



RULES



League Format

- Teams playing in the USYS West Mid-Western Interstate League (WMWIL) will be guaranteed a minimum of three games.
- Playdates and location will be determined by the league council.

Player Eligibility

NO recreational players may participate in league games.

All players must be properly registered as competitive in accordance to your current host state policy.

Length of Games / Ball Size

Age	Length of Game	Halftime	Ball Size
10U	2 x 25	5	4
11U/12U	2 x 30	5	4
13U/14U	2 x 35	5	5
15U-16U	2 X 40	5	5
17U-19U	2 x 45	5	5

*No overtime or tie-breaking kicks from the penalty mark during League matches.

Field Preparation

The host club is responsible for field readiness, including mowing, lining, goal setup. All goals must be securely anchored to the ground.



Game Start Time

Teams are expected to play games at the scheduled time and location. Referees must complete the player/coach credential check-in process (with cards and roster) prior to scheduled game time.

Failure to present valid member passes and official roster to the referee prior to scheduled game time will be subject to investigation by the league council. Rosters can be either a State roster or Affinity game card. Player passes may be electronic or hard copy.

Minimum Number of Players

10U, a team must have five (5) players and one (1) registered adult to start a match.

11U / 12U, a team must have at least six (6) players and one (1) registered adult to start a match.

13U-19U, a team must have at least seven (7) players and one (1) registered adult to start a match.

Guest Players (Club Passes)

Players can be from anywhere within your club, there are no restrictions other than abiding by the play-up rules.

- Players ARE ALLOWED to play up two (2) years from their designated birth year
- Rec players ARE NOT ALLOWED to guest play on competitive teams in the league
- Players ARE NOT ALLOWED to play down an age from their state rostered team
- Players ARE NOT ALLOWED to guest with another club from within the league without permission of your home state association.

Player/Coach Member Passes & Rosters

Each team must submit valid state member passes AND an official state roster or Affinity game card to the referee prior to each game.



For a pass to be valid, it must have photo of the player/coach. Valid passes are also mandatory for coaches, assistant coaches and managers, limit four (4) per team. Any team that plays an ineligible player will face possible fines and sanctions from the league council. Any team without valid player/coach member passes and/or official game roster prior to the start of the game will be subject to investigation by the league council.

Guest Players (Club Passes) must be handwritten on the bottom of the roster or electronically listed on the Affinity game card and must comply with the club pass rules.

Team Sidelines

If space permits, coaches, spectators, and players not on the field of play must remain at least six (6) feet behind the touchline and at least 18 yards from the corners of the field. Teams must be on one side of the field, spectators on the other side.

A “team” consists of only those GAME ROSTERED players, coaches and managers who have valid member passes. A maximum of four (4) bench personnel with passes may be present on the team sideline.

Coaches, players and spectators are not allowed immediately behind the goal line for any reason.

Substitutions

Substitutions are permitted at any stoppage of play at the referee’s discretion.

Heading / Punting at the 10U/11U/12U age group.

There is **no heading** at the 10U/11U/12U age group. Should a header occur the following rule will be applied:

- When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

There is **no punting** at the 10U age group, **but it is allowed at 11U/12U.**



Referee Report

Managers / Coaches should verify with the referee at the game's conclusion that their score matches his/her report. All officials must submit online game reports to their host state association within 48 hours after the match.

Cautioned or Sent Off Participants

YELLOW CARDS (CAUTIONS): Referees will note all cautioned players/coaches in their game report, but will not retain the specific member passes.

RED CARDS (SEND OFFS): Referees **will not retain** the member passes of any sent off player/coach. However, the referee will be required to submit the ejection report to THE LEAGUE COUNCIL within 48hrs. **Referees may, but are not required to, show yellow and red cards to coaches.** If a coach is sent off (ejected), the assistant coach, or an adult with a valid member pass belonging to the team's club, will be appointed. If no one is available, the game will be forfeited.

When a player is ejected, it must be determined if the player shall be removed from the playing field and bench area. If that player would be unsupervised he/she should be allowed to remain under the control of the coach, but he/she must remove his/her jersey and wear a color that distinguishes him/her from the rest of the team.

Game Suspensions

In all cases where there is an ejection, the club Technical Director or designated club representative will be notified by THE LEAGUE COUNCIL.

Ejected players may remain on the bench. Should the player continue to be a problem, the game may be suspended until the player is removed from the area **under adult supervision.**

Player

Ejections are an automatic one (1) game suspension, unless the ejection is for the following offenses:

- Violent contact = Minimum two (2) game suspension and possible investigation by THE



LEAGUE COUNCIL.

- Spitting at players / coaches / referees or spectators = Minimum two (2) game suspension and possible investigation by THE LEAGUE COUNCIL.
- Referee assault = US Soccer three (3) month suspension and possible additional sanctions.

Players who are serving suspensions may sit on the team bench during the game(s) from which they have been suspended. They must wear non-uniform apparel and must conduct themselves in an appropriate manner.

Misbehavior may result in removal from the team area at the request of the game and/or league officials and additional sanctions are possible.

