Table of Contents

Note: No changes from 2025

1 Introduction 2
- 1.1. Definitions 2
- 1.2. Applicability 2
- 1.3. Additional References 2

2 League Membership 3
- 2.1. Club Registration 3
- 2.2. League Bond 3
- 2.3. League Meetings 3
- 2.4. League Communications 3
- 2.5. Home Field Designation 3

3 Team Registration 4
- 3.1. General 4
- 3.2. Age Divisions 4
- 3.3. Number of Teams, Team Placement, A / B / C teams 4
- 3.4. Gender of Teams 4
- 3.5. Roster Sizes 4

4 Player Registration 5
- 4.1. General 5
- 4.2. Proof of Age 5
- 4.3. Primary & Secondary Players 5
- 4.4. Guest Players 5
- 4.5. Player Transfer 6

5 Rules of Competition 6
- 5.1. General 6
- 5.2. League Schedules 7
- 5.3. Game Changes 7
- 5.4. Playing Fields 8
- 5.5. Duties of the Referee 8
- 5.6. Absence of Official Referee 8
- 5.7. Length of Games, Ball Size, Number of Players, etc. 9
- 5.8. Player Equipment 9
- 5.9. Substitutions 9
- 5.10. Game Reports 10
- 5.11. Post-Game Procedures 10
- 5.12. Penalties for Ineligible Players 10
- 5.13. Bad Weather 10
- 5.14. Standings 10
- 5.15. Forfeits 11
- 5.16. Game Fees 11
- 5.17. Special Rules 11

6 Code of Conduct 12
- 6.1. Conduct and Violations 12
- 6.2. Player Misconduct 12

7 Protests and Appeals 13
- 7.1. Scope 13
- 7.2. Process 13

8 Fines 14
- 8.1. Full List 14
- 8.2. Schedule of Fees, Fines, Suspensions 14

9 Matters Not Provided For 15

10 Document History 15

1 INTRODUCTION

1.1. DEFINITIONS

Age Division	The League age divisions are U9 (new in 2024), U11, U13, U15 and U18, meaning the oldest a player can be (effective age) is that number.
Board	The board of officers of WFLYSL. This includes the President, Vice President, Secretary, Treasurer, Boys' Coordinator, Girls' Coordinator, Webmaster, Scheduler, and Member-at-Large.
Co-Ed Team	A team in the Boys' Division (only) that also contains female players.
Eligibility to Play	The player is registered through NYSWYSA and not under suspension by WFLYSL or any higher sanctioning body.
NYSWYSA	New York State West Youth Soccer Association, the sanctioning body of WFLYSL
No-Play game	The game did not occur; no Standings points are awarded to either team.
Registration (Team)	The expression of intent to WFLYSL to add a team to an age division for a given seasonal year.
WFLYSL	Wayne Finger Lakes Youth Soccer League (this league), sanctioned by NYSWYSA and USYSA.
Registration (Player)	Placing a player onto the team roster in RosterPro.
Seasonal Year	The seasonal year of WFLYSL shall be 9/1 thru 8/31.
Suspension	The temporary withdrawal of rights and/or privileges, such as the right to play, coach, or otherwise administer or participate (directly or indirectly) in the game of soccer. Term defined by suspending authority.
Team	Group of soccer players playing on the same side in a soccer game. Must be registered with WFLYSL and NYSWYSA.
Effective Age of Player	Effective Age is determined as of **12/31** of the current seasonal year. That is, a player's age at the end of a calendar year is considered to be his/her age for the entire year. (2025: this is under review for the 2026-2027 season.)
USYSA	United States Youth Soccer Association
Ready to Play	Able to present valid player passes for the minimum number of players required; and at least one person with a valid Risk Management pass being present to coach the team.

1.2. APPLICABILITY

The rules in this document apply to all teams, players, coaches, and other representatives of the WFLYSL.

1.3. ADDITIONAL REFERENCES

Many WFLYSL rules are based on the underlying rules and regulations of NYSWYSA and USYSA. Here are the specific underlying rules:

- **USYSA Rules:** 101, 102, 104, 105, 201, 202, 204, 205, 206, 209, 301, 303, 304
- **NYSWYSA Rules:** 1101, 1102, 1104, 1105, 2201, 2202, 2204, 2205, 2206, 2209, 2210
- USYSA Official U12 Playing Rules
- NYSWYSA Policies for U9, U10, U11 & U12 Age Divisions

If any rules in this document are ruled improper by NYSWYSA or USYSA, their rules shall take precedence.

