

CHAPTER THREE RULES AND REGULATIONS

GENERAL RULES AND REGULATIONS OF THE WEST VIRGINIA SOCCER ASSOCIATION AND ITS AFFILIATED LOCAL PLAYING ASSOCIATIONS AND LEAGUES. Changes Approved by WVSA 2018 AGM

3.1 REGISTERED PLAYERS

Only registered players shall be permitted to play in competitions under the auspices of this association or its affiliated members. Teams which uses unregistered players shall automatically forfeit all games in which said players have participated, and be subjected to other sanctions decided by the division Vice President.

3.2 UNREGISTERED/NONSANCTIONED PLAY

Youth and Amateur players who participate with unregistered players or engage in unsanctioned play shall void their registration and must re-apply for reinstatement to their appropriate Division VP. Application for reinstatement must be directed to the WVSA office along with any refilling fee as set by the BOD.

3.2.1 Unsanctioned Play Shall Include, But Not Be Limited To:

1. Outdoor League not sanctioned by WVSA or another USSF affiliate.
2. Outdoor Tournament not sanctioned by WVSA or another USSF affiliate.
3. Any game (friendly or scrimmage) with a non-USFF affiliated team.
4. Any outdoor, match, league or tournament with a non-USYS member of USSF without the permission of WVSA in advance.
5. Any outdoor, match, league or tournament with a USYS member of USSF without the permission of WVSA in advance

3.2.2 Application by the team/player to the WVSA office to engage in an unsanctioned game or games may be approved under certain conditions that may be determined to be in the best interest and enhancement of the game.

3.2.3 Any appeal concerning the refusal of permission to play in a non-sanctioned event shall be made directly to the WVSA A&D Committee and shall be acted upon such complaint within fifteen days.

3.3 FRIENDLY GAMES

Friendly Games Shall Be Defined As Games Which:

- 3.3.1 Are not associated with any other games either played or to be played and they do not lead to any championship.
- 3.3.2 Do not lead to any trophy or other award.
- 3.3.3 Do not require a fee to be paid by any player to sponsor.
- 3.3.4 Are organized in a spontaneous fashion.

3.4 SUSPENSIONS

The WVSA and its affiliated members shall honor any and all order of suspensions of player, coaches, referees issued by WVSA or its affiliates. A team, which used individuals under suspension,

shall automatically forfeit all games in which the individuals have participated. Member associations which use individuals (coaches or referees) under suspension shall be subject to a fine not to exceed five hundred dollars or to be declared not in good standing with WWSA.

Individuals who participate or allow someone to participate, while under suspension may be subject to disciplinary action.

3.5 REFEREES

In compliance with USSF rule 1203, all referees serving WWSA and its affiliated member associations shall be registered with the USSF and WWSA in accordance with current rules and regulations of the USSF National Referee Committee and the State Referee Committee.

3.5.1 The use of unregistered referees is approved only in emergency situations; then the captains or coaches of two competing teams may decide someone agreeable to both of them to officiate. In these circumstances, the decisions of that person serving as an emergency referee are just as binding as if he were a registered referee.

(1) A member association of WWSA who attempts to circumvent the spirit of this rule by continually relying on rules 3.5.1, or the excuse of referee unavailability as a reason not to insist upon the proper training and registration of all their referees, may be put on thirty days written notice by the Division VP that it may be found not in good standing with WWSA. If it does not take immediate, positive steps to completely comply with this rule, the association may be held not to be in good standing after a hearing before the BOD.

3.5.2 All USSF referee training for certification will be under the direct supervision of the state referee committee and state director of referee instruction. No referee instructors other than those specifically trained and certified by USSF or the state director of referee instruction are approved as instructors for basic referee clinics.

3.5.3 Member associations that desire to free registered referees for higher-level competition may allow the coaches of recreational under 6, under 8, and under 10 teams to each officiate one-half of their own games.

(2) A member association of WWSA who attempts to circumvent the spirit of this rule continually relying on rule 3.5.3, or the excuse of referee unavailability as a reason not to insist upon the proper training and registration of all their referees, may be put on thirty days written notice by the Division VP that it may be found not in good standing with WWSA. If it does not take immediate, positive steps to completely comply with this rule, the association may be held not to be in good standing after a hearing before the BOD.

