

WSEU D-LEAGUE TOURNAMENT RULES & REGULATIONS



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FORMAT

- i. 2024 Tournament will accept male & female team registrations U9-U13/14P2.
- ii. U9-U12 games will be a Jamboree style format with a 4 game guarantee.
- iii. U13/U14P2 games will be a standings-based format with round robin games. Teams will advance through the knockout or consolation rounds using a 10pt system.
 - o Points will be allocated as follows
 - Win = 3pts
 - Tie = 1pt
 - Shutout = 1pt
 - Goals up to 6 = 1pt for each goal

REFEREES

- i. U9/U10 will have one referee
- ii. U11/U12 will have one referee
- iii. U13/U14P2 will have one referee

SOURCE OF REFEREES

- i. MSA

FIELD LOCATIONS

- i. WSEU Grant Park Soccer Fields
Taylor Ave. and Nathaniel St.

SCHEDULE

Schedule will be determined once registration closes.

REGISTRATION FEES

Age Group(s)	Number of Games	Registration Fee
U9/U10	4	\$400.00
U11/U12	4	\$425.00
U13/U14P2	4	\$450.00

DURATION OF MATCHES

U9/U10 – 25 minutes halves

U11/U12 – 30 minutes halves



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U13/U14P2 – 30 minutes halves

MATCHES NOT PLAYED TO THEIR ENTIRETY

In cases where a match is abandoned due to reasons other than discipline, the organizing committee shall determine an appropriate course of action.

OVERTIME RULES

- i. There will be no overtime for U9-U12 games.
- ii. If the game is tied in the U13/14P2 Premier division in the knockout stage, teams will play two 5 minute overtime halves.
- iii. If the game is still tied after overtime minutes the game will be decided by kicks from the spot.

ROSTER SIZES & NUMBER OF PLAYERS ON THE FIELD

All roster sizes & number of players on the field are as follows:

- i. U9 & U10 Developmental = 6v6 play on a quarter size pitch, with a maximum roster of 12
- ii. U11 & U12 Developmental = 9v9 play on a half size pitch, with a maximum roster of 18
- iii. U13/U14P2 Premier = 9v9 play on a half size pitch, with a maximum roster of 18
- iv. All rostered players must be currently registered players in the WYSA league or in their current provincial/state league.
- v. Any exception exceeding the maximum roster size must be submitted in writing to the tournament committee 2 weeks prior to the team's first game.
- vi. Any exception to the roster eligibility must be submitted in writing 2 weeks prior to the team's first game.

TEAM ROSTERS

All WYSA teams registered for the 2024 One Season should submit their team league roster as they are accessible through Goalline.

All NON-WYSA teams will be required to submit a state/provincial association approved team roster to the WSEU Office no later than July 18, 2024. Teams are not required to produce an official roster at their matches, although all team officials are required to have ID cards at all matches.



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TEAM OFFICIALS

A maximum of four (4) team officials/coaches may be listed on a team's official roster. Only team officials with a valid identification card are allowed in the team's technical/bench area (except for the same gender team official).

Valid team official identification cards must be submitted to the referee prior to the start of each match. Team officials failing to produce valid identification cards at the start of the match will not be permitted in the team's technical/bench area, until such time they produce them.

SAME GENDER ADULT

All teams must have at least one adult of the same gender as the players. If none of the registered team officials fit this requirement, a parent may fulfill this role. If not a registered team official, this person does not require an ID card but must be present on the team bench and identified on the game sheet. This person cannot be a registered player on the team. Teams not having an adult of the same gender will result in the match being defaulted to their opponents.

IDENTIFICATION CARDS (I.D. CARDS)

All players participating in U9-U12 Developmental and U13/14P2 Premier are required to have valid ID cards.

Recreational players who wish to guest on Developmental or Premier teams will be required to have a valid ID card produced by their District Club or Academy. All team officials in every division are required to have valid ID cards.

REFEREE LIAISON

Referee Liaisons are required for every match. Each coach should acquire their Referee Liaison before the scheduled kick-off time and have them report to the referee before going to the spectator side.

Referee Liaison's will assist the referee when asked to do so. The Referee Liaison's job is to control the behavior of their spectators, warning them politely to stop any misbehavior. They should not confront the spectators from the opposition, but submit a report to the organizing committee if they witness any improper conduct from them.

GAMESHEETS

Prior to the start of the match, the referee must be provided the following:

- i. I.D. cards for all team officials occupying a spot in the technical/bench area



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- ii. I.D. cards for all players (when applicable) participating in the match.
- iii. Game sheets will be provided. Game sheets will be turned into a tournament official by the referee no later than the end of the day.
- iv. Each game sheet must list the full names of the team officials present at the match. The game sheet shall also include the full names and jersey numbers of the players participating in the match.
- v. Guest Players must clearly be identified on the game sheet with a "GP" beside their name.
- vi. Any player arriving after the kick off, the referee is responsible to add the player's name and number to the game sheet prior to completing the game sheet at the end of the match.
- vii. Following the conclusion of the match, no person other than the referee is permitted to write the score or make comments concerning the match on the game sheet. The referee shall sign the game sheet and provide that copy to the organizing committee.

TECHNICAL AREA / TEAM BENCH

Only players with valid ID cards (when applicable), team officials with a valid ID card, and the same gender adult shall be eligible to occupy a spot in the technical area.

