

RULES OF PLAY FOR THE IN-HOUSE PROGRAM

1. Team names may be printed on the jersey, however, for safety reasons, player names (including nicknames) may NOT appear anywhere on their uniforms.
2. Required uniform includes jersey and socks provided by the WSA and black shorts provided by the player. Spandex or bicycle shorts can be worn if they do not extend below the knee.
3. All players must wear shin guards. Shin guards must be completely covered by the socks provided.
4. The full uniform, jersey, shorts, and socks must be worn at all games. Shirts must be tucked in. During cold weather, warmer clothing such as sweatshirts and long pants may be worn underneath the jersey and shorts at parental discretion. Jackets with an attached hood must have the hood tucked under the shirt.
5. Eye glasses shall be secured by a strap going around the back of a player's head or the player will not be allowed to wear them in the game.
6. Only soccer shoes with non-metal cleats or flat-soled shoes such as tennis or gym shoes will be allowed. Shoes with screw on cleats or any sharp, jagged or otherwise unsafe cleats will not be allowed.
7. Jewelry shall not be worn. Any medically required items must be taped down. It is strongly recommended that children wearing braces use a mouth guard. Long hair shall be securely tied back. The wearing of hard or rigid hair ornamentation is strongly discouraged.
8. Failure to adhere to rules 3 - 7 will result in a child not being allowed to play. If a team is left short-handed because of one or more such violations, the opposing team will not be penalized and forced to play shorthanded also.

9. THE PLAYING FORMAT FOR EACH DIVISION WILL BE AS FOLLOWS:

DIVISION	FORMAT	MIN # PLAYERS	PERIODS PER GAME	MINUTES PER PERIOD	BALL SIZE
MICRO I	6 v 6	3	4	8	3
MICRO II	9 v 9	6	4	10	3
JUNIOR	9 v 9	7	4	12	4
INTERMEDIATE	10 v 10	7	2	30	4
SENIOR	11 v 11	9	2	35	5

» The match shall be ruled a forfeit if a team cannot field the minimum number of players by 15 minutes after the scheduled start time of the match.

10. The referees will give pre-game instructions to both team's players and coaches at the center of the field. Inspection of the player's equipment will be at this time in addition to the toss of the coin. The winner of the coin toss will select which end of the field they want to defend. The loser will kick off in the first half.
11. The team kicking off the first period shall kick off all periods in the first half. Their opponent shall kick off all periods in the second half.
12. In games where the winning team is four or more goals ahead, the losing team can add a player to the field, who must be removed when the goal differential falls below four goals. For all divisions except Micro 1, the winning team also cannot score any goals from within the penalty area until such time that the goal differential falls below four goals. If a goal is scored from inside the penalty area, the goal will be waived off and a goal kick shall be awarded to the defending team. Repeated scoring by a player on the winning team from within the penalty area can be treated as unsporting behavior and the player may be cautioned by the official.
13. Each player is limited to a maximum of 3 goals per game. If more than 3 goals are scored by any one player, the additional goals will be waived off and a goal kick shall be awarded to the defending team. Repeated scoring by the same player can be treated as unsporting behavior and the player or coach may be cautioned by the official.
14. Coaches shall schedule playing time equally among their players. If an absent player arrives before the end of half time, that player will play at least 1 period. Coaches may reduce playing time by one period from the minimum for disciplinary reasons. Additional reductions require prior approval from the Board.
15. No overtime or tiebreakers are permitted.
16. All non-active players shall remain in the team area.
17. All players should play in at least two different "lines" per game, with the defenders being defined as a line, the mid-fielders being defined as a line, and the forwards as another line. The keeper position is considered a fourth line.
18. Players may be substituted only between periods except for health reasons and injuries. Players receiving a yellow card shall be substituted immediately and for the balance of that period.
19. A player shall be charged with having played in any period that he/she starts, even if not completed.
20. Only the WSA Board may suspend a player. Players receiving 2 yellow cards or a red card will not be allowed to play the following game. The referee shall report to the Director of Officials any cards that were given. The coach of the carded player shall report the same information to the Director of Coaches.
21. Players may be suspended by the WSA Board for other reasons (e.g. lack of attendance at practice).

