 minutes of the scheduled start time for a U12 or U14 game, the 2 coaches will agree upon an acceptable individual to act as a substitute referee. No protest will be allowed in this situation. If the choice of referee is unacceptable to either coach the game is rescheduled. Notification **MUST** be given to the WLSL Scheduler within 48 hours of the original game. The home club will contact the away club to reschedule the game as quickly as possible (within 2 weeks or less) and advise the WLSL Scheduler of the new date. Failure to do so will result in a forfeit for the home team.

If no qualified referee arrives for a U16 or U18 game, the game must be rescheduled, as these games must have an approved centre referee. Notification **MUST** be given to the WLSL Scheduler within 48 hours of the original game.

The home club will contact the away club to reschedule the game as quickly as possible (within 2 weeks or less) and advise the WLSL Scheduler of the new date. Failure to do so will result in a forfeit for the home team.

All divisions-Centre referee and assistant referees are assigned by the home club. Centre referee can choose to play a game if no assistant referees are provided. Centre referee decision is final.

9. Protest

Protests go to the Club Representative (Rep). Only a protest from a Club Rep will be heard. If the Club Rep feels there is 'just cause' to continue, they will forward the protest to the League disciplinary committee; who will make a decision on the protest in a timely manner. All protests require a \$50 fee to be paid to the League to be reviewed. NO PROTEST will be considered if received before 24 hours or after 72 hours. ALL PROTEST decisions are final.

10. Yellow and Red Cards

All yellow and red cards violations will be written directly on the completed game sheet by the referee only. Both coaches must complete the card report form from the WLSL webpage within 48 hours. Failure to report a card by coaching staff within 48 hours, will result in a 1 game suspension to the coach.

- Yellow card violations require the immediate substitution of the player charged with the infraction. The carded player may return to the game on the next opportunity for a player exchange.
- A second yellow, to the same player, in the same game, is counted as a red card, player is removed from that game and pitch area (removed to the parking lot) at that time.
- All red cards result in an automatic one game suspension served in the next game, regardless of whether the game is regular season or challenge cup.
- For players who (based on club submitted team rosters) play in multiple divisions; the Red Carded player will sit their next game, regardless of which division that next game falls in.
- Any player receiving a 2nd red card, in a season, will be suspended from play until reviewed by the League disciplinary committee.
- Any player receiving a 4th yellow card in a season will be suspended from play until reviewed by the League Disciplinary Committee.
- **No card can be protested.**
- **Card Reporting:**
 - Referees for all games must report any cards issued to their Referee Coordinator within 48 hours of the match being completed.
 - It is then the responsibility of the Club (either through the Referee Coordinator or the Affiliate Convenor) to report through the WLSL email address on the website all cards given out each week.
 - It is also the responsibility of both coaches to report all yellow and red cards to the WLSL email address on the website for the cards received by both teams.

11. Coaching Staff to Referee Incident

If a referee is abused in any way by a member of a coaching staff, the referee may terminate the game. The coaching staff member will receive a 1 game suspension. This automatically requires a formal review by the discipline committee that may result in further sanctions. Under no circumstances are referees to be badgered or otherwise abused by a player, coaching staff and/or spectators. If in the opinion of the referee the game is out of control he/she may terminate the game.

If a coach is ejected from the game by the referee the coach is to leave the field of play and the area of the pitch; and is to move to the parking lot. The coach will receive a one game suspension for the **1st ejection**, a 3 game

suspension for a **2nd ejection** and will be suspended for the remainder of the season and possible further discipline for a **3rd ejection**.

12. Protest and Disciplinary Committee

The committee will be made up of 3 members selected from the executive. Protests will be initiated when the individual presents his/her club rep with a concise written statement of the facts. The committee will arrange to convene in a timely and practical manner. Rule violation which requires a player or coaching staff suspension will remain in effect until an alternate decision is rendered by the committee. It is the duty of the club rep to collect and submit information to the committee, so that the committee can make a proper and informed decision. Once the decision is communicated to the club rep the decision is final.

13. Spectator Conduct

All coaching staff are responsible for the conduct of their spectators. The referee expects the support of each coaching staff in maintaining order throughout the game. The referee can stop play of the game and request the coaching staff to address disruptive behavior of spectators. The referee has the authority to request removal of spectator(s) from the field and vicinity through the coaching staff to the parking lot.

Failure to do so can result in any or all the following:

- Banishment of the problem spectator(s) from future games
- Forfeit game and points for the disruptive spectator's team.

14. Call ups

- Teams are permitted to call up players from a younger age division house league team only.
 - Example ... U12 players can be called up to play on U14 teams, etc.
- All players must be registered with the home club.
- Teams may call up players to field a team of a maximum of 18 players.
- Call ups have no restriction on number of times called up.
- All call ups must be clearly marked on the game sheets with CU.
- Call ups must wear the same shirt as the team they are called up to as well as soccer shorts, socks and shin guards.

15. Uniform

Players

Players must wear their entire soccer uniform as supplied by their home club which may include a shirt with number, shorts and socks. Shin guards and proper footwear is to be worn at all times. Failure to do so can result in removal of the offending player(s) until the uniform problem has been corrected to the satisfaction of the referee. In the event of a color clash the **away team** will be responsible for changing to an alternate color or wearing bibs/pinnies.

