

## West London Soccer League Manual

Official West London Soccer League Rules

Revised May 8, 2024

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. Games starting before or after 6:30pm require League approval.

- 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 ½ of the time remaining to the curfew, allowing a 5-minute break. Check schedule for proper game times.

#### 2. Hand Shaking

Shaking of hands will take place at the start of each game, as directed by the referee. Referee will ensure sportsmanship between the players; and monitor for no jewelry and mandatory shin guards.

#### 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) by either team.
- A team is a no show.
- Nets not set up by HOME team within 15 minutes of game start time.
- AWAY team not having pinnies (in situations where there is a jersey colour clash).
- Eligibility of Player(s) – playing ineligible players.
- 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 of 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 or reschedule 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.
- Either team can request a substitution on a throw-in (regardless of possession).
- After a goal has been scored.
- 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).

**NOTE:** Player substitution **CANNOT** happen on any corner kick, free kick or foul.

#### 6. Assistant Referee

Each team is required to provide one person to act as an AR, unless AR (linesmen) are provided as part of the refereeing contingent of the club. The sole duty of this person, unless otherwise assigned by the referee, will be to flag for a ball out of play. The referee is the sole judge of the rules governing the game, including any offside calls.

#### 7. Number of players

A team must have a minimum of seven (7) players, including the goalkeeper. If within 15 minutes of the scheduled start time, a team cannot field the minimum number of players, the game will be declared a forfeit by that team.

#### 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 [wlscheduler@gmail.com](mailto:wlscheduler@gmail.com). The scheduler will review the protest based on the clubs involved to determine who the protest should be sent to. A quorum from the board will be selected to sit on the Disciplinary Committee and decide 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.
- The referee must report the score and any cards issued directly into PowerUp within 48 hours.
- The WLSL Referee Scheduler will monitor all yellow and red cards reported in PowerUp to ensure all game suspensions or any Disciplinary Committee action is completed.
- 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 out their next game for the division they received the red card in.
- Any player receiving a 2<sup>nd</sup> red card in a season will be suspended from play until reviewed by a League disciplinary committee.
- Any player receiving a 4<sup>th</sup> yellow card in a season will be suspended from play until reviewed by a League Disciplinary Committee.
- **No card can be protested.**

## **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. See 'Take 5' detailed in Bullet 13 below. 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 (red carded) 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 **1<sup>st</sup> ejection**, a 3 game suspension for a **2<sup>nd</sup> ejection** and will be suspended for the remainder of the season and possible further discipline for a **3<sup>rd</sup> ejection**.

## **12. Protest and Disciplinary Committee**

The committee will be made up of a quorum from the board; from those clubs not involved in the protest. 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. Coach, Player, and Spectator Conduct and 'Take 5'

All coaching staff are responsible for the conduct of themselves, their players, and their spectators. Inappropriate actions/behaviour will not be tolerated. The referee expects the support of each coaching staff to maintain order throughout the game. The referee can suspend the game and request the coaching staff to address disruptive behavior of coaches, players, or spectators. The referee has the authority to request removal of the disruptive individual from the field and vicinity to the parking lot. If a particular individual is at fault, that offending individual (player, coach, or spectator) will be carded or ejected.

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

- Banishment of the problem individual from future games.
- Forfeit of that game and points for the disruptive individual's team.
- Implementation of **'Take 5'**, which occurs when more than one person is at fault.
  - **'Take 5'** steps:
    - 1<sup>st</sup> inappropriate behaviour – Referee gives a warning
    - 2<sup>nd</sup> inappropriate behaviour – Referee stops game for 5 minutes, but time does **not** stop
    - 3<sup>rd</sup> inappropriate behaviour – Game is abandoned

### 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.
- Call-ups have no restriction on the 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:

**Jewelry**- The League has a **ZERO** tolerance for jewelry. Using tape to cover up jewelry 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 jewelry 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 the referee to report the score and any cards issued in PowerUp within 48 hours of the game. Each coach should verify the WLSL website to ensure the correct score was entered. In the event of a discrepancy the score posted on the game sheet is final.

Rain out games must be reported by the referee in PowerUp within 48 hours. Coaches must email their Referee Convenor, Affiliate Convenor/Representative and [wlscheduler@gmail.com](mailto:wlscheduler@gmail.com) to have the game rescheduled.

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 shutouts

The league will record scores and standings as follows:

Win = 3 points      Tie = 1 point

### **18. Rescheduling games**

Coach must immediately advise their Club Referee Convenor, Club Affiliate Convenor/Representative and [wlscheduler@gmail.com](mailto:wlscheduler@gmail.com) of any game needing to be rescheduled.

The HOME CLUB must make all efforts to reschedule the game between the two clubs and notify [wlscheduler@gmail.com](mailto:wlscheduler@gmail.com) 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, 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 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 fully completed by each coach with the players' first and last name and jersey number. Call-up players are to be identified as CU. Game sheet is to be given to the referee prior to the start of the game. **Only players 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 ensure the date, field, division, and teams have been clearly identified. All yellow and red cards issued during the game must be reported by the referee on the game sheet. Cards are not to be given out during the game and not recorded on the game sheet.

It is best that both coaches verify the score and cards on his/her copy of the game sheet are legible.

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

## **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 and may also result in suspension of the player and/or suspension of a coach. Clubs will maintain all team rosters and be ready to provide them to the WLSL Executive if a question regarding player eligibility comes up.

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

Clubs not on PowerUp will provide a team roster to be populated into PowerUp. Any changes throughout the season will need to be conveyed to [wlscheduler@gmail.com](mailto:wlscheduler@gmail.com).

## **23. Team application and dead lines**

By March 1<sup>st</sup> each club must submit soft numbers to the League of the number of teams in each age group; as well as a list of the fields the teams will play on.

By April 1<sup>st</sup> each club must submit the final number of teams in each age group, as well as coach information, team colours and team names. Add-ons/withdrawals after the deadline will carry a surcharge of (+/-) 50% to accommodate changes.

## **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.