22. Coaches are required to exhibit good sportsmanship by taking suitable actions to avoid running up the score on an opponent. Appropriate actions include: moving strong offensive players to the defense and weaker players to offensive positions, encouraging strong players to pass the ball to weaker players, letting weaker players take free kicks, resting stronger players within the limits imposed by rule 15, and instructing some players to remain in the defensive half of the field. If a coach violates this rule, the Board shall have the option of choosing from among the following penalties: verbal or written reprimand, forfeiture of a match, suspension from coaching duties for one or more games, removal from future consideration for a coaching position, or immediate removal from a coaching position.
23. Excessive coaching by the coaches or parents from the sidelines will not be permitted. Coaches must remain in the marked technical area and must be wearing the coach's shirt issued for the current season. Referees are empowered to caution (yellow card) or send off (red card) coaches for unsportsmanlike conduct. Examples include excessive coaching, offensive language, and dissent.
24. Spectators shall stay on the side of the field opposite the players and coaches. Spectators must remain at least three yards from the touchlines and between the penalty areas. No one shall sit/stand behind the goals. Only coaches wearing their current season coach's shirt will be permitted in the coaching area. Any coaches added to the team after distribution of the rosters, must be approved by the Director(s) of coaching.
25. The referee shall be the sole judge on the field of play and his/her decision shall be final. No protests of any kind shall be allowed during the game. Protests or any other issues should be brought before the WSA Board at the game review meeting the Monday after the incident occurs.
26. It is the parent's responsibility to see that their child attends, is on time, and has transportation to and from practices and games.
27. Use of bad language, obscene gestures, foul play, etc. and/or misbehavior by coaches or players prior, at halftime or at the end of the game can result in a sendoff.
28. Matches may be suspended in cases of hostile weather conditions. Examples include heavy rainfall, extreme cold with rain, and lightning. Only the game referee or the coaches may suspend a game. In case of lightning, parents and coaches are expected to advise the referee if they see the lightning first. The referee will make a determination after 30 minutes whether to resume or suspend the game. If a match is suspended prior to half time, the game will be replayed in its entirety. Once the second half has begun, the game will be considered official at the time of the suspension.
29. In the case of a head injury during the match, the injured player must be immediately substituted. Should the player display any sign/symptoms of a concussion, the player may NOT reenter the match. In addition, should a player display any signs/symptoms of a concussion including, but not limited to a loss of consciousness, headache, nausea or vomiting, confusion, dizziness, blurred vision, memory loss, or balance problems, the player will not be able to return to practice or games until they have been evaluated by trained medical personnel.
30. Allowing non-registered players to participate in any games will make those games subject to forfeit. Only the Directors of Registration are allowed to add players to a roster. Any abuse of this will require the coach to appear before the board, and all games in which the non-rostered player participated in will be subject to review. The coach may also be subject to disciplinary action.
31. All teams must play at even playing strengths. If an opponent is playing with less than the playing format indicated in this handbook, coaches are required to:
 - » Play down to match the number of players on the opposing team not to exceed 2 players less than the playing format OR provide opponent with players from your team to even the playing strengths.

32. MICRO DIVISIONS ONLY:

- » All fouls will result in an indirect free kick
- » Two periods shall be the maximum any player shall play as goalkeeper per game. This same player is also required to play at least one period on the field per game in another position.
- » An illegal throw-in will be allowed to be retaken once by the same player.
- » Offside fouls will be called in the Micro 2 division only. Offside fouls will not be called in the Micro 1 division.

33. JUNIOR, INTERMEDIATE AND SENIOR DIVISIONS:

- » If a major foul is committed by the defending team inside its own penalty area, and is flagrant in the judgment of the referee, a penalty kick shall be awarded. If in the judgment of the referee the foul is not flagrant, an indirect free kick shall be awarded.
- » A player deliberately handling the ball that prevents a goal from scoring shall be penalized by a yellow card. The player shall be substituted according to Rule 17. FIFA interpretation shall apply for this infraction in the Senior division.

34. MICRO 1, MICRO 2 AND JUNIOR DIVISIONS:

- » **No heading**

35. ALL DIVISIONS:

- » **Slide tackling is not permitted in any division.**

PLEASE REMEMBER...

- 1) These are kids.
- 2) This is a game.
- 3) Parents should cheer for everyone.
- 4) The referees are human.
- 5) We do not have video replay.
- 6) Let's keep it all about having fun.