2 LEAGUE MEMBERSHIP

2.1. CLUB REGISTRATION

A. New Clubs must be approved by NYSWYSA prior to application for membership in WFLYSL.
B. To apply to WFLYSL, a letter of intent is to be emailed to the League President, containing the following information:
C. Club president and other club representative's name, mailing address, telephone number, and email address.
D. List the town or towns that your club will be servicing, and the age group(s)/gender(s) of teams you intend to enroll.
E. The League will notify the applicant of the Board's approval.
F. Newly approved clubs must post a performance bond before team information forms can be processed.

2.2. LEAGUE BOND

A. A league bond fee as determined by the Board must be posted with the League by all participating clubs, teams or associations prior to commencement of the season.
B. The amount of this bond is currently $100/team, maximum $500. This is *not* per season; this is a one-time payment.
C. All fines incurred (and remaining unpaid by the club) will be deducted from this league bond.
D. At the beginning of each seasonal year, the amount due for the bond is to be adjusted according to the number of teams registered for that year.
E. When a club leaves WFLYSL, it is entitled to a refund of its entire bond deposit, less any obligations to the league not yet met.

2.3. LEAGUE MEETINGS

A. At least one representative from each member club must be present at each mandatory league meeting. Failure to comply will result in a fine.
B. Dates for league meetings are announced on the website, with the League Secretary sending out an email reminder.

2.4. LEAGUE COMMUNICATIONS

A. Communications from WFLYSL and its board are primarily via its website, http://www.wflysl.com and the use of email.
B. Club representatives should be aware of information posted on the league website.
C. Each club is responsible to provide to WFLYSL a valid, current email address for at least one representative of each team.
D. WFLYSL is not responsible for undelivered or unread email messages, provided they are sent to an email address on file from the club.

2.5. HOME FIELD DESIGNATION

A. Clubs must provide a regulation field for every team's home games. The address and mapping information is to be made available for the WFLYSL website, for the ease of visiting teams' finding the game sites.
B. Fields can be shared between teams and between clubs, provided there is sufficient availability for the league to schedule games.
C. Fields must be in playable condition throughout the season.

3 TEAM REGISTRATION

3.1. GENERAL

A. Teams wishing to register must be affiliated with only one member Club. (That club can represent more than one town.)
B. A **Team Registration Form/Online Survey** must be completed for each team, and teams must comply with all requirements contained on that form.
C. The registration fee is $100/team/season, with no maximum. This is separate from the league bond, and is payable each season.
D. Clubs must be in good standing with WFLYSL in order to register teams. All fines must be paid, and the league bond amount for that club must be whole.
E. A team's coaching staff must be certified through the Risk Management process of NYSWYSA.

3.2. AGE DIVISIONS

A. There are four age divisions in WFLYSL. A player's effective age (see definitions) determines eligibility.
   a. U11: Effective age is 11 years or younger. It is at each club's discretion to determine the lower bound of acceptable age, but for safety's sake, no player's effective age should be less than 8.)
   b. U13: Effective age 13 years or younger.
   c. U15: Effective age 15 years or younger.
   d. U18: Effective age 18 years or younger. Players who are not eligible to play for their high school team in the subsequent fall season are also not eligible for WFLYSL play.

3.3. NUMBER OF TEAMS, TEAM PLACEMENT, A / B / C TEAMS

A. Each club can register in any or all of the age divisions offered by the League.
B. Each club may register up to two teams for any age division, or three teams in the U11 division.
C. Depending on the number of teams registered (in total) for any age division, the Board will determine if sub-divisions ("A" and "B", plus "C" for U11) will be used for that age division.
D. If sub-divisions are used, a club registering one or more teams for that age division will express its preference, "A", "B", or "C" for each. The Board reserves the right to overrule that preference to create competitive and/or balanced divisions. The Board has the final determination of team placement.
E. For any single age division and gender, a player may only appear on the RosterPro roster for one WFLYSL team. That is, no player is allowed to be rostered on two teams of the same gender classification in the same age division.