Coach

- Coach ejection = Minimum one (1) game suspension and possible investigation by THE LEAGUE COUNCIL.
- Refusal to give name to the official after ejection = One (1) additional game suspension.
- Refusal to leave the field when asked by an official = One (1) additional game suspension.
- Using an illegal player= forfeit of the game and will be subject to investigation by THE LEAGUE COUNCIL

Coaches who are suspended cannot participate in any game activities related to the team from which they were suspended. Coaches are prohibited from participating in any pre-game activities. The use of cell phones for team contact is expressly prohibited unless it is for medical information or attention is required by a team member.

Responsibilities of Coaches

- Each coach is responsible for the conduct of his/her team players, staff and spectators and must agree to follow the USYS West Mid-Western Interstate League Code of Conduct.
- Coaching is permitted from the touchline for a temporary amount of time, but otherwise coaching is to be accomplished from the team technical area. All valid coaches/managers must be on the team's roster and present valid member passes to the referee prior to the game.



- Coaching is understood as giving directions to one's own team on points of strategy and position--no mechanical or electronic devices are permitted. The tone of voice must be informative. No coach is to make derogatory remarks or gestures to the referee, players or spectators or opposing coach and players.

The following behaviors are considered irresponsible and can result in dismissal from the match:

- Throwing objects in protest
- Speaking insulting words or making offensive gestures
- Kicking chairs
- Making unwanted or unnecessary contact with opponent
- Persistently and flagrantly protesting decisions of an official
- Interfering with the performance of assistant referee or fourth official duties
- Entering the field of play without the permission of the referee
- Making threatening remarks

Players Equipment

- All players on the field must be attired in matching uniforms (except the goalkeeper) to the satisfaction of the referee. The goalkeeper will be attired in an outfit that is different from the opposing keeper, and all other players on the field and the referee.
- Each team must have alternate color of jersey or training vest. In cases of color similarity, the designated home team (listed first) will change jerseys.
- **No equipment shall be worn that is dangerous to another player.** The game referee shall have final say over any equipment that he/she may deem as unsafe or dangerous.
- Shin guards, covered by socks, are mandatory in all THE LEAGUE COUNCIL sanctioned games. Players not wearing shin guards will not be allowed to play.
- **No jewelry is permitted.** Taping of jewelry is not permitted. Medical alert and religious bracelets/necklaces must be allowed by officials, but are required to be taped to the body.

Scoring Method and Tie-Breakers

To determine team standings within the WMWIL, the following procedures shall be used in this sequence:



1. Highest number of points. Win = 3 points, Tie = 1 point, Loss = 0 points.
2. Winner of head-to-head competition (this criterion is not used if more than two (2) teams are tied).
3. Goal differential (goals scored minus goals against) in all games, with a maximum of a 4-goal differential per game.
4. Winner of most games.
5. Fewest goals allowed.
6. Most goals scored in all games, with a maximum of four (4) goals per game.
7. Kicks from the penalty mark.

A forfeit in league play will result in a 3-0 score for the game and counts as a played game.

Safety

In the interest of everyone's safety, please observe the following:

- no one may play if they are bleeding or there is blood on their uniform. The player must leave the field and may be substituted at the coach's discretion. The player may return to the game after any bleeding has stopped, the wound is covered, and the uniform cleaned appropriately of blood.
- If a referee suspects a concussion has occurred, they may remove the player from the game field. All suspected concussions will be reported to THE LEAGUE COUNCIL by the referees, and USYS concussion protocol will be followed.
- Consumption of alcoholic beverages and any use of tobacco products are strictly prohibited at all League game sites.

Lightning

In the event of lightning prior to or during the game, the game will be stopped immediately and will be delayed for 30 minutes. Should more lightning occur within that 30-minute delay then the game will be abandoned. In the event the game is abandoned after the second half has begun, the score will stand. If the game is abandoned prior to, or during the first half, every effort will be made to reschedule the game, which will need to be replayed in its entirety.

Sanctions

All referee reports and violations of these league rules are subject to investigation by THE



LEAGUE COUNCIL and / or the home state discipline protocols. Sanctions may include, but are not limited to, suspensions, fines or termination of league membership. The amount of each fine will depend on the circumstances and severity of the infraction(s) and in all cases, will be determined by THE LEAGUE COUNCIL

All forfeits will be subject to investigation by THE LEAGUE COUNCIL. A forfeiture fine of up to \$75 per forfeited match may be imposed. Additional club and/or team sanctions may also be imposed for failure to comply with THE LEAGUE COUNCIL rules, bylaws, policies or procedures relating to a competition. Failure to pay fines within 30 days of receipt of the official notice may result in a club being removed from “league good standing” and could affect the club’s eligibility to participate further in the league.

Team Withdrawals

Withdrawing from the League will result in the following:

- Withdrawal prior to the League registration deadline = 100% refund
- Withdrawal following the registration deadline and prior to the schedule being posted = 50% refund
- Withdrawal following the release of the League schedule = No Refund

Protest and Appeals

All protests will be investigated by THE LEAGUE COUNCIL. Referee judgment decisions during the game are final and may not be appealed.

To be valid and eligible for consideration, each protest must:

- Be made by the designated club’s league representative
- Cite the law of soccer, league or THE LEAGUE COUNCIL policy rule violated
- Be received no later than 72 hours after the game has taken place