3.6 AMATEUR / ADULT TRIAL GAMES (SENIOR) 4/23

3.6.1 **AWWSA Registered** youth player will be permitted to play an unlimited number of amateur games without losing his eligibility. The youth player must obtain permission from his their youth coach or other authorized club official. The youth coach or authorized club official shall, in writing or by form, request eligibility clearance from the Vice President of Youth. The youth coach or other club official must, in writing of by form, request permission from the appropriate Vice President of Amateur Adult. When the above clearance and permission have been granted, the appropriate Vice President of Amateur Adult has sole discretion in permitting a youth player to play amateur Adult games and will be responsible for establishing the procedures for which this will be implemented. The youth player shall be listed as a “provisional” amateur/ Adult player.

3.6.2 Any youth player playing for an amateur / **Adult** team without the approvals of the Vice President of Amateur Adult and Vice President of Youth may be declared ineligible for youth games.

Any youth team using such ineligible player shall forfeit all games in which the player took part and the coach, manager and or club administrators may be subject to disciplinary action. It is not necessary to drop an ineligible player from the roster.

3.6.3 Any Amateur Adult team, coach or administrator that used a youth player not in accordance with the he above rules may be suspended for up to one year.

3.6.4 A youth player may appeal his youth coach's or authorized club official's denial to play amateur Adult games with the Vice President of Youth.

3.7 YOUTH PLAYER IN AMATEUR ADULT PLAY

3.7.1 A **WVSA Registered** youth player playing on an amateur Adult game team shall be considered a provisional player and therefore, cannot take part as a team member in **Adult** league playoff games, league championship games or state or national tournament, without the approval of the Vice president of Adults.

3.7.2 If a youth player is denied the right to play **WVSA amateur Adult** games by his youth coach or authorized club officials and the Vice President of Youth, **they he** may appeal to the state appeals and discipline committee.

3.7.3 Should a player eligible to compete in youth competition decide to forego his youth eligibility and register as an WVSA amateur Adult player, they must:

(1) Make application to the VP Youth

1. The Vice President of Youth will ensure that the player is not under suspension or probation, **and has no outstanding obligations to their present youth club**, and then relay all information and original request to Vice President of Amateur Adult

2. A youth player after receiving the proper clearance from the appropriate amateur Adult VP commissioner then may register, as an amateur player.

3.7.4 An amateur Adult team, coach or administrator that used a youth player not in accordance with the above rules may be suspended for up to one year.

3.7.5 **Any Adult Team or club wishing to register a player under the age of 18 must confer with the VP Adult and the WVSA Participant Safety Administrator to be sure that all aspects of the US Safe sport Code are followed.**

3.8 AMATEUR ADULT REGISTRATIONS

Adult Players must register in accordance with US Soccer, USASA and WVSA Policies

Players may only register with one team at any given time.

A player may register on as many teams as he coaches as long as these teams do not play each other in any competition.

Note: Youth registration, transfers, etc. are covered under the rules for registration of youth players.

3.9 PLAYING AGE

Except where prohibited by USSF and USYS rules, youth players may participate in older divisions but may not playing younger divisions than their age dictates except by approval of the WVSA Board of Directors.

