



Winnipeg Youth Soccer Association
Winnipeg, Manitoba, Canada

RULES AND REGULATIONS

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WYSA RULES AND REGULATIONS APPROVED BY THE WYSA BOARD OF DIRECTORS ON SEPTEMBER 18, 2024.

ADDITIONAL WYSA POLICIES AND PROCEDURES NOT COVERED IN THIS DOCUMENT:

- WYSA PRIVACY POLICY
- WYSA TEAM TRAVEL POLICY / EXHIBITION / TOURNAMENT HOSTING POLICY
- WYSA YOUTH TO SENIOR GUESTING POLICY
- WYSA MINI SOCCER POLICY
- WYSA CODE OF CONDUCT
- WYSA PROTESTS
- WYSA SEVERE WEATHER GUIDELINES
- WYSA BOUNDARY POLICY
- WYSA APPEAL PROCEDURES POLICY
- WYSA TRANSGENDER POLICY

ALL WYSA POLICIES ARE AVAILABLE ONLINE AT WWW.WINNIPEGYOUTHSOCCER.COM

SECTION 1: APPLICATION

- 1.1 These rules shall apply to all Winnipeg Youth Soccer Association (WYSA) activities managed by WYSA unless otherwise stated.
- 1.2 Amendments to these Rules and Regulations are governed by the WYSA By-Laws, Article 8: Rules, Regulations and Policies.
- 1.3 The Winnipeg Youth Soccer Association is responsible for the management and control of all WYSA league/playoff matches and shall maintain these Rules. In certain instances (I.e. Tournaments/Jamborees) the Winnipeg Youth Soccer Association may use a different set of rules which will be communicated to the participants in advance of the competition.
- 1.4 Notwithstanding 1.3, where these Rules are silent, the Winnipeg Youth Soccer Association Executive Director in consultation with the Winnipeg Youth Soccer Association Board of Directors, may develop temporary rules governing specific situations not covered in these rules until a time at which a permanent amendment can be made.
- 1.5 It is the responsibility of all persons participating in soccer under the auspices of WYSA to be aware of, understand and abide by the By-Laws, Policies/Procedures and Rules/Regulations of WYSA, MSA and CSA where applicable. If required, WYSA staff is to be contacted for clarification. Failure to comply with said By-Laws, Policies/Procedures and Rules/Regulations shall subject any organization or individual to disciplinary procedures.
- 1.6 Unless stated otherwise, the Rules and Regulations set forth shall apply to all WYSA competitions. The term 'Member Organization' shall refer to all district clubs, academies, regional clubs, associations, and community centres, as applicable.
- 1.7 Unless stated otherwise, the current edition of the FIFA Laws of the Game in place at the commencement of the season, shall govern the match play rules for the duration of said season. Any changes to FIFA laws mid-season will be applied at the commencement of the following season.

SECTION 2: GENERAL REGISTRATION RULES

2.1 DEFINITION OF AGE GROUPS

Age group divisions shall be comprised of players who will become the age of their age group on or after January 1 of the current calendar year.

Age Groups: U18 U17 U16 U15 U14 U13 U12 U11 U10 U9

2.2 TEAM REGISTRATION

- 2.2.1 All QSP compliant Member Organizations in good standing must register all their U9 – U18 players on teams to participate in WYSA league play. Failure to do so will result in disciplinary action.
- 2.2.2 All co-ed teams registering for play in leagues administered by WYSA will be placed in the male division of their age group.
- 2.2.3 A team is deemed registered when its place in the current league structure has been confirmed by WYSA.
- 2.2.4 Once registered, all teams must complete the assigned schedule by WYSA. Failure to do so may result in disciplinary action.
- 2.2.5 As per the Single Season Calendar located on the WYSA website, all WYSA Member Organizations will be permitted to edit their WYSA League Rosters for participation in sanctioned activity during the summer break. The following conditions are required:
- a) Member Organizations are permitted to release, transfer, and assign players to their WYSA League roster as they deem fit.
 - b) Member Organizations will not face any disciplinary action for rule violations pertaining to player transfers, player assignments, or age advancements.
 - c) Before WYSA League matches resume in August, Member Organizations will be required to return all released, transferred, and/or assigned players to their original WYSA League Roster. Failure to do so will result in disciplinary action against the Member Organization for using ineligible players.

2.3 TEAM OFFICIAL(S) REGISTRATION

- 2.3.1 All teams must have all Team Officials (e.g. Coach/Manager) listed on the team roster with the minimum required coaching certification as defined in the applicable Coaching Certification policy.
- 2.3.2 All Team Officials listed on the team roster must be in compliance with the WYSA Volunteer Screening standards as per section 2.4 of this Rules and Regulations document.
- 2.3.3 A maximum of four (4) Team Officials may be listed on a team's official roster.
- 2.3.4 All Team Officials shall be deemed registered when their name appears on the team roster, along with a valid Identification Card, which has been certified by the registrar of the affiliated Member Organization. There will be no deadline for the addition/deletion of Team Officials.
- 2.3.5 All team officials listed on a WYSA official team roster are required to have a valid identification card.
- 2.3.6 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.

In extenuating situations where the entire coaching staff is unable to attend a scheduled match, teams are encouraged to find another certified coach as a replacement. Failing that, a team must have one (1) un-carded same gendered team official to fill in for the match. The individual must still produce personal identification of who they are (ex. Driver's License) so the match official can confirm their identity and note it on the game sheet.

- 2.3.7 For a Team Official(s) Identification card to be considered valid, it must include the following:
 - a) A recognizable photograph; clearly written name; and name of Member Organization, on front of card,
 - b) Validation by a Member Organization registrar name, on front of card,
 - c) A Respect in Sport (RIS) certification number, on front of card,

- d) Canadian Police Information Check (CPIC) and Child Abuse Registry (CAR) expiry dates that are beyond the current date on front of card,
- e) Current season dated WYSA stamp in the season space on back of card.

Failure to abide by all conditions outlined above will result in the Team Official I.D. card being deemed invalid. Further disciplinary measures may be taken if warranted by the WYSA Disciplinarian.

2.4 VOLUNTEER SCREENING

- 2.4.1 WYSA is committed to creating and maintaining a sport environment in which all participants are provided protection against known child abusers or people with serious criminal records. Implementation of the following policy will minimize liability for our WYSA Volunteers at all levels of Soccer.
- 2.4.2 WYSA requires that all team officials listed on an Official Team Roster of any team participating in any programs or competitions organized by the Winnipeg Youth Soccer Association, must be Child Abuse Registry cleared, hereinafter referred to as “CAR cleared” and “Canadian Police Information Check”, hereinafter referred to as “CPIC cleared”.

When a team official registers at a Member Organization to participate in a WYSA program or competition, they must adhere to the requirements of this Volunteer Screening Policy. Each subsequent season, the team official must sign a waiver with their Member Organization that states their status of a cleared CAR and CPIC has not changed.

Team official(s) that will be traveling with teams to out of town tournaments and/or Canadian Soccer Association (CSA) competitions must adhere to the volunteer screening policies of the Manitoba Soccer Association (MSA) and/or the CSA.

- 2.4.3 All team officials listed on an official team roster must be CAR & CPIC cleared or have signed their waiver prior to the commencement date of the applicable WYSA competition. Member Organizations will be responsible to ensure that this policy is adhered to.
- 2.4.4 All Member Organizations are encouraged to establish appropriate procedures for implementing the policies and procedures described above while ensuring the confidentiality of said

procedures. This policy will be reasonably applied in due consideration of the applicable circumstances.

- 2.4.5 WYSA reserves the right to request copies of any Team Official's CAR or CPIC at any time. Failure to produce a copy within 10 business days or having a Team Official participate with expired volunteer screening may result in disciplinary action against the Team Official and Member Organization.

2.5 PLAYER REGISTRATION

- 2.5.1 For the purpose of participating in WYSA sanctioned competitions, all players are required to follow the registration process as set forth in these Rules and Regulations unless otherwise stated in the Rules and Regulations of the WYSA sanctioned competition.

- 2.5.2 No player may be registered for more than one team, youth or senior, at any one time.

2.5.3 WYSA Recreational League:

For all Under 9 to Under 18 recreational participants, WYSA requires all players to register within the Community Centre boundaries as established by the Greater Council of Winnipeg Community Centres (GCWCC) or Rural Municipality (RM) based on the geographical location of their home domicile. A player must register in accordance with the process as defined by their QSP Member Organization.