3.4. GENDER OF TEAMS

A. WFLYSL follows NYSWYSA Rule 1103.
B. The League recognizes two types of team genders:
   a. Teams with only females are girls' teams.
   b. All other teams are boys' teams.
C. A Co-Ed team shall only be permitted to play in the Boys' Division.
D. A Co-Ed team may participate in any age division, with permission with the board.

3.5. ROSTER SIZES

A. U9
   a. Maximum 14 players, 7v7 nominal play. (added 2024)
B. U11
   a. Maximum 18 players listed on NYSWYSA (RosterPro) team roster.
   b. Minimum 6, maximum 18 suited for any game, including guest players.
C. U13 and Older
   a. Maximum 22 players listed on NYSWYSA (RosterPro) team roster.

b. Minimum 7, maximum 22 suited for any game, including guest players.

4 Player Registration

4.1. General

A. Each seasonal year, a youth player must be registered (by his or her club administrator) in NYSWYSA's RosterPro system.
B. Player registration procedures will comply with NYSWYSA and WFLYSL requirements.
C. A player may be registered in up to two different leagues within NYSWYSA, but within this league (WFLYSL), the player can only be registered with a single club, unless Board permission is granted.
D. A player must have Board approval to transfer from one WFLYSL Club to another WFLYSL Club.

4.2. Proof of Age

A. Every player must present proof of age to their designated Club Registrars as part of their initial registration with the club. It is not necessary to re-validate age in subsequent years.
B. Valid forms of proof of age consist of:
    a. Birth certificate or registration issued by an appropriate government agency
    b. Certificate issued by the Immigration and Naturalization Service attesting to age

4.3. Primary & Secondary Players

A. Both NYSWYSA and WFLYSL allow a player to be rostered onto no more than two teams (within the same league or two different leagues) at one time.
B. Such a player must be age-appropriate for both teams. (It is not necessary for the secondary team to be an older age bracket than the primary team.) (Clarified 2025)
C. A player registered to only one team is Primary to that team, and Secondary to no other team.
D. A player registered to two different teams must be identified as Primary to one and Secondary to the other.
E. A player cannot be Secondary to a team unless he/she is first Primary to a different team.
    a. If the player transfers or is released from their primary team, or the primary team is disbanded, their secondary player pass becomes void.
    b. Clubs have the authority to further restrict the use of secondary players by their teams.
F. A player cannot be Primary and Secondary to more than one team ***in the same age division/gender*** of WFLYSL.
G. In the case of conflicting game times between a primary and secondary team, a player is obligated first to his/her primary team. That obligation can be released by the coach of the primary team.

4.4. Guest Players

A. Guest Players are *different* from Secondary Players.
B. Guest players are an accommodation of the WFLYSL, and can be used as often as needed, to *supplement* a team roster in order to comply with roster minimums or to aid in competition.
C. Guest Players must already have a Primary or Secondary player pass with your club for a team *other than* the team with which they are to guest, and that pass must be presented at the game in which they will guest.
D. A maximum of four Guest players can be used per team, for any game.
E. A boy is not permitted to guest onto a girls' team.
F. Guest players are not listed on the *RosterPro* roster for the team they guest on, but they must appear on the game-day *Game Roster* in order to participate.
G. U9 Players Available as Guests (new 2024) -- U9 players do not carry a player pass, but are available to guest up to a U11 team if the U11 coach presents a printed roster showing that the player is rostered onto a U9 team in the same club.

H. GUEST MATRIX

a. The following guesting rules are in effect. Choose the "from" team from the left column, and the "to" team from the top row; then read the chart to determine if guesting is permitted.

b. The rule was loosened (beginning in 2017) to permit girls to guest laterally over to boys' or co-ed teams. (Before, they could only guest "up".)

