

# 2026 WYSA SINGLE SEASON COACHES' NOTES

U11 – U12 Boys and Girls Developmental Leagues

U13 – U17 Boys and Girls Premier Leagues

*Coaches' notes are meant to be quick snippets of our most referenced rules. It is the responsibility of the team officials to be aware of and comply with the Rules and Regulations. As such, please review the entire document which can be found on the WYSA website ([winnipegyouthsoccer.com](http://winnipegyouthsoccer.com)) under the Coaches and Volunteers heading.*

## LEAGUE SCHEDULES

All matches must be played as scheduled. Only WYSA has the authority to make any schedule changes. Any changes to the League's schedules will be communicated by email to the affected teams and through our social media outlets as appropriate. Due to limited Match Officials and field availability, the practice of re-scheduling matches is not the norm. Teams should utilize 'Guest Players' (WYSA Rule 3.10) in cases where they may be short players.

## MATCH CANCELLATIONS

In the event of an individual match cancellation, an email notification will be sent to the affected teams. In the event of league-wide cancellations, notice will be posted on the WYSA website home page and social media outlets. If no notice is posted on the website, please attend your match as scheduled. If the field and/or weather conditions are unplayable, only the Match Official has the authority to cancel a match at the field.

## IDENTIFICATION CARDS

Team Officials are responsible for bringing the printed sheet of ID Cards with them to each match. Additionally, each organization will be responsible for ensuring the team has the ID Card for any guest players, if applicable.

U11– U12 Developmental players are required to have valid Identification Cards.

U13 – U17 Premier 1 players are required to have valid Identification Cards.

U13 – U17 Premier 2 players are required to have valid Identification Cards.

All Team Officials are required to have a valid ID Card, except for the same gender adult. Only Team Officials with a valid ID Card are allowed in the team's technical area. Team Officials who are not able to provide a valid card at the beginning of the match will not be permitted in the technical area until they are able to produce a valid ID Card. No more than 4 (four) Team Officials can occupy a spot in the technical area.

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## GAME SHEETS

The Match Official 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 jersey numbers of the players participating in the match.

Both teams should review and ensure all players are listed. Players under suspension or who are not present should be crossed off to avoid any discrepancies.

Guest Players are to be marked with “GP” next to their name on the Game Sheet.

Once the match is complete the Match Official will complete the Game Sheet with scorers, discipline, and the final score. The Match Official can offer both Team Officials the opportunity to take a photo for their records. The Match Official will then take a clear photo of the Game Sheet and email it (and any discipline) to [wysa@wpgsoccer.com](mailto:wysa@wpgsoccer.com) within 48 hours of the match.

Team Officials are encouraged to take a picture of the Game Sheet and send a copy of it to [wysa@wpgsoccer.com](mailto:wysa@wpgsoccer.com) to ensure standings can stay up to date.

## ROSTER SIZES

The maximum roster size for each division dictates the number of players that teams from each division may dress for any one match. In some circumstances, a team may be granted special permission to have more players registered for their team than the maximum number of players for their division; however, they must still adhere to the maximum number of players when considering how many players to dress for any one match.

## 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.
- 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:
  - a) The permission of the Team Official 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) 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 as they are the only players who can guest with another team within the same division.

#### 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.

## 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 Match Official will make the determination of whether uniform colors are conflicting.

## CASTS

Hard 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 cast does not reduce the element of danger. Players wearing a soft cast will be permitted to play if the cast does not present a danger to the individual or any other player. The Match Official will make the final decision as to the acceptability of any soft cast. Any player who uses a soft cast with the intent to intimidate or injure an opponent shall be sent off. For more information, please refer to the CSA Policy for Players Wearing Casts by [clicking here](#).

## JEWELRY

All items of jewelry (necklaces, rings, bracelets, earrings, nose rings, leather bands, etc.) are strictly forbidden and must be removed. Using tape to cover jewelry is not acceptable.

## SEVERE WEATHER CONDITIONS

Thunder/Lightning – If you can hear thunder or see lightning, we advise you seek immediate safety indoors – “When thunder roars, go indoors.” After seeing lightning or hearing thunder, wait at least 30 minutes after hearing the last clap of thunder or flash of lightning before

returning to the field. At some point the match may be abandoned due to insufficient time to finish the match. If this occurs, the match official and teams should inform WYSA immediately, so the outcome of the match can be determined.

Humidity – For a Humidex value of...

- **30-34:** Games will proceed as scheduled. A water break during each half may be allowed.
- **35-39:** WYSA may consider delaying kick-off or rescheduling the match. If WYSA decides to go ahead with its scheduled matches, multiple water breaks will be permitted during the course of each half of play (additional time shall be added by the match official).
- **40+:** All matches will be cancelled and rescheduled.

The match will be rescheduled if less than two-thirds have been played otherwise it will count as a full match towards the standings.

## REFEREE LIAISON

Referee Liaisons are required for every match. Each Team Official 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 Liaisons must have their names and “RL” stated on the game sheet.