3.10 YOUTH CONTRACTS AND RELEASES

- 3.10.1 No coach, assistant coach, trainer or team representative may practice or play with any player that does not appear on his current WVSA roster if he is not considered to be a free agent by current WVSA rules and regulations, unless permission is granted by the player's club. (Note: the above does not include indoor soccer. (11/94) Unregistered players may not participate in any manner. (11/93)
- 3.10.2 Any player desiring to be free of their contractual obligations before the end of the seasonal year (September 1 through August 31) must obtain a written release from the club with which he/she is currently registered. **In the case of any player requesting and failing to receive said release within seventy-two hours or the request for a release is denied by the club**, the player may request release directly from the playing association **with specific reason why the release should be granted**, who must render a decision within seventy-two hours. The member association's decision may be appealed directly to West Virginia Soccer Association, VP Youth, to be acted upon immediately. **Releases may be denied by the VP Youth for good cause.**
- 3.10.2.1 **Releases must be confirmed and approved by at least two persons from the original club who do not have a conflict of interest concerning the individual release. (verified by WVSA) One person must approve as "Releasing Team Administrator" and a different person must approve as "Releasing League Registrar" in the Affinity system prior to the final approval by WVSA Director Member Services.**
- 3.10.2.2 **Each Travel club is to provide WVSA, on a yearly basis, with a list of at least three approved persons who can authorize any release on its behalf.**
- 3.10.3 **Transfers: No transfers to a team with a different club will be approved during the seasonal year with the following exceptions:**
- a. **The player has moved outside the club's district. (Verified by WVSA)**
 - b. **The player has a conflict with the current coach or club that cannot be resolved by a neutral third-party as designated by WVSA. (Verified by WVSA)**
 - c. **The player moves to team to compete in NCS State Cup or Presidents Cup if their current team is not competing in a WVSA cup. This must be approved by both coaches and both clubs in writing to WVSA before such a release may be granted.**
 - d. **The player requests a transfer to or from another state, when agreed to in writing by the WVSA Club.**
- 3.10.3.4 **Club approval in all of 3.10.3 must be by at least two persons without a conflict of interest. (Verified by WVSA) One person must approve as "Receiving Team Administrator" and a different person must approve as "Receiving League Registrar" in the Affinity system prior to the final approval by WVSA Director Member Services.**
- 3.10.4 **Before any person may discuss joining a team, for the current seasonal year**, with a player or the player's representative or answer questions they must inquire if the player is presently rostered to any other team. If the player is rostered to another team then there can be no communication with the player until permission is given, in writing, by the players present club or a release has been obtained on a PTS form or through the WVSA online registration system.
- 3.10.5 No coach, assistant coach, trainer, team representative, registered player **or club representative** may approach any player to leave his present club without the express written consent of the present club. Persons denied such permission may appeal to West Virginia Soccer Association, VP Youth.
- 3.10.6 Complaints of violations of section 3.10
- 3.10.6.1 All complaints shall be made in writing, **by the affected club**, to the WVSA office. The complaint shall be investigated and forwarded to the Division VP who may further investigate

the complaint. IF the VP **finds cause** there shall be a hearing prior to any disciplinary action being taken. Any decision of a hearing may be appealed to the WVSA A&D Committee.

3.10.6.2 Verified complaints of violations of rule 3.10 may be reasons for WVSA to deny a transfer

3.10.6.3 Once a release has been approved according to 3.10.2 there can be no complaint of a violation of 3.10

3.11 RULES OF PLAY

Except as otherwise specified herein, rules of play of the USSF and its respective divisions, Amateur and Youth, will apply in all completions under the jurisdiction of the WVSA and its affiliated members. Any affiliated member association may operate the “Quarter System” of substitution for Under 6, Under 8, Under 10, and Under 12 age divisions only. However, the board of Directors shall have the right to approve special rules of the competition agreed upon by two or more member associations conducting a “special” competition.

3.11.1 Recreational teams only should be included in Recreational Club/League Schedules.

All-Star Recreational teams are teams formed for participation in tournament competitions.

Travel teams should only be scheduled in Friendly, Tournament or League competitions for travel teams.

3.11.2 WVSA has adopted the US Soccer Concussion Awareness Program. (R2R) Effective 1/1/2016

Players in U11 programs and younger shall not engage in heading, either in practices or in games. Limited heading in practice for players in U12 and U13 programs. More specifically, these players shall be limited to a maximum of 30 minutes of heading training per week, with no more than 15-20 headers per player, per week.

3.12 AGE GROUPING FOR PLAY

AGE GROUPING FOR WVSA AND MEMBER ASSOCIATIONS PLAY SHALL BE:

AMATEUR

19 and Under **for 2016-2017 19-20 and UNDER**

18 and UNDER

17 and UNDER

16 and UNDER

15 and UNDER

14 and UNDER

13 and UNDER

12 and UNDER

11 and UNDER

10 and UNDER

9 and UNDER

8 and UNDER

7 and UNDER

6 and UNDER

5 and UNDER

4 and UNDER

THE AGE OF A PLAYER FOR PURPOSE OF LEAGUE PLAY SHALL BE THE Year of their birth. OF THE CURRENT SOCCER YEAR. THE SOCCER YEAR BEGINS ON SEPTEMBER 1 AND ENDS AUGUST 31 OF THE FOLLOWING YEAR. **PLEASE REFER TO THE US SOCCER / WWSA AGE MATRIX. Effective 9/1/2016**

3.13 REGISTRATION OF PLAYERS

The division VP's shall be responsible for the registration of all players under their jurisdiction.