2.5.4 WYSA Developmental League:

Any player participating in the WYSA Developmental League may register with any WYSA Member Organization.

2.5.5 WYSA Premier League:

Any player participating in the WYSA Premier League may register with any WYSA Member Organization.

- 2.5.6 All players must be registered within the current player registration system and placed on a team roster to participate in the applicable WYSA competition.

All player profiles are required to have the following accurate information: first and last name, gender*, date of birth, home address, email address, phone number, citizenship, place of birth

(including municipality, province/state, and country), and at least one guardian’s first and last name, home address, email address, and phone number.

** Refer to Winnipeg Youth Soccer Association (WYSA) gender identity policy. Please contact WYSA with any registration concerns.*

2.5.7 All Member Organizations are responsible to ensure proof of age requirements are confirmed prior to being added to the team roster.

2.5.8 All players shall be deemed fully registered when their name appears on a team roster, along with a valid Player Identification Card, when applicable, which has been received and certified by the registrar of the Member Organization the player has registered with.

2.5.9 The Winnipeg Youth Soccer Association has the right to request personal information to verify the domicile of any player wishing to register under the auspices of WYSA.

2.5.10 The Winnipeg Youth Soccer Association will acknowledge only those Family Transfers administered by the Greater Council of Winnipeg Community Centres (GCWCC).

2.5.11 All players who participate in Developmental League or Premier League competitions are required to have a valid Player Identification Card.

2.5.12 For a Player I.D. card to be considered valid, it must include all the following:

- a) A recognizable photograph; date of birth; clearly written name; and name of Member Organization, on front of card.
- b) Validation by a Member Organization registrar name, on front of card.
- c) Current season dated WYSA stamp in the appropriate season space, on back of card.

Failure to abide by all conditions stated above will result in the Player I.D. card being deemed invalid. Further disciplinary measures may be taken if warranted by the WYSA Disciplinarian.

2.6 PREMIER PLAYERS IN THE RECREATION PROGRAM

A “current” player identified as participating in High Performance / Elite / Provincial training programs, outside the Member Organization’s premier programs, shall not be allowed to be registered on any Recreation team roster unless they have received appropriate WYSA approval

or have registered directly with their home Community Centre, in which case no approval shall be required.

A “current” premier player in High Performance / Elite / Provincial training programs shall be identified as a player who has been in said programs within a period of 12 months prior to trying to register on a Recreation team roster.

2.7 PLAYER AGE ADVANCEMENT

- 2.7.1 Individual player age advancement is defined as a player participating in an older division than they would normally qualify by virtue of their birth year.
- 2.7.2 In all cases of individual player age advancement, all players shall be limited to a maximum one-year age advancement and each team shall have no more than three (3) age advanced players at any time on their roster. All age advanced players must have played one (1) calendar year in WYSA Leagues with the Member Organization before they can be age advanced.
- 2.7.3 There is no formal request to WYSA required for individual player age advancement as Member Organizations are expected to manage this on their own accord. If any Member Organization is found to violate the above-mentioned parameters of rule 2.7.2, they shall be subject to disciplinary measures for playing an ineligible player.
- 2.7.4 In all cases of player age advancement that exceed rule 2.7.2, a special request must be submitted and approved by WYSA before the player can participate in the older division.
- i) Special Requests must be submitted on an annual basis as they are only valid (if approved) for one year (Single Season, Outdoor, or Indoor) only.
- 2.7.5 Special requests submitted to WYSA pertaining to individual age advancement will only be reviewed by the TEC Committee in exceptional circumstances. Member Organizations relying on special requests should be prepared to provide supporting rationale for consideration.

2.8 TEAM AGE ADVANCEMENT

- 2.8.1 Team age advancement is defined as a team participating in an older division than they would normally qualify by virtue of the team’s birth year.

2.8.2 In all cases of team age advancement, a formal request must be submitted and approved by WYSA before the team can participate in the older division. Any request will be judged on the merit of whether the Member Organization has another team in the division, whether the team is capable of competing at the higher level, the effect on the other teams in the two divisions affected, and the overall long-term viability of the request.

2.8.3 Individual team age advancement is for a one (1) season only.

2.9 REGISTRATION DEADLINE FOR ADDING NEW PLAYERS

2.9.1 Players who are registering for the first time in a season, to be added to an official team roster for the purpose of participating in a WYSA league competition, new player additions may be made up to and including:

- a) June 15th of any year for teams participating in the Outdoor Recreational Season.
- b) February 15th of any year for teams participating in the Indoor Recreational Season.
- c) September 15th of any year for teams participating in the Single Season.

2.9.2 Such additions must be made to the team roster in the player registration system and in accordance with all the requirements of the WYSA Rules and Regulations Section 2.5 on or prior to the dates stated above for the addition of new player to be valid. All other policies shall apply when adding a Team Official and/or player. Invalid additions may result in disciplinary action.

2.10 REGISTRATION DEADLINE FOR ADDING TRANSFER PLAYERS

2.10.1 A player is bound to the Member Organization for which they have registered until the end of the league season of the applicable WYSA competition; unless the player is transferred or released.

2.10.2 A player may transfer a maximum of one (1) time within the current League season. This includes transfers among teams within a Member Organization.

2.10.3 Players who have registered for the current season may transfer to another Member Organization within the parameters of 2.10.1 and 2.10.2 within the following timelines:

- a) Up to and including June 15th for teams participating in the Outdoor Recreational Season.

- b) Up to and including February 15th for teams participating in the Indoor Recreational Season.
- c) Up to including September 15th for teams participating in the Single Season.

Such additions must be made to the team roster in the player registration system and in accordance with all requirements of under rules and regulations section 2.5 on or prior to the dates stated above for the addition of a transferred player to be valid. All other policies shall apply when adding a Team Official and/or player. Invalid additions may result in disciplinary action.

2.11 PLAYER REGISTRATION VIOLATIONS

2.11.1 In cases where the regulations concerning registration of players are broken including the use of improperly released or transferred players, the use of over-age players, or the use of unregistered players in any WYSA organized match, the penalties are as follows:

- a) For the first occurrence, the WYSA Discipline Committee shall determine penalties based on the evidence of the situation. This shall include defaulting of matches and other sanctions such as suspensions and/or fines to the Member Organization.
- b) For a second occurrence, the team and the team official may be suspended indefinitely pending a hearing by the WYSA Discipline Committee.

SECTION 3: GENERAL MATCH RULES

3.1 FAIR PLAY

All eligible players participating in Recreational, Developmental, and Premier divisions should expect to play minimum 50% per match during the applicable WYSA competition. It will be accepted that under certain disciplinary circumstances that on field playing time cannot be guaranteed. It is the responsibility of the coaching staff to clearly communicate any disciplinary action to the player and his/her parents. It is up to the Member Organizations to monitor and police this matter.

3.2 SAME GENDER ADULT

3.2.1 All teams must have at least one adult, who is the same gender as the division in which the team is registered. 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 I.D. 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 cancelled and points defaulted to opponents.

3.3 REFEREE LIAISON

3.3.1 Teams participating in a WYSA sanction competition require a Referee Liaisons 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. Should a Referee Liaison not be written on the game sheet, the team official becomes the Referee Liaison by default.

3.3.2 Referee Liaison's must have their names and "RL" stated on the game sheet and be identifiable by wearing the yellow RL band on their upper arm.

3.3.3 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 WYSA if they witness any improper conduct from them.

3.4 LEAGUE ADMINISTRATOR

- 3.4.1 WYSA shall be the League Administrator for all U9-U18 Recreational, U9-U12 Developmental, and U13-U17 Premier divisions for each applicable WYSA competition.

3.5 MATCH SCHEDULES

- 3.5.1 All matches shall be played as scheduled unless the facility operator or the permit holder declares the pitch to be unplayable. The referee shall be the only authority to determine if a match shall be postponed due to inclement weather and/or field conditions.
- 3.5.2 Any team withdrawing from a WYSA sanctioned league or playoff competition, or expelled for cause, resulting in the team failing to complete their schedule shall have their entire record declared null and void. At the discretion of the disciplinarian, the team may be subject to further disciplinary measures.