		Boys/CoEd								Girls							
	TO: FROM	BU11-B	BU11-A	BU13-B	BU13-A	BU15-B	BU15-A	BU18-B	BU18-A	GU11-B	GU11-A	GU13-B	GU13-A	GU15-B	GU15-A	GU18-B	GU18-A
Girls	GU18-A	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--
	GU18-B	--	--	--	--	--	--	G	G	--	--	--	--	--	--	--	G
	GU15-A	--	--	--	--	--	G	G	G	--	--	--	--	--	--	G	G
	GU15-B	--	--	--	--	G	G	G	G	--	--	--	--	--	G	G	G
	GU13-A	--	--	--	G	G	G	G	G	--	--	--	--	G	G	G	G
	GU13-B	--	--	G	G	G	G	G	G	--	--	--	G	G	G	G	G
	GU11-A	--	G	G	G	G	G	G	G	--	--	G	G	G	G	G	G
	GU11-B	G	G	G	G	G	G	G	G	--	G	G	G	G	G	G	G
Boys /CoEd	BU18-A	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--
	BU18-B	--	--	--	--	--	--	--		--	--	--	--	--	--	--	G
	BU15-A	--	--	--	--	--	--			--	--	--	--	--	--	G	G
	BU15-B	--	--	--	--	--				--	--	--	--	--	G	G	G
	BU13-A	--	--	--	--					--	--	--	--	G	G	G	G
	BU13-B	--	--	--						--	--	--	G	G	G	G	G
	BU11-A	--	--							--	--	G	G	G	G	G	G
	BU11-B	--								--	G	G	G	G	G	G	G

	Any player FROM can guest TO
G	*Only Girls FROM can guest TO*
--	*No player FROM may guest TO*

4.5. Player Transfer

A. The League complies with the NYSWYSA policies regarding voluntary release, involuntary release and transfer of players.

B. All NYSWYSA forms and fees must be completed for the transfer to be official.

5 Rules of Competition

5.1. General

A. Except as provided by USYSA and NYSWYSA, the FIFA "Laws of the Game" apply to all competitions sponsored by the League.

B. Players under 11 years of age play in accordance with the rules of USYSA's and NYSWYSA's Development Player Program—Modified Playing Rules.

C. The Home team should call the visiting team in advance, to verify field location and jersey colors.
D. Players and coaches for both teams should all be situated on the same side of the field, with all spectators on the opposite side.
E. Prior to the start of the game, teams must submit the following to the referee:
    a. Player passes, one for each player involved in the match
    b. Risk Management passes for any non-player on the players' sideline
    c. Two typewritten copies of their Team Roster/Game Report – (one is supposed to go to the opposing coach, and one remains with the referee, for mailing)
    d. (Home Team Only) A digital photo of the game report is emailed to the address shown on the game report.) (modified 2023)
    e. (3) game balls (Home Team Only).
    f. Each team should provide a linesman for the game if requested by the referee. This person is only responsible to flag when the ball is completely out of bounds (not possession, offsides, etc.)
F. It is recommended that teams keep a copy of this "WFLYSL Laws" document handy, to help resolve issues that may occur at the field.

5.2. League Schedules

A. All League games must be played, and within the league calendar, unless the Board allows otherwise.
B. The Board determines "regular days" for games of each age division and gender to be played. The League Scheduler will attempt to keep games on those days of the week wherever possible, but this is affected by field availability, etc.
C. First, a preliminary schedule is released, followed by a period of time where coaches can request changes, followed by the issuance of a Final Schedule.
D. The Final Schedule is meant to be exactly that. The league recognizes that there are conditions where a game change must be processed after that point. Any such change must be approved by the Board.
E. Each game has a definite start time. All teams and the referee are granted a 30-minute grace period after that time, during which they must be Ready to Play.

5.3. Game Changes

A. General.
    a. Change requests are to be limited to date, time and field location.
    b. Coaches are expected to accommodate reasonable requests for game changes, and to respond to such requests within one week of initial contact.
    c. See also rule 5.16.
B. Pre-Season.
    a. Once the preliminary schedule is released (and on or before the last day to submit pre-season game changes), all game changes must be communicated to the League Scheduler, with the agreement by coaches for <u>both</u> teams.
    b. If a team requests a game change after the last date to do so, a fine is assessable.
C. In-Season.
    a. **Inclement Weather or Act of God:** No game change fee is due. Every attempt should be made to reschedule. If impossible, the Board may declare the game a "No-Play Game", in which case no points are awarded. If the Board determines that insufficient effort was made to reschedule or respond, it can award a forfeit or a double-forfeit.
    b. **Planned**: Board must receive notice of the game change request at least one week prior to the originally scheduled game. A game change fee is due. The new (mutually agreed) date and time of the game must be determined within one week of that notice; otherwise the Board can declare a forfeit to the requesting team.
    c. **Improper**: Any game rescheduled without following proper procedures will be considered invalid, and will result in a forfeit or a double-forfeit.