Referee Liaisons will assist the match official 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.

## SAME GENDER ADULT

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 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 cancelled and points defaulted to opponents.

## DISCIPLINE

The Winnipeg Youth Soccer Association refers to the Manitoba Disciplinary Mandatory Minimums (MDMM) as set out by the Manitoba Soccer Association. The MDMM dictates 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 for review within forty-eight (48) hours of the match for review. The Disciplinarian will review this report and any additional correspondence (which may be supplied by the team) regarding the incident, prior to determining any potential disciplinary sanction.

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**Any team member who is dismissed from a match is automatically suspended for 1 match, as per the WYSA Rules & Regulations**

8.3.10 A one (1) match suspension for an accumulation of the following number of cautions: 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: 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\*

## **CODE OF CONDUCT – RESPONSIBILITIES**

All Individuals have a responsibility to:

- a) Maintain and enhance the dignity and self-esteem of WYSA members and other individuals by:
  - i) Demonstrating respect to individuals regardless of body type, physical characteristics, athletic ability, gender, ancestry, colour, ethnic or racial origin, nationality, national origin, sexual orientation, age, marital status, religion, religious belief, political belief, disability or economic status;
  - ii) Focusing comments or criticism appropriately and avoiding public criticism of athletes, Team Officials, officials, organizers, volunteers, employees, and members;
  - iii) Consistently demonstrating the spirit of sportsmanship, sport leadership and ethical conduct;
  - iv) Acting, when appropriate, to prevent or correct practices that are discriminatory;
  - v) Consistently treating individuals fairly and reasonably;
  - vi) Ensuring adherence to the rules of soccer and the spirit of those rules.

## **MATCH OFFICIAL FAILS TO ATTEND ASSIGNED MATCH**

If in unforeseen circumstances a Match Official fails to appear for a match or is unable to officiate due to illness or injury, a qualified Match Official who is on site can replace them. Failing that, the teams are responsible to mutually agree on someone to officiate. The decisions of a person assuming the duties of the Match Official in such a situation shall have the same powers and duties as a person on the MSA's Official List of Referees. Upon completion of the match, they shall complete the Game Sheet and file a Match Official'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.

## SUBSTITUTIONS

### Developmental League:

During the Single Season, teams are permitted to substitute an unlimited number of players at any one time, and an unlimited number of times throughout the duration of a given match. Substitutions may only be made with the consent of the Match Official during a stoppage in play. No substitute is permitted to replace a player who has been dismissed from the match. The Match Official must be notified at all times of any change of goalkeeper.

### Premier League:

During the Single Season, teams are permitted to substitute an unlimited number of players at any one time, and an unlimited number of times throughout the duration of a given match. Substitutions may only be made with the consent of the Match Official during a stoppage in play. No substitute is allowed to replace a player who has been dismissed from the match. The Match Official must be notified at all times of any change of goalkeeper. All players (substitutes) in the team Technical Area not actively participating on the field of play must wear pinnies that distinguish themselves.

## U11 & U12 – ATTACKING LINE

The U11 and U12 leagues will use the **Attacking Line** which becomes the midfield line (a.k.a. the halfway line) when judging an offside. As such, offsides shall only be in effect in the attacking third of the field (beyond the attacking line). There are examples on the WYSA website under the Team Officials & Volunteers heading.

## U11– U12 D-LEAGUE & U13 – U17 PREMIER LEAGUE MATCH

### DETAILS:

DEVELOPMENTAL LEAGUE MATCH STANDARDS							
DIVISION	# OF PLAYERS	# OF PLAYERS TO START	MATCH DURATION	FIELD SIZE	BALL SIZE	SUBS	RETREAT LINE / OFFSIDE
U11 DL	9v9 (8+1GK) Roster of 9-16 Players	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) Roster of 9-16 Players	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

<b>PREMIER LEAGUE MATCH STANDARDS</b>							
<b>DIVISION</b>	<b># OF PLAYERS</b>	<b># OF PLAYERS TO START</b>	<b>MATCH DURATION</b>	<b>FIELD SIZE</b>	<b>BALL SIZE</b>	<b>SUBS</b>	<b>OFFSIDE</b>
<b>U13 PREMIER</b>	9v9 (8+1GK) Roster of 9-16 Players	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
<b>U14 PREMIER</b>	11v11 (10+1GK) Roster of 11-20 Players	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
<b>U15 PREMIER</b>	11v11 (10+1GK) Roster of 11-20 Players	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
<b>DIVISION</b>	<b># OF PLAYERS</b>	<b># OF PLAYERS TO START</b>	<b>MATCH DURATION</b>	<b>FIELD SIZE</b>	<b>BALL SIZE</b>	<b>SUBS</b>	<b>OFFSIDE</b>
<b>U16 PREMIER</b>	11v11 (10+1GK) Roster of 11-20 Players	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
<b>U17 PREMIER</b>	11v11 (10+1GK) Roster of 11-20 Players	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