3.6 IDENTIFICATION CARDS (I.D. CARDS)

- 3.6.1 Valid identification cards must be submitted to the Referee prior to the start of a match. Players or Team Officials that do not have a valid I.D. card may not participate in the match until the card is produced. If in an exceptional circumstance that an entire team's I.D. cards are unavailable the match shall still commence, however, the Team Official must produce valid Player I.D. cards prior to the end of the match. Teams failing to produce the valid Player I.D. cards before the end of the match will default the match. Opposition teams will not gain any points not earned in these matches unless the team is found to be playing an ineligible player(s).
- 3.6.2 Member Organization Head Coaches (CHC) and Assistant Club Head Coaches (ACHC) will be provided a GOLDENROD I.D. CARD, which says “CLUB TECHNICAL STAFF CARD” at the top of the card, which gives them the authority to occupy a spot in the technical area without being listed on the Official Team Roster. The following conditions shall apply:
 - a) All CHCs / ACHCs MUST provide their card to the Match Official upon their arrival.
 - b) All CHCs / ACHCs MUST be listed on the game sheet.
 - c) No technical area shall be permitted to have more than five (5) Team Officials during any match, which includes the CHC/ACHC presence.

CHCs and/or ACHCs are permitted to come and go at any point during a match, however, they must always follow the ‘hand in your card’, ‘be listed on the game sheet’ and ‘no more than 5 Team Officials’ protocols for any match they attend.

3.6.3 Recreational players who wish to guest on Developmental or Premier teams will be required to have a valid Player I.D. card produced by their Member Organization. Should the player fail to acquire a valid Player I.D. card from their Member Organization, an approved School I.D. will be accepted and noted on the game sheet.

3.7 OFFICIAL TEAM ROSTER

3.7.1 All special requests for exceptions relating to age eligibility must be approved by the Member Organization and forwarded to WYSA for approval. Please see the applicable section of the Rules and Regulations pertaining to the competitive league of participation [Recreation (4.5.1), Developmental (5.4.1), or Premier (6.4.1)] for more specific details.

3.7.2 All over-roster requests must be approved by the Member Organization and forwarded to WYSA for approval. Please see the applicable section of the Rules and Regulations pertaining to the competitive division of participation [Recreation (4.5.2), Developmental (5.4.2), or Premier (6.4.2)] for more specific details.

3.8 GAME SHEETS

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

- a) Team Official I.D. cards for all Team Officials occupying a spot in the technical (team bench) area.
- b) Player I.D. cards for all players (when applicable) participating in the match.
- c) The referee is responsible for bringing a printed copy of the game sheet to the match, which shall include the names of the Team Officials present at the match, along with the names and uniform numbers of the players participating in the match.
- d) Guest Players must be clearly identified on the game sheet with a ‘GP’ indicated beside their name.

- e) Any player or Team Official arriving after the kickoff, the Referee is responsible for adding their name and uniform number to the game sheet prior to completing the game sheet at the end of the match.
- f) 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.
- g) For all U9-U18 Recreational, U9-U12 Developmental, and U13-U17 Premier League matches, the assigned referee must email the game sheet and any discipline reports to wysa@wpgsoccer.com within 48 hours of their scheduled match. No points will be tabulated by the WYSA Office (when applicable) unless confirmed by the official game sheet. Final division standings (where applicable) for any WYSA sanctioned competition will be based on the results of the official game sheets received from the match official.
- h) Team Officials are permitted and encouraged to take a photo of the completed game sheet at the end of the match for their record keeping purposes.

3.9 DEFAULTS AND FORFEITS

- 3.9.1 In exceptional circumstances, teams may need to default a match due to unforeseen circumstances. If notice is given to the WYSA Office with at least one (1) day prior to the match, the match shall be considered a default. The match will be recorded as a 5-0 win and three (3) points awarded in the league standings (where applicable) to opposing team. The defaulting team shall not be deducted any points from the league standings but shall be fined \$50 dollars. The match will not be rescheduled.
- 3.9.2 In cases where teams do not give at least one (1) day notice of being unable to compete in a scheduled match, the match shall be considered a forfeit. The match will be recorded as a 5-0 win and three (3) points awarded in the league standings (where applicable) to opposing team. The forfeiting team shall also be deducted 3 points from the League standings (where applicable) and will be responsible to cover all appropriate costs of the match. The match will not be rescheduled.

3.10 GUEST PLAYERS

3.10.1 Any player who participates with a team that they are not officially rostered with is defined as and considered to be a guest player. Guest players may only participate with another team from their own Member Organization, with the only exception being a Member Organization that receives their QSP designation via another Member Organizations application.

Example: A player participating on a Valley Gardens U11G team may be used as a guest player on a North Kildonan U12G team.

3.10.2 Teams are not permitted to have more than a maximum of five (5) guest players in each match.

3.10.3 Teams may utilize the services of a guest player registered in a lower competitive division of the same age and/or in a lower age division of the same level of competition. All guest players must meet the following criteria:

- a) The permission of the coach of the lending team must be obtained.
- b) The name of the player from the lower division or lower age team must appear with an appropriate designation on the game sheet. The player must be clearly labeled as a Guest Player or “GP”.
- c) A player registered on a Recreational team in an age group older than the birth year of the requesting team may be allowed to play as a guest player in the Premier or Developmental division in their defined age group by virtue of their birth year.

➤ *For Example: A 15-year-old playing on a U16 Rec Team can be used as a guest player on a U15 Premier as they are age eligible.*

- d) A player rostered on a team in a girls division may guest on a team in a boys divisions, but a player rostered on a team in a boys division may not guest on a team in a girls division.
- e) Developmental and Premier team players may appear as guests with their own Member Organization teams in a division that is higher than their own by virtue of their birth year if the divisions are separate, with the exception of goalkeepers (Rules 5.12 & 6.10) as they are the only players who can guest with another team within the same division.

f) U9 & U10 Developmental and Recreational League teams will be permitted to use lateral guest players from another registered team within their organization (if applicable). The inclusion of guest players cannot exceed the registered roster size for the requesting team.

➤ *For Example: Although the maximum roster size for a U9 team is 12, should a team have a registered roster size of 10 players, if they require guest players they can only call up to 10 players total from another U9 team.*

3.10.4 Recreation League Guest Players

Provided the player meets the provisions set out in rule 3.10.3, a player participating in Recreation league competitions can guest on the same team for a maximum of five (5) matches during league play. A player can guest for a maximum of four (4) matches on the same team during the playoffs.

3.10.5 Developmental League Guest Players:

Provided the player meets the provisions set out in rule 3.10.3, a player participating in Developmental league competitions can guest on the same team for a maximum of eight (8) matches during League play.

3.10.6 Premier League Guest Players:

Provided the player meets the provisions set out in rule 3.10.3, a player participating in Premier league competitions can guest on the same team for a maximum of eight (8) matches during League play, as there are no playoffs.

3.11 **TEAM TECHNICAL AREAS (TEAM BENCHES)**

In all matches governed by WYSA, Team Officials and players of both teams will be placed on the same side of the field, while all others attending the matches will be placed on the other side of the field from the team benches.

3.12 **TEAM UNIFORMS**

All uniforms of players participating in the match must have numbers. Each uniform should be uniquely identified by a different number, no teams can have duplicate numbers on their team uniforms.

Any teams playing without numbers will default the match (where applicable). Taped numbers will be permitted.

In cases where uniforms are similar in color, the Away Team shall change. The referee will make the determination of whether uniform colors are conflicting.

3.13 MATCHES NOT PLAYED TO THEIR ENTIRETY

In cases where a match is abandoned due to weather, and/or injury, the match shall not be considered an official match unless at least two-thirds (2/3) of the scheduled match playing time has been played. The WYSA office will make a final determination on if the match shall be replayed.

3.14 FAILURE TO COMPLETE A SCHEDULED MATCH

3.14.1 If a team refuses to finish a match, the offending team shall be deemed to have forfeited the match and the team official will be suspended pending a hearing within 72 hours by the WYSA Discipline Committee. Any matches missed by the team while suspended pending the hearing will be defaulted. Any team who is unable to finish a match for not having the minimum required number of active players will be deemed to have defaulted the match.

3.14.2 In cases where a match is abandoned for reasons such as, but not limited to, the conduct of one team (i.e. teams engage in a fight or brawl, etc) the offending team shall forfeit the match and be suspended pending a hearing within 72 hours of the scheduled match by the WYSA Discipline Committee.

3.15 USE OF AN INELIGIBLE PLAYER

3.15.1 Any player who participates in a WYSA sanctioned match that is not on the official registered team roster shall be considered an ineligible player, unless the player is a guest player in which all guest player rules outlined in section 3.10 are followed. Failure to adhere to the guest player rules will result in the player being considered an ineligible player.