- 3.13.1 Each division shall develop its own procedures for player registration and submit them to the Board of Directors for its approval. These procedures shall be listed as separate chapters of this document. Electronic Pass Cards and or Rosters from the WWSA Approved Registration System are allowed. Effective 9/1/2016

3.14 PROOF OF AGE AND REGISTRATION REQUIREMENTS

A valid player pass card with picture shall be sufficient identification of player age and registration.

Youth Only

1. All players must have a valid player pass for any match, with the following exceptions: providing that the players are listed on the local club roster of the team for which they are playing.
 - A) Recreational games (Except State Tournaments and local tournaments at their option may require pass cards.)
 - i. The local league must certify to the referee that all players are properly registered and of the proper age, and are on the teams roster.
 - B) In any match in which a waiver has been granted by WWSA.
 - i. A valid league or club roster must be presented

2. Any coach whose team does not have player pass cards at a match must present a roster to the referee except as noted in A & B.
 - i. The referee shall forward a copy of the roster to the WWSA office.
 - ii. The coach shall forward copies of the player pass cards to the WWSA office within 72 hrs of the match.
 - iii. Any coach not having player pass cards may be suspended for not less than 3 matches or more than 1 year.

3.15 TEAM ROSTER LIMITATIONS **BOLD** Changes effective 9/1/2016

- 3.15.1 Registered teams may have no more players than listed below:

(C=Competitive R=Recreation)

AGE Group	MINIMUM	Maximum
U13 and above	7	22
U11C/U12C	7	18
U11C/U12C (Small Sided)	6	18
U11R/U12R	6	18
U9C/U10C	5	14
U9R/U10R	5	14
U7R/U8R	5	12
U4R/U5R/U6R	5	12

Rule: 3.15.1.1 Recreational teams (U9 and above) may have no more than 2 x the number of field players on the teams roster.

1.a This rule shall effect all WWSA Cups that allow recreational teams to enter.

3.15.2 Expanded Rosters

Travel teams u11 thru u19 and recreation teams u13 and above may have expanded rosters of up to 22 players, subject to the conditions in 1 and 2 below.

2.1

a. Travel - No more than 18 players may be on the match roster or the team bench area for any match.

b. Recreational - Following 3.15.1.1 may have up to 2x the number of players on the field on their bench. As a recreational program they can get players equal playing time.

2.2 Teams entering WWSA State/**Presidents** *Championship* Cup must meet all roster rules and limits under cup rules.

3.15.3 For WWSA Registered Travel Teams

1. A Team may have on its roster only players of the following age groups for the seasonal year in which the team is participating.

1. For teams participating in the Under 15 and below age groups, each player on the team must be (A) of the age of the age group in which the team is participating in that seasonal year, or (B) of the age in either of the next 2 younger age groups of that age group in which the team is participating in that seasonal year.

2. For teams participating in the Under 16 and older age groups, each player on the team must be (A) of the age of the age group in which the team is participating in that seasonal year, or (B) of the age in either of any younger age group, through U14, of that age group in which the team is participating in that seasonal year.

3.15.4 Age Restrictions For WWSA Registered Recreational Teams

A Team may have on its roster only players of the following age groups for the seasonal year in which the team is participating.

1. For teams participating in the Under 15 and below age groups, each player on the team must be (A) of the age of the age group in which the team is participating in that seasonal year, or (B) of the age in either of the next 2 younger age groups of that age group in which the team is participating in that seasonal year.

2. For teams participating in the Under 16 and older age groups, each player on the team must be (A) of the age of the age group in which the team is participating in that seasonal year, or (B) of the age in either of any younger age group, through U14, of that age group in which the team is participating in that seasonal year.