Referees

Referees, including assistant referees, shall wear a coloured shirt that does not conflict with teams. In the event of a conflict and no alternate colour is available the referee shall wear a pinnie/bib.

16. Items not allowed:

- **Jewellery**- The League has a **ZERO** tolerance for jewellery. Using tape to cover up jewellery is not allowed. Barrettes and bobby pins are also prohibited. Medical alert bracelets are allowed but they must be fully taped to the satisfaction of the referee. Hair band/sweat bands must stay in place on the head, not around the neck or over the eyes. Referees are also prohibited from wearing jewellery except for a watch or similar device for timing the match.
- **Casts** - Hard casts of any type are considered dangerous and are no longer permitted. Any braces or soft cast material containing metal are not permitted. Hard casts cannot be wrapped to make them safe. The referee has sole discretion over what equipment is deemed safe, appropriate and allowable including the uniform of the players and all casts.

17. Scoring and standings

It is the responsibility of both coaches to post the score of their game within 48 hours of the game. Failure to post the score within 48 hours will result in the game being posted as a default and no points awarded. Each team has access to the WLSL website to enter the game score. In the event of a discrepancy the score posted on the game sheet is final. All rain out games must be reported by both coaches to the scheduler within 24 hours of the scheduled game. Failure to report the rain out results is a default.

If a tie exists between 2 teams or more, the final standings will be determined using the following tie breaking formula:

- Head to head
- Total number of wins.
- Lowest goals against
- Highest number of shutout
- Tie for final standings

The league will keep record of scores and standings as follows:

Win = 3 points

Tie = 1 point

18. Rescheduling games

Coach must immediately advise their Affiliate Club Representative of a game needing to be rescheduled. The HOME CLUB must make all efforts to reschedule the game between the two clubs and notify the WLSL Scheduler within the following 2 weeks.

If the scheduler has not received a new date and location within 2 weeks of the original game date, the WLSL scheduler will reschedule the game for whenever a field is available.

- All rescheduled games must be played by the last week of the season.
- Whenever possible coaches will be given 2 weeks' notice of the new game date, time, and location.
- Games are only rescheduled for reasons allowed by the league (such as graduation), with the date and location agreed upon and the Scheduler notifying both club teams of the new date.
- Only the League is allowed to reschedule games.
- No protests are allowed.
- Any games played that were not scheduled by the WLSL League will be defaulted.

19. Technical Area

Coaching staff and players are to stay 1 meter behind the touchline and 1 meter from the penalty box and 1 metre from their side of center. Spectators are to be 1 meter back from the touchline. Coaching staff and players are to be on the opposite side of the spectators. Coaching staff are not permitted to coach their team from the

spectator's side of the field. The referee does not have to start the game until satisfied that all participants have complied with this

20. Game sheets

A game sheet is to be supplied by each team. No photocopies of used game sheets are permitted. Game sheets are to be completed by each coach with players first and last name and jersey number and call ups are to be identified as CU, given to the referee prior to the start of the game.

Only the player who is present at the start of the game should be on the game sheet. A late player must ask the referees permission to play and be listed on the game sheet. The referee must print and sign his/her name on the game sheet at the completion of the game and should include the Game Number on the sheet.

- White copy is for referee
- Yellow is for visiting coach
- Pink is for home coach

It is best that a coach verifies the score and cards on his/her copy of the game sheet are legible All yellow and red cards issued during a match must be reported by the match official on the game sheet for the match. Cards are not to be given out during the game and not recorded on the game sheet

21. Goal net

The use of goal net is mandatory. If you are the home team on any pitch you are responsible to mount goal nets by the time the game starts. The home team forfeits if nets are not mounted within a 15 minute grace period from the scheduled game start time.

22. Player eligibility and registration

Players registered with a competitive youth team are NOT permitted to play in the League. Use of an ineligible player will result in forfeiture of any game this player is listed on a game sheet for and may also result in suspension of a coach and/or suspension of the player.

Players cannot play for more than one team in an age division. No cross over of players between teams in the same age division.

Each club will submit a team roster to the league by the first game. This team roster will be used to verify team members for all games, in particular Challenge Cup games. New players may be added but final team rosters are to be emailed by June 1 of each year. Players added to any team after, can be added by email as required.

23. Team application and dead lines

By March 1st each club must submit soft numbers to the League, as well as a list of the fields the teams will play on.

By April 1st each club must submit the number of teams in each age group, as well as coach information, team colours and team names. Only WLSL club rep submissions will be accepted. A reply email will constitute a received and accepted submission. Add-ons/withdrawals after the deadline will carry a surcharge of (+/-) 50% to accommodate changes.

By May 1st each club must submit a team roster for every team in each age group. This team roster will be used to verify team members for all games, in particular Challenge Cup games. New players may be added but final team rosters are to be emailed by June 1 of each year. Players added to team after, can be added by email as required.

24. Clubs belonging to the League

All clubs must be registered, insured, and in good standing with Western Counties Soccer Association to be a member of the League.

25. Club Discipline

The League reserves the right to discipline all clubs, coaching staff, and players as required to maintain fair play and in accordance with the rules of the League.