3.15.2 Players serving a suspension are considered ineligible until the suspension is served. Any team who uses an ineligible player shall be deemed to have forfeited the match. The match will be recorded as a 5-0 win and three (3) points awarded in the league standings (where applicable) to

opposing team. The forfeiting team shall also be deducted 3 points from the League standings (where applicable).

3.15.3 The WYSA Disciplinarian shall determine whether any further sanctioning is warranted. Such matches shall not be replayed.

3.16 WYSA LEAGUE STANDINGS AND TIE BREAKING PROCEDURES

3.16.1 Standings shall be tracked for all U13-U18 divisions (Recreation & Premier); 3 points shall be awarded for a win, 1 point for a tie, and 0 points for a loss. A maximum of 5 goal differential shall apply for each match.

3.16.2 If, at the end of any applicable WYSA competition, two or more teams finish tied on points, the tie shall be broken by applying the following procedures in order until the tie is broken:

- a) Points accumulated from results amongst the tied teams.
- b) Head to head result (not applicable for 3 or more tied teams).
- c) Least goals against in matches played amongst the tied teams to maximum of five (5) goals difference per match.
- d) Team with the most wins.
- e) Least total goals against in all matches to a maximum of five (5) goals against per match.
- f) Goal difference – goals for, minus goals against to a maximum of five (5) goals difference per match.
- g) Most goals for in all matches to a maximum of five (5) goals for per match.
- h) If after applying the tie-breaking procedure above renders two (2) teams tied, a tie-breaker match shall be played to resolution in accordance with the divisions match rules.

The tie-breaking procedure must continue for the remaining teams until a winner is determined.

3.17 HOME TEAM RESPONSIBILITIES

3.17.1 The home team shall provide corner flags (minimum of five (5) feet above ground level) and a match ball, however both teams must have reserve balls for use available. The referee has the final decision on the suitability of any ball.

3.17.2 During the applicable WYSA competition, the home team is responsible for correct field markings and both goals. The match being played is at the discretion of the match official. If deemed unplayable by the match official, at the discretion of the WYSA Disciplinarian the home team may default the match.

3.18 HANDSHAKING

3.18.1 In the spirit and encouragement of sportsmanship, WYSA will be permitting handshaking. Any changes to this rule will be in alignment to any Government of Manitoba public health orders as they pertain to sport participation.

SECTION 4: RECREATION LEAGUE RULES

Below are the Rules and Regulations specifically pertaining to the U9 – U18 Recreation divisions. Also refer to previous sections of this document, which may also apply. Ignorance towards the Rules and Regulations will not be tolerated as a defense.

4.1 SAME GENDER ADULT

4.1.1 Refer to Rules and Regulation Section 3.2 – “Same Gender Adult”

4.2 REFEREE LIAISON

4.2.1 Refer to Rules and Regulation Section 3.3 – “Referee Liaison”

4.3 LENGTH OF SEASON

4.3.1 The U9 – U12 Recreational outdoor season shall typically run from the end of April to the end of June. WYSA shall be responsible for organizing an outdoor season finale jamboree. The length and format of season is subject to change.

4.3.2 The U13 – U18 Recreational outdoor season shall typically run from the end of April to the end of June. Playoffs will be in July. The length and format of season is subject to change.

4.3.3 The U9 – U18 Recreational indoor season shall typically run from the weekend after the Developmental & Premier Single Season competition concludes until the weekend prior to spring break. The length of season is subject to change.

4.4 RECREATION TEAM COMPOSITION TRANSFERS (PRIOR TO SEASON START)

4.4.1 Within a Member Organization, if a recreational player does not have a team within their age group or if a player is not required by their team(s) at their age group, the player may transfer to another Member Organization that has a need for players.

4.4.2 Each transfer between Member Organizations involving Recreation players will require the consent of a parent/guardian and the approval of the certified Member Organization contact of both the releasing and of the receiving Member Organization. All such transfers are for one season only either Outdoor or Indoor.

4.5 OFFICIAL TEAM ROSTERS - RECREATION

- 4.5.1 All special requests for exceptions relating to age eligibility must be approved by the Member Organization and forwarded to WYSA for approval.
- 4.5.2 All over-roster requests must be approved by the Member Organization and forwarded to WYSA for approval.
- 4.5.3 Member Organizations who have received an approved over-roster will be permitted to dress all rostered players in WYSA League matches.

Ex: If a Tyndall Park U10 Boys team has 14 players on their roster, all 14 players are permitted to dress each match. It should be noted that WYSA Rule 3.1 – Fair Play, will still apply for each over rostered team.

4.6 REGISTRATION DEADLINE FOR ADDING NEW PLAYERS

4.6.1 See Rules and Regulations section 2.9

4.7 REGISTRATION DEADLINE FOR ADDING TRANSFER PLAYERS

4.7.1 See Rules and Regulations section 2.10

4.8 MATCH DETAILS

4.8.1 No match shall be considered an official match unless both teams have the minimum number of players to start the match. If for whatever reason a team falls below the minimum number of active players after the commencement of the match, the team will be deemed to have defaulted the match but will not be subject to the fine as per Rules and Regulations 3.8.

4.8.2 Recreation League Match Standards Table:

RECREATION OUTDOOR LEAGUE MATCH STANDARDS								
DIVISION	# OF PLAYERS	# OF PLAYERS TO START	MATCH DURATION	FIELD SIZE	EXTRA-TIME (FINALS ONLY)	BALL SIZE	SUBS	RETREAT LINE / OFFSIDE
U9 REC	6v6 (5+1GK) 12 Player Max Roster	4 – at no time can the # be below 4	2x25 Halves. 5 Min Halftime	Width: 33Y-40Y Length: 44Y-60Y	None	Super Light 4 (8.1-11.6 PSI) recommended; Regular 4 accepted	Unlimited at any stoppage; Unlimited throughout match	Retreat Line Enforced



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U10 REC	6v6 (5+1GK); 12 Player Max Roster	4 – at no time can the # be below 4	2x25 Halves. 5 Min Halftime	Width: 33Y- 40Y Length: 44Y- 60Y	None	Super Light 4 (8.1-11.6 PSI) recommen ded; Regular 4 accepted	Unlimited at any stoppage; Unlimited throughou t match	Retreat Line Enforced
U11 REC	9v9 (8+1GK) 16 player Max Roster	7 – at no time can the # be below 7	2x30 Halves; 5 Min Halftime	Width: 40Y- 50Y Length: 55Y- 71Y	None	Size 4	Unlimited at any stoppage; Unlimited throughou t match	Attacking Line Enforced
U12 REC	9v9 (8+1GK) 16 player Max Roster	7 – at no time can the # be below 7	2x30 Halves; 5 Min Halftime	Width: 40Y- 50Y Length: 55Y- 71Y	None	Size 4	Unlimited at any stoppage; Unlimited throughou t match	Attacking Line Enforced
U13 REC	9v9 (8+1GK) 16 Player Max Roster	7 – at no time can the # be below 7	2x35 Halves; 5 Min Halftime	Width: 40Y- 50Y Length: 55Y- 71Y	2 x 5 Mins Played in Full	Size 5	Unlimited at any stoppage; Unlimited throughou t match	Traditional Offside Enforced
U14 REC	11v11 (10+1GK) 18 Player Max Roster	8 – at no time can the # be below 7	2x35 Halves; 5 Min Halftime	Width: 50Y- 100Y Length: 100Y- 130Y	2 x 5 Mins Played In Full	Size 5	Unlimited at any stoppage; Unlimited throughou t match	Traditional Offside Enforced
U15 REC	11v11 (10+1GK) 18 Player Max Roster	8 – at no time can the # be below 7	2x40 Halves; 5 Min Halftime	Width: 50Y- 100Y Length: 100Y- 130Y	2 x 5 Mins Played In Full	Size 5	Unlimited at any stoppage; Unlimited throughou t match	Traditional Offside Enforced
U16 REC	11v11 (10+1GK) 18 Player Max Roster	8 – at no time can the # be below 7	2x40 Halves; 5 Min Halftime	Width: 50Y- 100Y Length: 100Y- 130Y	2 x 5 Mins Played In Full	Size 5	Unlimited at any stoppage; Unlimited throughou t match	Traditional Offside Enforced
U17 REC	11v11 (10+1GK) 18 Player	8 – at no time can the # be below 7	2x45 Halves; 5 Min Halftime	Width: 50Y- 100Y	2 x 5 Mins Played In Full	Size 5	Unlimited at any stoppage; Unlimited	Traditional Offside Enforced

	Max Roster			Length: 100Y-130Y			throughout match	
U18 REC	11v11 (10+1GK) 18 Player Max Roster	8 – at no time can the # be below 7	2x45 Halves; 5 Min Halftime	Width: 50Y-100Y Length: 100Y-130Y	2 x 5 Mins Played In Full	Size 5	Unlimited at any stoppage; Unlimited throughout match	Traditional Offside Enforced

During the outdoor season, all teams shall be allowed 10 minutes grace time past the scheduled kickoff time to acquire enough players to start a match. Failure to acquire enough players will result in a default.

