

The current FIFA Laws of the Game and Universal Guide to Referees is the official rulebook to be utilized by all coaches, players, and referees with the following exceptions:

The Field, Teams & Supporters

The minimum size field shall be 100 yards X 50 yards. GOALS MUST BE ANCHORED securely to the ground, and nets are required. The game shall not start until the goal requirements are fulfilled.

Team Sides of the Field: The Home team gets to choose their sideline. The supporters of that team shall occupy the same sideline. The Visiting team and its supporters shall occupy the opposite sideline. Coaches are asked to enforce this rule whenever possible, and avoid involving the referee.

The Ball

Size: U12 Age Division shall use a #4 ball. U15 & U18 PLUS Age Divisions shall use a #5 ball.

Player Eligibility

Only players registered and insured, under the New York State West Youth Soccer Association may participate on SWISL teams. **No “carded Travel” players.** Those holding a current player pass from a travel soccer league are NOT permitted to play on SWISL teams. U19 age-eligible players may play in the U18 Plus Division, if they are enrolled in High School on May 1.

Number of Players

The maximum number of players on the field at any one time shall be eleven (11); one of which shall be a goalkeeper.

The minimum number of players required to start a match shall be seven (7) on each team. The minimum number to continue a match is seven (7) on each team.

In the event that both teams cannot field the minimum required number of players, the match is canceled and the coaches may agree to scrimmage and may reschedule the match.

If a team is unable to field eleven (11) players, the advantage rule is as follows:

In order that the coach may play each player for half a game, the team with eleven (11) or more players may play with a one (1) or a two (2) player advantage maximum, and under the following circumstances only:

At Kick-off – Team A has only 8 players, and Team B has 18. Team B may play with a 1-man advantage, 9 v. 8, in order to get the other 9 in the game.

Or if, at Kick-off, Team A has 8 players and Team B has 19 or 20, Team B may play with a 2-man advantage in order to get the others in the game.

IN ALL OTHER SITUATIONS (INCLUDING LATE-ARRIVING PLAYERS), THE TEAMS ARE TO PLAY AT ‘EVEN STRENGTH’ – EXCEPT IF A PLAYER IS EJECTED FROM THE MATCH, THEN THAT TEAM SHALL PLAY AT A PLAYER DISADVANTAGE.

Substitutions

The number of substitutions is unlimited.

Both teams may make substitutions at the start of each period, after each goal, and before each goal kick.

On throw-ins, only the team awarded the throw-in may substitute.

Substitutions are not allowed on corner kicks.

Substitution for Injury: If play has been stopped for an injury, and the coach, trainer, or other adult enters the field to attend to the injury, the injured player(s) **must leave the field and may be substituted.** This includes Goalkeepers. Both teams may make unlimited substitutions at the time of an injury stoppage. The injured *field player* may return at the next substitution opportunity. An *injured Goalkeeper* may return at the next stoppage of play with the referee's approval.

Visible Blood Injuries

In the event of an injury with visible blood, the player must come off the field. They may be substituted. The injury shall be bandaged or covered, and the affected area (including clothing) shall be cleaned to the satisfaction of the referee before the injured player will be allowed to return to the match.

Players' Equipment

All jewelry must be removed with the exception of medical alert. Covering earrings with tape is not acceptable.

Shin Guards: MANDATORY!! Must be worn inside socks

Footwear: Sneakers or soft cleated soccer shoes. NO metal or screw-in cleats shall be allowed.

Goalies must have a different color shirt than either team. Team Colors: If both teams have the same color jerseys, the Home Team is responsible for wearing an alternate color shirt or vest. The Referee shall decide if the jerseys are too similar in color.

Referees

U.S.S.F. Registered or Associate Referees shall be assigned. 3-man referee crews will normally be assigned to U18+ Boys matches, and to U18 + Girls, on the advance request of coaches.

The referee shall be paid **prior to the start of the match** by the coach of the Home team. If the match is canceled before the start of play, the referee shall be paid a \$6.00 travel fee. If the match is canceled after the start of play, the referee shall retain the full match fee. The match fee for U12 is \$25.00; for U15 is \$30; for U18 PLUS is \$40. Assistant Referees receive \$20 each for U18 + contests. When a U18 game is officiated alone, the fee is \$45 .