3.15.5 Roster Age Limits

1. A Team may have on its roster only players who ‘s age’s fall within the US Youth Soccer Player Age Matrix.(U4)- U19)

3.15.6 Limit on Roster Age for WVSA Travel Teams

1. A Team may not register any player below U8.

3.16 RULES OF COMPETITION

FIFA laws of the game modified

The rules of play for Amateur and Youth competition of WVSA and its affiliated members shall be the FIFA laws of the game modified as to the following:

- | | |
|---|--|
| 1. Size of Fields | For various age groups/Law I |
| 2. Size of Ball | For various age groups/Law II |
| 3. Number of players
& substitutions | Varies from Law III |
| 4. Linesmen | Allowing for certified associate referees/Law VI |
| 5. Duration of game | For various age groups/Law VII |

3.16.1 Law I – Field of Play

Realizing that we must generally accept and play on fields furnished by the various municipal parks departments, the following are recommended **Maximum** field and goal sizes in accordance with the US Soccer Player Development Mandates, 2016

<u>AGE GRPOUP</u>	<u>FIELD WIDTH</u>	<u>FIELD LENGTH</u>	<u>GOAL SIZE</u>
Sizes Listed Below are Maximums for fields and Goals			
AMATEUR	80 YDS	120 YDS	8 FT X 8 YDS
15 - 19 and UNDER	80 YDS	120 YDS	8 FT X 8 YDS
13 / 14 and UNDER	75 YDS	112 YDS	8 FT X 8 YDS
11-12 and UNDER	55 YDS	80 YDS	6 FT X 18 FT or 6FT X 21FT
9-10 and UNDER	45 YDS	65 YDS	6 FT X 12FT or 6FT x 18FT
4-8 and UNDER	25 YDS	35 YD	4 FT X 6 FT

3.16.2 Law II – Size of Ball

Ball size for various age groups will be as follows:

<u>AGE GROUP</u>	<u>BALL SIZE</u>
AMATEUR	#5
13 -19 and UNDER	#5
10 - 12 and UNDER	#4
4-8 and UNDER 8	#3

The home team will provide the game ball.

3.16.3 Law III – Number of Players & Substitutions

1. AGE Group	Number of Players on the Field
13and UNDRER and above	11
11- 12 and UNDER	9
9-10 and UNDER	7

- SMALL SIDED SOCCER RULE
All Games in 4 and UNDER through 12 and UNDER shall be played in accordance with US Soccer's Small sided games program. The association's small sided games rule shall be used for U11/U12 and below competitions.
- 3. SUBSTITUTION RULES – YOUTH AND AMATEUR
WVSA allows for the use of the “quarter substitution system” for those youth member associations who want to use it in the 12 and under age groups and below only. The referee will hold up the game for substitutions at a normal stoppage of the game (throw-in, goal kick, etc.) at a time nearest to one-half through each regular half time period.
 1. Substitutions shall be unlimited except where specified otherwise in the rules and regulations for a competition.
 - Substitutions may be made, with the consent of the referee, at any stoppage in play.
 - When a cautioned (Yellow Card) is given, that player may be substituted for (does not apply in interstate games).
 2. Modified substitution rules also took effect Jan. 1, 2016, as follows: Any player suspected of suffering a head injury may be substituted for evaluation without the substitution counting against the team's total number of allowed substitutions during the game for those games played under limited substitution rules.

3.16.4 Player's Equipment - Cup Rules Uniform Section #5

1. Each player must wear an official uniform with a number on the back of the shirt.
2. Duplicate numbers are not permitted.
3. Shin guards are mandatory for youth players.
4. Eyeglasses must have an elastic headband.
5. No hats or other headgear may be worn with the following exceptions:
 - i. Soft billed caps for goalkeepers per FIFA
 - ii. Religious headgear per USSF
 - iii. Soft caps (no bills) or headbands in cold weather.
 - iv. Headgear for medical reasons under the following conditions:
 - A. Soft, closed cell material
 - B. US Soccer specific release sign by parents
 - C. Doctors permission
 - D. Approval in advance by WVSA
 - v. Any exception is with the approval of the referee.
- NO HARD CASTS OR BRACES with exposed metal parts may be worn. Youth Only
- Exception for travel players, 11 and UNDER and older, while playing on a travel team, and any team playing in WVSA Open Cup.
 - A. Hard cast must be padded and approved by the referee prior to the match.
 - B. Braces must be worn as intended by the manufacturer and approved by the referee prior to the match.