RECREATION INDOOR LEAGUE MATCH STANDARDS

DIVISION	# OF PLAYERS	# OF PLAYERS TO START	MATCH DURATION	FIELD SIZE	EXTRA-TIME (FINALS ONLY)	BALL SIZE	SUBS	RETREAT LINE / OFFSIDE
U9 - U10 REC	7v7 (6+1GK); 14 Player Max Roster	5 – at no time can the # be below 5	2x30 Halves 2 Min Halftime	Width: 33Y Length : 53Y	None	Super Light 4 (8.1-11.6 PSI) recommended; Regular 4 accepted	Unlimited - No maximum at one time	Retreat Line Enforced
U11 - U12 REC	7v7 (6+1GK); 14 Player Max Roster	5 – at no time can the # be below	2x30 Halves 2 Min Halftime	Width: 33Y Length : 53Y	None	Super Light 4 (8.1-11.6 PSI) recommended; Regular 4 accepted	Unlimited - No maximum at one time	No Attacking Line Enforced
U13 - U18 REC	6v6 (5+1GK) 18 Player Max Roster	4 – at no time can the # be below 4	2x30 Halves; 2 Min Halftime	Width: 33Y Length : 53Y	2 x 5 Mins Played In Full	Size 5	Unlimited - No maximum at one time	Not Enforced

During the indoor season, all teams shall be allowed 5 minutes grace time past the scheduled kickoff time to acquire enough players to start a match. Failure to acquire enough players will result in a default.

4.9 RETREAT LINE – APPLICABLE TO U9 & U10

4.9.1 The Retreat Line shall be marked a one-third (1/3) of the length of the field away from the goal line on each U9 and U10 Recreation League field.

4.9.2 The Retreat Line will be used when the ball goes out of play for a goal kick. The players of the team taking the goal kick can position themselves anywhere on the pitch and any player may take the goal kick. The opposing team retreats to the middle third of the field and may not cross the Retreat Line until one (1) of the following conditions is met:

- a) The ball is touched by the player receiving the goal kick; or
- b) The ball leaves the field of play; or
- c) The ball is played directly into the middle third of the field.

4.9.3 If the defending team encroaches across the retreat line before a teammate receives the pass, play will be stopped, and the goal kick will be retaken. If the opposing team repeatedly encroaches the retreat line, then an indirect free kick shall be awarded from the place where the offence occurred for not respecting the restart of play. However, if a team wants to play quickly, they can, and, if the goal kick is played before the opposing team players have moved behind the Retreat Line, the ball is considered live for all players. There is a diagram example of how the Retreat Line looks like on our website under the Coaches and Volunteers tab > WYSA Rules and Regulations.

4.10 ATTACKING LINE (OFFSIDE) - APPLICABLE TO U11 AND U12

4.10.1 The Attacking Line shall be marked a one-third (1/3) of the length of the field away from the goal line on each U11 and U12 Recreation League field.

4.10.2 The **attacking line** becomes the midfield line (aka halfway line) when judging an offside. For a referee to be able to consider if a player may be offside, the player must satisfy two initial requirements at the moment the ball is played:

- 1. Being within the attacking third of the pitch;
- 2. Being in an offside position

At that point, the referee can determine if the player is:

- a) interfering with the play; or
- b) interfering with an opponent; or
- c) gaining an advantage by being in that position

4.10.3 Officials are reminded that there is no "offside line" (as a blue line is used in hockey) but rather the offside rule is applied in the same manner as it is in standard 11 v 11 outdoor soccer with the modification that it is only applied in the attacking third of the field of play. Keeping that in mind, the key moment of judgment is when the ball is played. Therefore it is possible for an individual to receive or touch the ball within the attacking third of the field but not necessarily be offside provided that at the moment the ball is played, they are outside of the attacking third of the field of play. There are diagram examples of what is and isn't considered an offside on our website under the Coaches and Volunteers tab > WYSA Rules and Regulations.

4.11 SUBSTITUTIONS

- 4.11.1 Teams are permitted to substitute an unlimited number of players at any one time, and, unlimited number of times throughout the duration of all matches.
- 4.11.2 During the outdoor season, substitutions may only be made with the consent of the referee during a stoppage in play.
- 4.11.3 During the outdoor season, no substitute is allowed to replace a player who has been dismissed from the match.
- 4.11.4 During the indoor season, a substitution may be made at any time, whether the ball is in play or not (i.e. "on the fly").
- 4.11.5 The referee must be notified at all times of any change of goalkeeper

4.12 LAWS OF THE GAME

- 4.12.1 Unless stated otherwise, the current edition of the FIFA Laws of the Game in place at the commencement of the season, shall govern the rules of the game for the duration of the applicable WYSA season.
- 4.12.2 Any changes to FIFA laws mid-season will be applied at the commencement of the following season.

SECTION 5: DEVELOPMENTAL LEAGUE RULES

Below are the Rules and Regulations specifically pertaining to the U9 – U12 Developmental League. Also refer to previous sections of this document, which may also apply. Ignorance towards the Rules and Regulations will not be tolerated as a defense.

5.1 SAME GENDER ADULT

5.1.1 Refer to Rules and Regulation Section 3.2 – “Same Gender Adult”

5.2 REFEREE LIAISON

5.2.1 Refer to Rules and Regulation Section 3.3 – “Referee Liaison”

5.3 LENGTH OF SEASON

5.3.1 The U9 – U12 Developmental League Single Season shall typically commence in April and run until the end of June. The season will break in July and resume in August and conclude in November. The length and format of season is subject to change.

5.4 OFFICIAL TEAM ROSTERS – DEVELOPMENTAL

5.4.1 Special requests must be submitted to the WYSA office at least 30 calendar days before the season kicks off. The requests will be returned to the Member Organization within seven (7) days after the submission date. Special requests will be considered on a case by case basis.

No special requests will be considered for Developmental League once the season commences unless team viability comes into question.

5.4.2 All over-roster requests must be approved by the Member Organization and forwarded to WYSA for approval up to a maximum of three (3) roster spots.

5.5 REGISTRATION DEADLINE FOR ADDING NEW PLAYERS

5.5.1 See Rules and Regulations section 2.9

5.6 REGISTRATION DEADLINE FOR ADDING TRANSFER PLAYERS

5.6.1 See Rules and Regulations section 2.10

5.7 MATCH DETAILS

5.7.1 No match shall be considered an official match unless both teams have the minimum number of players to start the match. At no time may the number of active players on the field of play be fewer than what is stipulated in the table below. If a team falls below the minimum number of active players after the commencement of the match, for whatever reason, the team will be deemed to have defaulted the match but will not be subject to the fine as per Rules and Regulations 3.8

5.7.2 Developmental League Match Standards Table:

DEVELOPMENTAL LEAGUE MATCH STANDARDS							
DIVISION	# OF PLAYERS	# OF PLAYERS TO START	MATCH DURATION	FIELD SIZE	BALL SIZE	SUBS	RETREAT LINE / OFFSIDE
U9 DL	6v6 (5+1GK); 12 Player Max Roster	4 – at no time can the # be below 4	2x25 Halves. 5 Min Halftime	Width: 33Y-40Y Length: 44Y- 60Y	Super Light 4 (8.1-11.6 PSI)	Unlimited at any stoppage; Unlimited throughout match	Retreat Line Enforced
U10 DL	6v6 (5+1GK); 12 Player Max Roster	4 – at no time can the # be below 4	2x25 Halves. 5 Min Halftime	Width: 33Y-40Y Length: 44Y- 60Y	Super Light 4 (8.1-11.6 PSI)	Unlimited at any stoppage; Unlimited throughout match	Retreat Line Enforced
U11 DL	9v9 (8+1GK) 16 player Max Roster	7 – at no time can the # be below 7	2x30 Halves. 5 Min Halftime	Width: 40Y-50Y Length: 55Y- 71Y	Regular 4	Unlimited at any stoppage; Unlimited throughout match	Attacking Line Enforced
U12 DL	9v9 (8+1GK) 16 player Max Roster	7 – at no time can the # be below 7	2x30 Halves. 5 Min Halftime	Width: 40Y-50Y Length: 55Y- 71Y	Regular 4	Unlimited at any stoppage; Unlimited throughout match	Attacking Line Enforced
During the Single Season, all teams shall be allowed 10 minutes grace time past the scheduled kickoff time to acquire enough players to start a match. Failure to acquire enough players will result in a default.							