Referee No-Show

If for any reason the referee is not at the match site five (5) minutes after the scheduled starting time, the opposing coaches shall agree on a substitute to referee the match. The substitute shall receive the referee's match fee. **The Home Team coach shall be responsible for notifying the Referee Assignor that no referee was present.**

Sliding Tackles

NOT ALLOWED IN U12 – it is Dangerous Play; penalty is Indirect Free Kick, unless, contact is made with opponent before the ball, then it is a Direct Kick Foul.

LEGAL IN U15 & U18 – when done properly, and not in a dangerous manner.

Volunteer Linesman and Assistant Referees

Each team ages U12-U15 shall be responsible to provide a volunteer Linesman acceptable to the Referee. The Linesman shall not be a team player or coach. The designee should be at least 13 years of age, and is not to coach while handling the flag. The Linesman shall only be responsible for signaling when the ball goes out of bounds by raising the flag straight up. The referee will signal possession for restart.

For U18 matches, official Assistant Referees will be utilized when assigned. Their duties shall be to assist the Referee according to Law VI of the Laws of the Game.

Duration of the Match

For U12, the match shall be divided into two (2) equal thirty (30) minute halves.

For U15, the match shall be divided into two (2) equal thirty-five (35) minute halves.

For U18 Plus the match shall be divided into two (2) equal forty (40) minute halves.

In all age groups there shall be a five (5) minute break between halves.

Stoppage time is not added to play time.

Match Times

All match times and dates are pre-scheduled with the knowledge of the referee assignor. It is the general policy that all matches will be played as scheduled with the following exceptions:

Field closing –The home team coach shall make arrangements to reschedule the match.

Rescheduling matches

Matches may be rescheduled, before the end of the season, which is typically August 1st. The coaches shall be responsible for rescheduling the match. After agreeing on a date, the Home coach shall be responsible for contacting their Club representative for a field assignment and then contacting the referee assignor.

Game Suspension and Termination

The health and safety of players and spectators always takes precedence over other considerations in youth soccer matches. With this in mind, the coaches and the referee must cooperatively share the responsibility for decisions involving weather-related safety. The referee however, has the final decision regarding the safety of the field and goals.

Special Note - Thunder & Lightning 30 Minute Rule

Lightning is considered to be dangerous WHEN THUNDER CAN BE HEARD – the FLASH of LIGHTNING IS NOT NECESSARY. When that occurs, the game must be suspended, and the teams must leave the field and seek safe shelter. The game may not be restarted until 30 minutes after the last thunder or lightning. If the match is terminated before the start of the second half, the match may be rescheduled. If the match is terminated after the start of the second half, the match is considered completed and may not be rescheduled.

If thunder or lightning prevents the start of the contest, the referee and coaches may decide to delay the start or to cancel and reschedule the match. In the event that the first game of an evening double-header is stopped for lightning, that game is terminated, and the second game may begin only after the 30 Minute Rule has been observed.

Cautions, Ejections and Misconduct

Each club shall be responsible for the discipline of their respective players, coaches and spectators. Coaches will be held responsible for their own conduct and the conduct of their Assistant coaches, players and spectators. Any coach or spectator who is dismissed from the playing field shall have their names turned in to referee assignor. The referee will not restart the match until after the dismissed person leaves the field; out of sight and out of sound.

A player receiving a Yellow Card Caution shall be sent off the field, and may be replaced by a substitution – or the team may play short-handed. A Goalkeeper receiving a Caution must leave the field, and a new goalkeeper must be designated. Any Cautioned player can return to play at the next regular substitution opportunity.

Any player receiving a Red Card Ejection, shall not be replaced, and the team must play short-handed the remainder of the match. In case of a Goalkeeper Ejection, a new goalkeeper must be designated, and the team plays 'short' of field players.

The coach shall be responsible for reporting to their respective Associations the names of any players, that have been ejected and or received a YELLOW or RED card, or coach or spectator that has been dismissed from the field of play.

End of the Match

At the end of the match both coaches will have their players line up on the field and shake hands with the other team. Coaches should set an example by shaking hands with each other and the referee.