5.4. Playing Fields

A. Dimensions.

Age Division	Width	Length	Goal	Arc Radius	Goal Box	Pen. Box	Pen. Spot
U9 (new 2024)	35-45 yd	55-65 yd	6x12 / 6x18				
U11	50-60 yd	75-85 yd	6x18 / 7x21	8 yd	6 yd	14 yd	10 yd
All Others	60-100	90-120	8x24	10	6	18	12

B. Conditions.
   a. The home team is responsible for a suitable and safe field, goals and sideline area.
   b. If, in the opinion of the referee, a field surface or goal is deemed unplayable, then these options exist:
      i. both teams agree to move to a nearby field deemed suitable by the referee.
      ii. both teams agree (before leaving the match site) to reschedule the game to another day. The home team is responsible for associated fines or other costs caused by this reschedule. The referee is due mileage costs for the current day, from the league, assessable to the home team.
      iii. the game is declared a forfeit for the home team.
   c. Goals must have a properly attached net.
   d. For player safety, the goals must be secured to the field with mechanical auger fasteners or weighted bags.
   e. Field lines can only be White or Yellow paint.
   f. Corner flags should clearly mark all corners of the field.

C. **COVID-19 Protocols**: The home team or club is responsible for communicating restrictions or other protocols that the visiting team must observe on game day. These may be due to the owner of the field, or any other reason that the home team or club deems appropriate.

5.5. Duties of the Referee

A. The referee, upon arrival at the playing grounds, will inspect the field of play and will be the sole judge as to its fitness. If the referee finds the field to be unplayable, the game will be postponed.
B. Decisions of the referee on the laws of the game will be final.
C. The referee must wear the official uniform at all games worked.
D. The referee must complete the Team Roster/Game Report and mail to the appropriate Age Division Coordinator and any passes of ejected players. These are to be post marked no later than twenty-four (24) hours from the completion of the game.
E. U9 (new 2024)
   a. The team designated as the home team shall supply the official(s) for each game.
   b. These referees do not need to be certified officials, but must have an understanding of the game and enforce rules specific to the U9 age group.

5.6. Absence of Official Referee

A. If the official(s) are absent at game time, contact the League Assignor (contact information in Coaches' Checklist). If the official is on the way, he is granted a 30-minute grace period, just as teams are.
B. If there is no official on the way:
   a. Coaches may agree on a substitute. Preference is given to any registered referee present at the grounds.
   b. After the game, the home coach is responsible to complete the Game Report, indicating that no assigned Official attended the game, getting a signature from the Visiting Coach as well, and to mail it in, along with any applicable player passes, as would otherwise occur.
   c. Any further duty to deal with the referee absence is left to the league.

C. Should a referee become incapacitated during the progress of the game, control of the game can be passed over to any other registered referee present, or to another person mutually agreed upon who will conduct the game to its conclusion.

5.7. Length of Games, Ball Size, Number of Players, etc.

Age Division	Number of Players in Game	Length of each Half (minutes)	Length of Quarters	Halftime	Ball Size
U9 (new 2024)	6 - 7	25	12-13	≤ 10 min	#4
U11	6 – 9	30	15	≤ 10 min	#4
U13	7 – 11	35	17-18	≤ 10 min	#5
U15	7 – 11	40	20	≤ 10 min	#5
U18	7 – 11	40	22-23	≤ 10 min	#5

A. There are no overtime periods for regular season competitive games. Ties will stand.
B. Either coach may request that the game be played in quarters. It is not necessary that both agree.
C. Ball size #4 is 25-26 inches in circumference and weighs 11-13 oz.
D. Ball size #5 is 27-28 inches in circumference and weighs 14-16 oz.
E. The number of players allowed on the field includes the goalkeeper. The minimum number of players is required in order to start or continue a game.
    a. A team that drops below the minimum number of players during the game forfeits the game.
    b. If that happens because of injury (documented on the game report), the forfeiting team will not be charged a forfeit fee.
E. Playing time for individual players is at the discretion of the Club and/or the Coach.