5.8 RETREAT LINE – APPLICABLE TO U9 AND U10

5.8.1 The Retreat Line shall be marked a one-third (1/3) of the length of the field away from the goal line on each U9 and U10 Developmental League field.

- 5.8.2 The Retreat Line will be used when the ball goes out of play for a goal kick. The players of the team taking the goal kick can position themselves anywhere on the pitch and any player may take the goal kick. The opposing team retreats to the middle third of the field and may not cross the Retreat Line until one (1) of the following conditions is met:
- a) The ball is touched by the player receiving the goal kick; or
 - b) The ball leaves the field of play; or
 - c) The ball is played directly into the middle third of the field.
- 5.8.3 If the defending team encroaches across the retreat line before a teammate receives the pass, play will be stopped, and the goal kick will be retaken. If the opposing team repeatedly encroaches the retreat line, then an indirect free kick shall be awarded from the place where the offence occurred for not respecting the restart of play. However, if a team wants to play quickly, they can, and, if the goal kick is played before the opposing team players have moved behind the Retreat Line, the ball is considered live for all players. There is a diagram example of how the Retreat Line looks like on our website under the Coaches and Volunteers tab > WYSA Rules and Regulations

5.9 ATTACKING LINE (OFFSIDE) – APPLICABLE TO U11 AND U12

- 5.9.1 The Attacking Line shall be marked a one-third (1/3) of the length of the field away from the goal line on each U11 and U12 Developmental League field.
- 5.9.2 The **attacking line** becomes the midfield line (aka halfway line) when judging an offside. For a referee to be able to consider if a player may be offside, the player must satisfy two initial requirements at the moment the ball is played:
- 1. Being within the attacking third of the pitch;
 - 2. Being in an offside position.

At that point, the referee can determine if the player is:

- a) interfering with the play; or
- b) interfering with an opponent; or
- c) gaining an advantage by being in that position

5.9.3 Officials are reminded that there is no "offside line" (as a blue line is used in hockey) but rather the offside rule is applied in the same manner as it is in standard 11 v 11 outdoor soccer with the modification that it is only applied in the attacking third of the field of play. Keeping that in mind, the key moment of judgment is when the ball is played. Therefore it is possible for an individual to receive or touch the ball within the attacking third of the field but not necessarily be offside provided that at the moment the ball is played, they are outside of the attacking third of the field of play. There are diagram examples of what is and isn't considered an offside on our website under the Coaches and Volunteers tab > WYSA Rules and Regulations.

5.10 SUBSTITUTIONS

5.10.1 Teams are permitted to substitute an unlimited number of players at any one time, and, unlimited number of times throughout the duration of all matches.

5.10.2 During the Single Season, substitutions may only be made with the consent of the referee during a stoppage in play.

5.10.3 During the Single Season, no substitute is permitted to replace a player who has been dismissed from the match.

5.10.4 The referee must be notified at all times of any change of goalkeeper.

5.11 LAWS OF THE GAME

5.11.1 Unless stated otherwise, the current edition of the FIFA Laws of the Game in place at the commencement of the season, shall govern the rules of the game for the duration of the applicable WYSA season.

5.11.2 Any changes to FIFA laws mid-season will be applied at the commencement of the following season.

5.12 GOALKEEPER GUEST PLAYER RULES: DEVELOPMENTAL LEAGUE (U9 to U12)

5.12.1 The below amendments to the 3.10 GUEST PLAYER rules are meant to specifically address the maximum five (5) times per league schedule and two (2) times per playoff schedule and guesting within the same division for goalkeepers. All other guest player rules are still applicable.

- a) Goalkeepers playing as guest goalkeeper are exempt from Rule/Regulation 3.10.9, the 8 guest appearances per team per League schedule.

- b) Goalkeepers playing as a guest goalkeeper are exempt from parts of Rule and Regulation 3.10.2, in that can guest on teams within their own division or higher, but never a lower division.
- c) D-League players who guest as a goalkeeper on any U13-U17 Premier 1&2 teams will have the exemptions applied as well.

The following rules still apply:

- a) Goalkeepers are only allowed to guest within the same division **only** if they are playing goalkeeper.
- b) Guest goalkeepers still count towards the maximum five (5) guest players per match as outlined in rules and regulations 3.10.

It is important to note that the Goalkeeper guest rule is based on division they are competing in, not based on age.

For clarity here are a few typical examples:

- **Example 1:** A goalkeeper on the U12 D-League roster can be a guest goalkeeper on any other roster an unlimited amount of times as a goalkeeper but it still count towards the five (5) guest players' max per match.
- **Example 2:** A goalkeeper on the U11 D-League roster cannot be a guest goalkeeper on any team in the U9BDL or U10BDL divisions but can guest up to the U11BDL team within the same division (if applicable) as a goalkeeper.
- **Example 3:** A goalkeeper on the U12 D-League roster can go play midfield for the U13 PR1 team but counts as a guest player in every sense (3 and 5/2 rule).

SECTION 6: PREMIER LEAGUE RULES

Below are the Rules and Regulations specifically pertaining to the U13 – U17 Premier divisions. Also refer to previous sections of this document, which may also apply. Ignorance towards the Rules and Regulations will not be tolerated as a defense.

6.1 SAME GENDER ADULT

6.1.1 Refer to Rules and Regulation Section 3.2 – “Same Gender Adult”

6.2 REFEREE LIAISON

6.2.1 Refer to Rules and Regulation Section 3.3 – “Referee Liaison”

6.3 LENGTH OF SEASON

6.3.1 The U13 – U17 Premier Single Season shall typically commence in April and run until the end of June. The season will break in July and resume in August and conclude in November. The length and format of season is subject to change.

6.4 OFFICIAL TEAM ROSTERS – PREMIER

6.4.1 Special requests must be submitted to the WYSA office at least 30 calendar days before the season kicks off. The requests will be returned to the Member Organization within seven (7) days of the submission date. Special requests will be considered on a case by case basis.

No special requests will be considered for the Premier League once the season commences unless team viability comes into question.

6.4.2 All over-roster requests must be approved by the Member Organization and forwarded to WYSA for approval up to a maximum of three (3) roster spots.

6.5 REGISTRATION DEADLINE FOR ADDING NEW PLAYERS

6.5.1 See Rules and Regulations section 2.9

6.6 REGISTRATION DEADLINE FOR ADDING TRANSFER PLAYERS

6.6.1 See Rules and Regulations section 2.10

6.7 MATCH DETAILS

6.7.1 No match shall be considered an official match unless both teams have the minimum number of players to start the match. At no time may the number of active players on the field of play be fewer than what is stipulated in the table below. If a team falls below the minimum number of active players after the commencement of the match, for whatever reason, the team will be deemed to have defaulted the match but will not be subject to the fine as per Rules and Regulations 3.8

6.7.2 Premier League Match Standards Table:

PREMIER LEAGUE MATCH STANDARDS							
DIVISION	# OF PLAYERS	# OF PLAYERS TO START	MATCH DURATION	FIELD SIZE	BALL SIZE	SUBSTITUTIONS	OFFSIDE
U13 PREMIER	9v9 (8+1GK) 16 player Max Roster	7 – at no time can the # be below 7	2x35 Halves; 5 Min Halftime	Width: 40Y-50Y Length: 55Y- 71Y	Regular 5	Unlimited at any stoppage; Unlimited throughout match	Traditional Offside Enforced
U14 PREMIER	11v11 (10+1GK) 18 Player Max Roster	8 – at no time can the # be below 7	2x35 Halves; 5 Min Halftime	Width: 50Y- 100Y Length: 100Y- 130Y	Regular 5	Unlimited at any stoppage; Unlimited throughout match	Traditional Offside Enforced
U15 PREMIER	11v11 (10+1GK) 18 Player Max Roster	8 – at no time can the # be below 7	2x40 Halves; 5 Min Halftime	Width: 50Y- 100Y Length: 100Y- 130Y	Regular 5	Unlimited at any stoppage; Unlimited throughout match	Traditional Offside Enforced
U16 PREMIER	11v11 (10+1GK) 18 Player Max Roster	8 – at no time can the # be below 7	2x40 Halves; 5 Min Halftime	Width: 50Y- 100Y Length: 100Y- 130Y	Regular 5	Unlimited at any stoppage; Unlimited throughout match	Traditional Offside Enforced
U17 PREMIER	11v11 (10+1GK) 18 Player Max Roster	8 – at no time can the # be below 7	2x45 Halves; 5 Min Halftime	Width: 50Y- 100Y Length: 100Y- 130Y	Regular 5	Unlimited at any stoppage; Unlimited throughout match	Traditional Offside Enforced

During the Single Season, all teams shall be allowed 10 minutes grace time past the scheduled kickoff time to acquire enough players to start a match. Failure to acquire enough players will result in a default.