In A and B above the approval must be by a referee that is 18 years old or older.
7. If due to inclement weather, the referee allows the wearing of sweatshirts they shall be the same color as the sleeves of the jersey. The jersey must be worn over the sweatshirt.
8. If due to inclement weather, the referee allows the wearing of sweatpants, they shall be the same color as the shorts of the uniform. The shorts must be worn over the sweatpants.

3.16.5 Referees

*** NO CHANGES

3.16.6 Linesmen

Specifically trained and certified “Junior Linesmen” may be used by member associations or, if necessary, in state tournaments in place of the neutral referee; linesmen. Their infraction calling authority is limited to ball in and out of play, direction of throw-in, goal-kick and off side.

3.16.7 Duration of Game

AGE GROUP	LENGTH OF Match	LENGTH OF OVERTIME
ADULT	2 X 45 MINUTES	TWO 15 MINUTES
17-19 and UNDER	2 X 45 MINUTES	TWO 15 MINUTES
15-16 and UNDER	2 X 40 MINUTES	TWO 15 MINUTES
13-14 and UNDER	2 X 35 MINUTES	TWO 10 MINUTES
11-12 and UNDER	2 X 30 MINUTES	TWO 10 MINUTES
9-10 and UNDER	2 X 25 MINUTES	TWO 8 MINUTES
7-8 and UNDER	4X 10 MINUTES	ONE 5 MINUTES
4-6 and UNDER	4 X 10 MINUTES	NONE

3.16.7.1 Playing time per Day

WVSA Teams may play no more than 2 times the number of minutes allowed for a game in one day. This time may be broken up as needed to fit each situation. Ex 12 and Under 60 min per game equals 120 min per day. Could play 2 / 60 min games, 3 / 40 min games, 4 / 30 min games.

* SEE LAW III-NUMBER OF PLAYERS (SUBSTITUTIONS) FOR SPECIAL “QUARTER SUBSTITUTION SYSTEM”

3.16.8 Start of Play *** NO CHANGES

3.16.9 Ball in and Out of Play *** NO CHANGE

3.16.10 Method of Scoring *** NO CHANGE

3.16.11 Offside *** NO CHANGE

3.16.12 Fouls and Misconduct

1. When a player, 11 and under and younger, 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.

3.16.13 Free Kicks *** NO CHANGE

3.16.14 Penalty Kicks *** NO CHANGE

3.16.15 Throw-Ins *** NO CHANGE

3.16.16 Goal Kicks *** NO CHANGE

3.16.17 Corner Kicks *** NO CHANGE

NOTE: Amateur and/or youth teams which travel out of the U.S.A. for competition, especially tournaments, should be prepared to play pure FIFA LAWS OF THE GAME, including two to five maximum substitutions in a match with no re-entry after substitution, legal charging of goalkeeper in possession, etc.

3.17 INCOMPLETE GAME BECAUSE OF MISCONDUCT

If a game is not completed because of misconduct clearly traceable to one or the other contending teams, its management or its followers as determined by the respective authority, the respective authority shall decide as to the disposition of the game.

3.18 INCOMPLETE GAME – NO MISCONDUCT

If a game is not completed and neither team is at fault, the score shall stand if it is in the second half. Games terminated in the first half will be replayed.

3.19 GRACE PERIODS

3.19.1 Teams not ready to play at the scheduled start time of any match shall be granted a ten minute grace period. A minimum of seven players constitute a team.

3.19.2 Any team not ready to play after this grace period has expired shall be reported to the appropriate association, committee or commissioner. The game may be recorded as a forfeit.

3.19.3 Local associations and committees and divisions of this association may set appropriate fines for forfeitures.

3.20 PRECEDENCE OF RULES

Rules of the USSF, USYS and USASA supersede state rules.

3.20.1 Violations of any of the rules in this chapter shall be investigated by the Div VP and acted upon by the division or the WVSA Appeals and Disciplinary Committee. Violations may be punished by suspension, fines, probation or any combination as the Division and or the Appeals & Disciplinary Committee shall determine.

3.21 These rules and regulations may be amended by the WVSA BOD or at any meeting of WVSA. A majority vote is required for adoption.