5.8. Player Equipment

A. Field players on the same team must have the same color and style of jerseys.
B. Keepers must have a different color jersey than their teammates and opponents.
C. The home team is responsible for alternate jerseys (or pinnies) if team colors are not different enough for the referee to officiate the game.
D. Jersey numbers must match the game roster, but do not need to be unique, with consent of the official.
E. Shin guards are required to be worn by all players.
F. Only soft-cleats (non-metal) are allowed.
G. No jewelry may be worn.
H. Players may not wear anything that may be dangerous to themselves or others.
I. The referee has the final decision on judgment calls.

5.9. Substitutions

A. Substitutions may only be made with the consent of the referee.
B. Substitutions shall be unlimited.
C. Either team may request substitutions:
    a. Prior to any goal kick
    b. After a goal
    c. After an injury stoppage
D. The team *in possession of the ball* (or either team, if the referee allows) may request substitutions:
    a. Prior to a throw-in
    b. Prior to a corner kick
E. Whenever a substitution is granted, both teams may substitute.
F. U9 (new 2024)
    a. Except as provided by USYSA or its State Associations, substitutions shall be unlimited except where specified otherwise in the rules and regulations for a special competition.
    b. Substitutions may be made, with the consent of the referee, at any stoppage in play.

5.10. Game Reports

A. Templates are provided to clubs, in Microsoft Excel format.
B. Information on the game report, such as roster, team name, club name, game date & time, etc. must be completed in typewritten (or computer printed) form.
C. Things that are allowed to be hand-written onto the printed form:
    a. Striking through names of players who are not participating in a given game
    b. Player Information for any Guest player participating in the game
D. The number of players listed on the game report, after subtracting any that are stricken-through, must fall within the minimum and maximum allowed.

5.11. Post-Game Procedures

A. At the conclusion of the game, both coaches are to sign the two game reports (one from each team) that were held by the referee during the game. At that point, the referee returns the player passes.
B. The Home coach shall be expected to phone in the game result within 24 hours.
C. Report any serious injury, or any contact with Police or Ambulance agency as a result of the game, to League Coordinator as soon as possible.

5.12. Penalties for Ineligible Players

A. Three (3) points shall be deducted from the team's league standings for each game in which the ineligible player(s) participated.
B. The League Commissioner shall check the referee's game reports to determine if ineligible names are included.
C. At the discretion of the Board, sanctions will be imposed against a coach that knowingly uses an ineligible player.
D. Any dispute of games in which the ineligible player(s) engaged shall be decided by the Board, which may impose additional penalties as it sees fit.

5.13. Bad Weather

A. If it is clear in advance of the game, that weather conditions make the home field unplayable, the home coach must try to notify the Coordinator of Referees and the visiting team so that they may avoid unnecessary traveling.
B. Once at the game site, it is a decision by the referee if weather prevents a game from being played.
    a. Thunder/ Lightning. After any thunder or lightning strike before or after the start of the game, everyone MUST take shelter, preferably in their cars. A 30-minute waiting period must be observed. If the waiting period is interrupted by another thunder or lightning, then the waiting period restarts.
    b. Field under water; zero visibility (fog, etc.)
C. If a game in progress is called due to weather conditions, the following apply:
    a. If halftime has been reached, the game result is final as-is.
    b. Otherwise the game is abandoned; it will be rescheduled and re-played in its entirety.
    c. The Home team must offer possible reschedule dates ASAP.
D. All games abandoned or not started due to weather conditions must be rescheduled as soon as possible, provided the League calendar permits. The league board can decide to extend the season ending date in order to accommodate a reschedule.
E. If reschedule is impossible, the game is a No-Play.

5.14. Standings

A. Each game won is worth three (3) points to the winner.
B. Each game tied shall be worth one (1) point to each team.
C. No points will be awarded to the losing team.

D. If the total points of two or more teams are the same at the end of the season, the following tie-breakers (applied in order) will determine the winner:
   a. HEAD TO HEAD COMPETITION – (if more than two teams involved, move on to next tiebreaker)
   b. FEWEST GOALS AGAINST – team with the fewest goals allowed in all of their games played.
   c. GD-3 – team with the highest GD-3 (goal differential where a team is credited with a maximum *goal differential per game* equal to 3)
   d. No further tie-breaker -- Co-Champions result.