6.8 SUBSTITUTIONS

- 6.8.1 Teams are permitted to substitute an unlimited number of players at any one time, and, unlimited number of times throughout the duration of all matches.
- 6.8.2 During the Single Season, substitutions may only be made with the consent of the referee during a stoppage in play.
- 6.8.3 During the Single Season, no substitute is allowed to replace a player who has been dismissed from the match.
- 6.8.4 The referee must be notified at all times of any change of goalkeeper.
- 6.8.5 All players (substitutes) in the team Technical Area not actively participating on the field of play must wear pinnies that distinguish themselves.

6.9 LAWS OF THE GAME

- 6.9.1 Unless stated otherwise, the current edition of the FIFA Laws of the Game in place at the commencement of the season, shall govern the rules of the game for the duration of the applicable WYSA season.
- 6.9.2 Any changes to FIFA laws mid-season will be applied at the commencement of the following season.

6.10 GOALKEEPER GUEST PLAYER RULES: PREMIER LEAGUE (U13 to U17)

- 6.10.1 The below amendments to the 3.10 GUEST PLAYER rules are meant to specifically address the maximum five (5) times per league schedule and two (2) times per playoff schedule and guesting within the same division for goalkeepers. All other guest player rules are still applicable.
 - a) Goalkeepers playing as guest goalkeeper are exempt from Rule/Regulation 3.10.9, the 8 guest appearances per team per League schedule.
 - b) Goalkeepers playing as a guest goalkeeper are exempt from parts of Rule and Regulation 3.10.2, in that can guest on teams within their own division or higher, but never a lower division.

- c) D-League players who guest as a goalkeeper on any U13-U17 Premier 1&2 teams will have the exemptions applied as well.

The following rules still apply:

- a) Goalkeepers are only allowed to guest within the same division **only** if they are playing goalkeeper.
- b) Guest goalkeepers still count towards the maximum five (5) guest players per match as outlined in rules and regulations 3.10.

It is important to note that the Goalkeeper guest rule is based on division they are competing in, not based on age. Thus, a U15PR2 keeper can guest to a U14PR2 that are in the same division (if applicable).

For clarity here are a few typical examples:

- **Example 1:** A goalkeeper on the U12 D-League or U13B PR2 or U13G PR2 roster can be a guest goalkeeper on any other roster an unlimited amount of times as a goalkeeper but it still count towards the five (5) guest players' max per match.
- **Example 2:** A goalkeeper on the U14B PR1 roster cannot be a guest goalkeeper on either team in the U13PR2 or U13PR1 divisions but can guest up to the U15PR1 team (if applicable) as a goalkeeper.
- **Example 3:** A goalkeeper on the U13B PR1 roster can go play midfield for the U14B PR1 team but counts as a guest player in every sense of the rule.

SECTION 7: MATCH OFFICIALS

7.1 MATCH OFFICIALS (REFEREES)

7.1.1 For all matches played under the auspices of the Winnipeg Youth Soccer Association, appointed match officials must officiate in clean and proper attire and with proper equipment. Match Officials must always also conduct themselves in a professional manner as per the Canadian Soccer Association code of ethics for Referees.

7.2 ATTIRE AND EQUIPMENT

7.2.1 Proper attire for all Youth and Senior Officials is referee apparel with the referee badge attached to the shirt that does not conflict with the teams. When assistant referees are assigned all three match officials must wear the same color of shirt where possible. Required equipment comprises of a whistle (with spare), watch with start/stop function, notebook, pencil (with spare), coin, yellow and red cards and assistant referee flags.

7.3 ASSIGNMENT OF MATCH OFFICIALS

7.3.1 For all matches played under applicable WYSA competitions, referees shall be appointed from the official list of referees by the Manitoba Soccer Association (MSA) through a recognized referee assignor.

7.4 MATCH OFFICIAL FAILS TO ATTEND A SCHEDULED MATCH

7.4.1 If in unforeseen circumstances a referee fails to appear for a match or is unable to officiate due to illness or injury, a qualified referee who is on site can replace them. Failing that, the teams are responsible to agree on someone to officiate. The decisions of a person assuming the duties of the referee in such a situation shall have the same powers and duties as a person on the official list of referees. Upon completion of the match, they shall complete the game sheet and file an official referee's report if necessary. If either team decides not to play, the match will be considered a default with a 5-0 victory being awarded to the opposition.

7.5 VIOLATIONS AGAINST MATCH OFFICIALS

7.5.1 The Winnipeg Youth Soccer Association does not tolerate abuse of any kind (verbal or physical), of its match officials. Those found guilty of threatening, attempted physical contact or physical contact will face disciplinary action. In situations involving one of the aforementioned violations,

the match official must complete a special incident report and submit it to the Manitoba Soccer Association. The MSA deals with all cases of alleged abuse of match officials. Team members who are alleged to be involved in any of the above violations will be suspended from all soccer activity until a decision by the MSA has been reached.

7.6 COMPLAINTS AGAINST MATCH OFFICIALS

7.6.1 Team officials may make a formal complaint against any match official that does not perform their duties and powers within the laws of the game. A Referee Evaluation Form is available on the WYSA website for complaints against match officials. Writers of such complaints must base their complaints on matters of fact and not opinion. Where writers accuse a match official of misconduct or abuse, the complaint should be sent to the MSA for consideration. Any writer accusing a match official of such charges should have witnesses and proof of the charges. The writer could face disciplinary action against them by WYSA if charges are not substantiated. Only those formal complaints submitted by team officials will be investigated. Any other correspondences will be kept on record.

7.7 RESPONSIBILITY OF TEAM OFFICIALS TOWARDS MATCH OFFICIALS

7.7.1 Team officials are responsible for the conduct of their team members, supporters and spectators, before, during and after the match. They must act to maintain sideline discipline at all times especially when requested by match officials. Failure to aid the officials will result in the abandonment of the match. At the discretion of the WYSA Disciplinarian, the offending team will also default the match.

7.7.2 It is the team official's duty to assist the referee in naming the offending supporters and/or spectators. Team officials must relinquish any player I.D. card upon request by the match official. It is a serious offense not to comply with handing over the I.D. card, or any attempts to hide identities from the match official.

7.7.3 The first time that a team official contributes to the breakdown of discipline or fails to aid a match official and is ejected thereof, there is an automatic one match suspension. A second recorded offense will carry with it an automatic two (2) matches suspension, which may be extended. A third recorded offense may result in permanent suspension.

7.8 DISMISSAL RESPONSIBILITIES OF THE MATCH OFFICIAL

- 7.8.1 Upon conclusion of the match, the match official shall record any dismissals on the game sheet and ask the team official to take a picture of the game sheet for their records. The match official shall also retain the I.D. card (if applicable) of any person dismissed and verify that the name and photograph corresponding to the name written on the game sheet.
- 7.8.2 Subsequently, the match official shall complete a dismissal form with the name, number, and team of the player(s) or team official(s) dismissed before, during, or after the match, and if there were any further incidences of misconduct.
- 7.8.3 Within forty-eight (48) hours of the conclusion of a match, the match official shall forward to the WYSA a detailed written report of all misconduct occurring before, during or after the match.