OFFSIDE LINE FOR HALF FIELD PLAY

Under the new U13/14P2 9v9 format on a half field, the attacking line becomes the midfield line (aka halfway line) when judging an offside. In the U11/12 divisions offside offences shall only be in effect in the attacking third of the field (beyond the attacking line). The attacking third of the field is defined as the area of the field, from touchline to touchline extending approximately 15 meters from the goal line as indicated by either flag posts placed 1 meter (1 yard) outside the touchlines, or a painted dotted line on the field of play. For 6-aside field play, no offside will be enforced. The standard WYSA Rule regarding the restraining line will be in play. All other Competitive league play rules will also apply.

SUBSTITUTIONS

Teams will be allowed unlimited substitutions, as long as they are not using substitutions to waste time. The referee will be the one to decide if this is happening or not as all substitutions are at the discretion of the referee.



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CONTROL OF TEAM BENCH/TEAM OFFICIALS/SUBSTITUTES/SPECTATORS

This will be the job of the referee, if he/she/they need assistance a tournament official will be at the sight to help deal with any issues.

DISCIPLINE

The organizing committee is responsible for dealing with all misconduct that takes place prior to, during and after a match in the WSEU D-League Tournament involving players, team officials, and/or spectators. Misconduct by players, team officials, or spectators reported by the match officials shall be dealt with prior to the team's next match, when possible. All decisions of the organizing committee shall be final and binding as far as the tournament is concerned. A player/team official may be eligible to participate while under suspension from another competition. It is extremely important that if a player/team official is serving a suspension that you check with both organizing bodies to see if the player/team official is eligible while under suspension. A permission to play letter may be required.

The Winnipeg Youth Soccer Association, and for the purpose of this Tournament, will refer to the Manitoba Disciplinary Mandatory Minimums (MDMM) as set out by the Manitoba Soccer Association. The MDMM dictate minimum suspensions for each red card and/or lifetime offenses. As members of the MSA, WYSA is bound to follow the minimums as set out by the MSA.

When a team member is ejected, the match official will submit their report to the organizing committee for review. The organizing committee will review the referee report and any additional correspondences supplied by the team within 60 minutes upon conclusion of the match for consideration, regarding the incident, prior to determining any sanctioning.

In cases of team supporters interfering with a match or causing control problems for the match officials, the match official will abandon the match and will report to the organizing committee immediately. Bench control and supporter control is the responsibility of the team. Team officials who withdraw their team from the field will be subject to sanctioning. Any other actions bringing the game into disrepute not addressed by this document will be dealt with by the organizing committee as they arise.

Yellow Card Offences (Cautions):

- i. Unsporting behavior
- ii. Dissent by word or action
- iii. Persistent infringement of the laws of the game



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- iv. Fails to respect required distance when play is restarted with a corner kick, free kick, or throw in
- v. Delays the restart of play
- vi. Entering, re-entering or deliberately leaving the field without the referee's permission

Any player receiving three (3) cautions during the tournament shall receive a one (1) match suspension, which will be served in the next scheduled match. Any player dismissed for two (2) cautionable offenses in a match shall receive a one (1) match suspension, which will be served in the next scheduled match. The two (2) yellow cards in one match count towards the accumulation of three (3) cautions throughout the tournament.

The disciplinary committee will oversee any dismissal that may require more than a 1 game suspension, and will be responsible for deciding how long the player/coach will be suspended for. If a player/coach is suspended in the last game of the tournament, the disciplinary committee will forward the referee's report to the Club official of the parent club, who will then take further action if necessary.

Red Card Dismissal Offences:

- i. Serious Foul Play
- ii. Violent Conduct
- iii. Spitting at an opponent or any other person
- iv. Denying the opposing team, a goal or an obvious goal scoring opportunity by deliberately handling the ball
- v. Denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or penalty kick
- vi. Receives a second caution in the same match
- vii. Using offensive, insulting or abusive language and/or gestures directed at a person
- viii. Using offensive, insulting or abusive language and/or gestures NOT directed at a person
- ix. Using offensive, insulting or abusive language and/or gestures directed at a match official
- x. Team official: failing to conduct themselves in a responsible manner

All dismissals will be reported by the match official, in writing, to the organizing committee immediately upon conclusion of the match.

All dismissals carry an automatic one (1) match suspension, which must be served in the next scheduled match.



Furthermore, any player or team official ordered from the field by the match official for misconduct shall not participate in the tournament until the organizing committee has ruled.

GUEST PLAYER POLICY

- i. Teams will be allowed to call up a maximum of 5 guest players
- ii. WYSA guest player rules apply.
- iii. Guest players are to be identified on team roster submitted to the tournament and the tournament guest player form must be completed for each guest player.

PLAYER UNIFORMS & EQUIPMENT

- i. Players must be wearing the same jersey and be wearing the same colour shorts and socks (other than the GK). If team colors clash, the home team must change colors or wear pinnies. The home team will be indicated as the first team on the schedule.
- ii. Players must be wearing proper soccer cleats or any other type of shoe that does not risk harming any other player.
- iii. Players may not wear any jewelry or any other “extra equipment” that infringes the law, or could be a safety hazard to him/herself or any other player.
- iv. Hard plaster casts are considered to pose a danger to both the wearer and other players and are not permitted to be worn. The practice of padding a hard plaster cast does not reduce the element of danger.
- v. Players wearing a soft cast must receive permission to play from the referee at the time of the match.
- vi. Medical bracelets must be taped but leaving the medical information clearly visible.

FAILURE TO SHOW & FORFEITED MATCHES

Failure to show up to a match will result in an automatic 3-0 win for the team that showed up to the game. The team that did not show will be fined \$300.



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