5.15. Forfeits

A. Reasons for Forfeit:
   a. Team is not Ready to Play at the scheduled kickoff time, or within the grace period allowed.
   b. Number of Players on field falls below the minimum allowed, either to start or to continue the game.
   c. Any Coach or player fails to follow direction of the referee.
   d. Causes the premature termination of the game, in the referee's opinion.
   e. Any other reason listed in these rules.
   f. If the Board has to rule on the forfeiting of a game, an investigation will be held. This will include reports from the Age Division Coordinators, the referee and both coaches involved, so an unbiased decision can be made.
   g.
B. Scoring
   a. A forfeit is scored as a 3-0 shutout win for the team not responsible for the forfeit.
   b. A double-forfeit is considered a No-Play.
C. Fines.
   a. Any team forfeiting a game or causing a game to be forfeited is responsible for the paying the appropriate fines as noted on the fine schedule.

5.16. Game Fees

A. Fees Due.
   a. (2025) moved to website and Coach's checklist.
B. When Game is Played as Scheduled
   a. Home Team pays referee prior to start of game. This payment is <u>not returned</u> by the referee under any circumstances.
   b. If game does not complete normally, referee explains situation on game report.
C. Game Change Prior to Day of Game
   a. Referee is due no fee from either club for the originally scheduled game.
   b. League determines whether either team owes a league fine.
D. Game Change on Day of Game (unplayable venue, or weather/"act of God" preventing play):
   a. See 5.13 Bad Weather
   b. Referee is due no fee.
E. Other Game Change on Day of Game
   a. If League has canceled game play:
      i. Referee is not paid on site.
      ii. Neither team owes any fines to league.
   b. If either team forfeits:
      i. Game report completed explaining which team forfeited.
      ii. Referee is not paid on site; referee vouchers the league for the game fee.
      iii. League determines whether either team owes a league fine.

5.17. Special Rules

A. Heading – U11 Games. (added 2017)
   a. There is no purposeful heading allowed in U11 games.

b. A violation will result in an indirect free kick at the point of the infraction.
c. If, in the opinion of the referee, a ball coming into contact with a player's head was incidental, there is no infraction.
d. This rule does not apply to U11 players participating in higher age-bracket game.

B. Goal Kicks – U11 Games (added 2017)
a. During U11 games, a goal kick situation requires players on the team not in possession of the ball to retreat to their own half of the field *until the ball is in play*.
b. The possessing team has a right to, but is not required to, wait for the opposing team to retreat. (The possessing team may put the ball into play earlier if it chooses; this releases the opponents to occupy the entire field.)

C. U9 games (new 2024)
a. Any goalie possession in a U9 game uses the same "retreat" policy as U11 in the above paragraph.

6 Code of Conduct

6.1. Conduct and Violations

A. Coaches and their assistants are representatives of the USYSA and WFLYSL, and must conduct themselves in accordance with the rules, regulations and bylaws of these organizations.
B. It is the responsibility of the club personnel, coaches, and players to know and abide by the rules and laws of the game.
C. Spectator misconduct includes, but is not limited to, verbal abuse of any party to the game; unauthorized entry to the field of play; fighting; or threats. The referee can advise bench personnel so that the offender can be either warned or ejected from the game site. (No warning is required; it is up to the referee.) If an ejection results, failure to comply will cause the related team to be charged with a forfeit. See **Fines** for additional details.
D. At any time, the Board may review the conduct of any coach (or player, team spectator, or referee) to determine whether disciplinary action is necessary. If so, those involved will be notified in writing of a hearing, and given the opportunity to attend the hearing and bring counsel or witnesses on their behalf.
    a. Upon determination by the board that a coach knowingly plays an illegal player or players, that coach may be subject to suspension for a period to be decided by the Board.
E. Any misconduct toward a referee will not be tolerated. Abuse (verbal or physical) toward a referee by any player, coach, or spectator will result in fines and suspensions. These are outlined in the USSF Referee Administration Handbook.