SECTION 8: DISCIPLINE

8.1 DISCIPLINE RESPONSIBILITIES OF WYSA

8.1.1 The Winnipeg Youth Soccer Association is responsible for all misconduct that takes place prior to, during and after a match in the Winnipeg Youth Soccer Association League involving players, team officials, and/or spectators. More specifically, during the applicable WYSA competition this encompasses all U13-U18 Recreational teams, U13-U17 Premier teams, and U9-U12 Developmental teams. The WYSA Board of Directors may designate a Board Member, and/or Staff Member, and/or Discipline Committee to deal with discipline cases. 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.

With the exception of time suspensions, in most cases, any discipline as a result of misconduct is served in the same competition as it's received. For instance, a match suspension from WYSA League play may not extend to tournament(s) and/or MSA Cup play, and the player/team official may therefore 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.

8.1.2 The Winnipeg Youth Soccer Association refers 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 WYSA Office within 48 hours of the match for review. The Disciplinarian will review this report and any additional correspondences (which may be supplied by the team) regarding the incident, prior to determining any potential disciplinary sanction.

8.2 DISCIPLINE OFFENCES

- 8.2.1 Yellow Card Offences (Cautions):
- a) Unsporting behavior
 - b) Dissent

- c) Persistent infringement
- d) Fails to respect required distance
- e) Delays the restart of play
- f) Enters / re-enters, or leaves the field without permission

A player who receives 2 cautions in the same match will not have either caution count towards their seasonal accumulation, but rather will count as a red card dismissal.

8.2.2 Red Card Dismissal Offences:

- a) Violent Conduct
- b) Serious Foul Play
- c) Spitting at or biting an opponent or any other person
- d) Denies the opposing team a goal or an obvious goal scoring opportunity by a handball offence.
- e) Denies 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
- f) Using offensive, insulting or abusive language and/or gestures.
- g) Receives a second caution in the same match

8.2.3 Other Disciplinary Offences:

At the discretion of the WYSA Discipline Committee, the following offences shall include, but are not limited to, infractions that may result in a lifetime suspension:

- a) Member Organization Official found guilty of falsification of identities or signatures or of complicity in the same.
- b) Member Organization Official knowingly played an ineligible player.
- c) Member Organization Official knowingly tampered with a player registered with another Member Organization.

- d) Member Organization Official found guilty of refusing to supply available information to the Discipline or Appeal Committee concerning a charge of misconduct.
- e) Member Organization Official failed to have a spectator removed from a match at the request of the Match Official.
- f) Player knowingly played as an ineligible player
- g) Violating terms of a suspension

8.2.4 Within the jurisdiction of the Winnipeg Youth Soccer Association, the WYSA Disciplinarian/Committee has the authority to suspend individuals from all WYSA soccer activities if deemed necessary. At the discretion of the Disciplinarian, a suspension from all WYSA soccer activities may include or exclude the following:

- a) A person is not allowed to register with any WYSA registered Member Organization or Association.
- b) A person is not allowed to act in any capacity as a board member, executive or official with any WYSA registered Member Organization or Association.
- c) As a Team Official, a person is not allowed to communicate with any WYSA registered player or other team official for the purpose of mentoring, coaching or advising players or coaches during any sanctioned match.
- d) A person is not allowed to be within fifty (50) meters of any WYSA registered Member Organization's bench in any outdoor competitions, if the person is a player, but may attend any match as a spectator. For indoor facilities, the player must remain in the spectator area, may not enter the field of play or team bench area at any time.
- e) If the person is a team official they cannot attend matches as a spectator. This is defined as keeping away from sight or sound of a match involving the team or teams from which they have been suspended. This shall be enforced for all applicable WYSA competitions.
- f) A person is not allowed to officiate as a referee or assistant referee in any WYSA sanctioned match or competition.

If a person, while under suspension, violates any of the above conditions, or causes the game to be disrupted by their presence or actions, they will be subject to further sanctioning.

8.3 GENERAL ADMINISTRATION OF DISCIPLINE

- 8.3.1 All players under suspension are considered ineligible players.
- 8.3.2 With the exception of time suspensions, in most cases, any discipline as a result of misconduct is served in the same competition as it's received. For instance, a match suspension from WYSA League play may not extend to tournament(s) and/or MSA Cup play, and the player/team official may therefore 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.
- 8.3.3 Team Officials who are registered with more than one team in a League Administered by WYSA shall serve the suspension with the team they received the suspension, if the suspension is for a number of games. Time suspensions shall apply across all competitions under the jurisdiction of WYSA. If cases where a team official is registered with more than one team but is under suspension and does not have an I.D. card, they may request a 'letter of permission' from the WYSA Office.
- 8.3.4 Players must serve the suspension with the team on which they are registered, players may not participate with any other team while under suspension.
- 8.3.5 Any team member dismissed from a match or reported for any of the above-mentioned red card dismissal offences is automatically suspended for one match, which is to be served in the next scheduled WYSA League/Playoff match, no exceptions.
- 8.3.6 Notice of further suspensions will be sent to a team official in writing, via email.
- 8.3.7 It is the responsibility of the team officials to ensure suspended players or team officials sit out the next match following the dismissal and all others as instructed by the Disciplinarian.
- 8.3.8 Team officials and/or players under suspension are not allowed in the technical area (bench area) while under suspension.

- 8.3.9 Failure to sit out the automatic one-match suspension following a red card dismissal will at a minimum result in a default by the offending team in matches the suspended player/team official participates and may result in further discipline.
- 8.3.10 A one (1) match suspension for an accumulation of the following number of cautions: Four (4) cautions for any player/team official rostered on a Recreational team. Five (5) cautions for any player/team official rostered on a Developmental or Premier team. The suspension shall be served in the next scheduled match after the Team Official is notified by WYSA. *The difference in totals is due to season length*
- 8.3.11 A two (2) match suspension for an accumulation of the following number of cautions: Six (6) cautions for any player/team official rostered on a Recreational team. Eight (8) cautions for any player/team official rostered on a Developmental or Premier team. The suspension shall be served in the next scheduled match after the Team Official is notified by WYSA. *The difference in totals is due to season length*
- 8.3.12 Any rostered Recreational player/team official who accumulates seven (7) cautions (yellow cards) in WYSA League & Playoff matches combined, or rostered Developmental/Premier player/team official who accumulates ten (10) cautions may will be required to attend a hearing with the Disciplinarian. The Team Official shall be notified by WYSA of the hearing.
- 8.3.13 At the discretion of the WYSA Disciplinarian, any team's spectator's that are reported by the match official to have disturbed the match will see their team placed with a bond of \$200 (two-hundred dollars) which must be paid within 7 days of notification. Failure to pay the bond will result in immediate suspension, which includes defaulting matches missed while under suspension. If any further issues arise with said team, the bond shall be forfeited and a larger bond of \$400.00 being put in place and payment restrictions. The bond will cover a period of twelve months. The reassessment of the bond shall be decided upon at the discretion of the WYSA Disciplinarian.
- 8.3.14 Any League Administrators or Member of WYSA, if personally observing contraventions of the Rules and Regulations, may themselves submit report to the WYSA Disciplinarian, providing a description of the event in writing, and clearly indicating the infraction.

8.3.15 In the event of a team official being asked to leave the field of play, the procedure to be followed will be identical to that of player suspension.

8.3.16 Failure of a player and/or team official to leave the vicinity of the playing area in a timely manner after being dismissed will result in further disciplinary sanctions. Any dismissed team member must immediately vacate the playing area (i.e. field, team bench area). If the dismissed member continues to cause any problems for match official(s) the match will be abandoned and forfeited by the offending team.

8.4 TAMPERING

8.4.1 Tampering is prohibited. Tampering is communicating with a player who is registered with another team before the current season is over and without the consent of the player's current Member Organization. In tampering, the purpose of the communication is for the soliciting of a player's services for any period of time or for the purpose of inducing the player to leave their current team before the current season is over.

8.4.2 If a team is contacted during the playing season by a player registered with another team in order to discuss or negotiate that player leaving their current team to play with the contacted team before the current season is over, the contacted team must refrain from having a discussion or negotiation with the player on this issue. The contacted team must advise the player that no such discussion can take place until the current season is over without the consent of the player's current team. Failure to do so would amount to tampering on the part of the contacted team.

8.4.3 It is tampering if a Member Organization Official or a player does the communicating on behalf of the team, or if it is done indirectly through a third party.