6.2. Player Misconduct

A. See elsewhere in the document for information regarding fines associated with misconduct.
B. Accumulation of Cards
    a. General.
        i. All cards shown to a player in all WFLYSL games in the same season, as either a primary, secondary, or guest player, are counted.
        ii. Coaches are responsible for maintaining a count of the number of red or yellow cards a player accumulates, and ensuring any resulting sanctions are observed.
        iii. If the player is rostered on 2 teams, the cards are accumulated between the two teams. If a player is carded on one team, his sanctions affect both teams until they are met.
    b. Yellow.
        i. A player accumulating a second yellow card in a game is to be shown a red card.
        ii. A player accumulating four yellow cards in the same season is to be assessed a penalty of a red card violation.
    c. Red.

i. A player shown a red card must be ejected ("sent off") for the remainder of the current match. The player cannot be replaced with another player. The team must play short for each player sent off.
ii. The player pass is to be mailed in with the game report. It is the players' responsibility to retrieve the pass from the coordinator, after arrangements have been made to pay the fines, etc.
iii. For the first red card, the player is additionally suspended for the next game involving the team on which the player was shown the card.
iv. For the second red card, the player is additionally suspended for the next three games involving the team on which the was shown the card.
v. For the third red card, the player is additionally disqualified for the remainder of the season. The player must request reinstatement by the board for subsequent seasons.
vi. During any suspension resulting from a red card, the player is not eligible to play as a primary, secondary, or guest player for any other WFLYSL team.
vii. Red cards may not be appealed to the Board.
viii. Any multi-game suspensions that do not require application for reinstatement, terminate at the end of the current season.

7 PROTESTS AND APPEALS

7.1. SCOPE

A. The referee's judgment, regarding the actual happenings and occurrences related to the conduct of the game, including the physical condition of the field, and those prerogatives granted to the referee by the "Laws of the Game" as published by FIFA, shall not be challenged or protested. Complaints about referees may be directed to the Referee Unit, not to the League.
B. Only violations of these rules, by a person other than the referee, shall be subject to protest or appeal.

7.2. PROCESS

A. All protests must be lodged in writing within three (3) days of the incident with the League President.
B. The League President will present the protest to the Board.
C. The decision of the Board on a protest is final, and may not be appealed.

8 FINES

8.1. FULL LIST

A. Penalties for certain infractions are described throughout this document. Any such description is hopefully consistent with this section. Where inconsistencies are found, the ruling of the Board is final.

8.2. SCHEDULE OF FEES, FINES, SUSPENSIONS

A. The suspensions and fines listed for the infractions below are minimum values. The Board may decide that more severe penalties are warranted.

Infraction		Fine / Penalty
Failure to be in good standing with League Treasurer by June 1		$ 100.00
In-season game change		$ 75.00
Forfeit of League Game		$ 75.00 + referee fees
Withdrawal of team from League (*per team*)		
	After registration, but before/at bracketing meeting	No Charge
	After bracketing meeting, within 3 days	$ 25.00
	Otherwise, up until Preliminary schedules are published	$ 75.00
	Between preliminary and final schedule	$ 150.00
	After final schedule	$ 250.00
Yellow Card Accumulation		
	Single Player, third card in same season	$ 25.00
	Team, fifth (and each one beyond)	$ 50.00
Red Card Accumulation		
	Single Player, first card	$ 25.00, ejection
	Single Player, second card	$ 50.00, ejection, 1-game suspension
	Single Player, third or more	$ 100.00, ejection, disqualified for remaining games
	Team, second or more	$ 50.00
Staff or Spectator Misconduct		
	Any Offense (up to referee)	Referee advises team staff; Team Staff issues Verbal Warning or Ejection
	If Ejected	Minimum $25.00 fine (WFLYSL Board can set higher)
	Refusal to Comply with Ejection	Forfeit, with associated fines
Club not represented at League meeting		
	Team Registration Meeting	$ 50.00
	Bracketing (or any other pre-scheduled) meeting	$ 25.00 per occurrence
Ineligible player on Roster, or appearing in game		Forfeit, with associated fines
Game Report improperly filled out		$ 10.00 per occurrence
Improper Field Maintenance		$ 10.00 per occurrence

B. Fees and fines apply to players, staff, and/or spectators as described in the infractions in the above table.

C. The club is responsible, under penalty of being not in good standing with the league, for the payment of all fees and fines generated by the club staff, players and spectators.

9 MATTERS NOT PROVIDED FOR

A. All matters not provided for in these Laws shall be determined by the Board and decisions shall be final and binding.

10 DOCUMENT HISTORY

- 2/2016. Completely re-organized, with careful comparison vs. 6/11/2015 edition.
- 5/2017.
- 5/2018. Clarifications; removal of 2017 highlighting.
- 3/2019. Modified Referee Costs.
- 6/2021. Modified Referee Costs. Added COVID protocols and exception for senior play.