

**Southwest-Elgin Minor Soccer League
Rules and Regulations
Amended January 2010**

REGISTRATION

1. Every player, upon registration, shall provide “proof of age” and a “current 2x2 picture” acceptable to the club’s registrar prior to playing their first game.
2. For the purpose of division, the age of the player on the year he/she was born shall determine the age of the player for that season.
3. No player shall be registered unless and until the club’s registrar has received signed consent from a parent or guardian of the player.
4. Upon making application for registration, each player shall pay to the individual club registrar a registration fee, which shall be determined yearly by the community.
5. A registration cut-off date will be June 1st. After this date no more registrations of players will be allowed. Only special circumstances will be considered by the league. A player that moves into a community during the season may register with that community upon approval of Council.
6. All player cards divided by team with Western Counties Soccer Association (WCSA) stamped insurance forms in order shall be given to the SWEMSL registrar by the first meeting in April. After player cards are re-distributed, no players may be shifted onto any team without special permission granted by council. A player may not play in a league game until the SWEMSL Registrar has received the players registration card and WCSA stamped insurance form for approval and it has been stamped by him/her. The registrar shall have 30 days from the date of his/her receipt to complete the registration card.
7. League fee is \$75.00 per team with a maximum of 22 players per full field team and 14 players per mini field team unless otherwise approved by SWEMSL. The team has to be registered by April 15.

TEAMS

1. It shall be the responsibility of the community to control the assigning of players to the various teams, taking into consideration as closely as possible:
 - a. The proximity of the home field (or team)
 - b. Teams have equal number of players
 - c. Teams having equal playing talent.

2. A player may play only for his/her assigned team in that division. The registrar of each community shall provide to the coach of each team, a complete list of players, parent/guardian addresses and telephone numbers.
3. As a rule, no player shall be permitted to play in any other division, unless special circumstances such as:
 - a. If a team is short handed due to uncontrollable circumstances, players may be brought up to make a full team for the game from an immediate lower division.
U-9 & younger - maximum number is 10
U-11 & older - maximum number is 14
 - b. House league players may move up to a competitive team for a maximum of three games and then must either move back down or sign with competitive team.
 - c. A competitive player may be sent down to house league only with the council's permission.
4. Only players in the final year of a division will be considered for transfer to a higher division, permanently for that year.
5. Council has the option to assign if requested:
 - a. Certain player(s) to a higher age division. In such a case, written consent from the parent/guardian must be obtained. A written request must be made in addition to the registration card. Only players in their last year of a division will be eligible to be moved up for substitution. Notification must be made on the players list prior to the game.
6. The maximum number of players on any one team is 22 for a full field and 14 for a mini field age division. If any community wants to have more players on a team, they may apply in writing to the Rules and Regulations Committee for permission; this application must be made prior to the April meeting and must state the reasons for making this request.
7. Special rulings to accommodate a specific circumstance of a community must be brought to the league at the beginning of each season.

PLAYERS-GAMES

1. Players registration cards must be shown to opposing coach before the start of the game. After the start of the game - only the referee has the authority to request player cards.
2. If there are no cards for any team or players the game can be played under protest. The protesting team will obtain the completed protest form with all the player's names and signed by the referee. The protest form must be submitted to the SWEMSL Registrar within 48 hours. If team lists do not match, the Registrar will notify the

President and Rules & Regulations Committee who will then notify the coach of the forfeiture of the game. The fine for such infraction will be Fifty Dollars (\$50.00) to the team not in compliance.

3. Final tournament-players cards must be shown and retained at the scorers table prior to a team's first game. Any player arriving later in the day must show player card at the scorers table.
4. Every player shall, as practically as possible, be given fair playing time during each game. However, it is not in the best interest of a player if he/she is made to play 30 minutes, if he/she is only capable of handling 10 minutes. Any coach not playing a dressed player, unless for disciplinary reason, could be suspended for 3 weeks on a first offense and for the remainder of the season on a second offense. Complaints may only be initiated by a parent or guardian of that player not receiving sufficient player time.
5. Players not appropriately dressed in team shirts & shorts will not be permitted to play in any scheduled game.
 - a. Players must wear numbered shirts and must have the same number all year.
 - b. Shirts must be worn tucked inside the shorts.
 - c. In extreme weather conditions, the official referee may allow sweat pants to be worn.
 - d. Shin guards must be worn and must be covered entirely by the stockings.
 - e. Soccer shoes are recommended to be worn to give player good footing.
 - f. Goalkeeper shall wear a different colored shirt with sleeves, which will distinguish him/her from the other players and from the referee. Keeper will be allowed to wear a hat, gloves, knee pads and track pants.
 - g. A player shall not wear anything which is dangerous to another player.
 - h. Exceptions may be made to the above for medical reasons upon league approval and a doctor's note.

A player who is asked to leave the field of play because of defective or dangerous equipment may not re-enter the field of play until the referee is satisfied that the equipment is permissible.

6. Captain of each team must be identified to the referee.
7. Games can be canceled for the reason of bad weather, either by mutual consent of both coaches or at the discretion of the referee prior to the start of the game. If a game is canceled by the coaches, the home coach will contact the referee, the club's Referee Co-ordinator and the League Scheduler. If the game is canceled by the Referee, the home coach will contact the League Scheduler so that the game can be rescheduled if necessary.

8. If the game is canceled for any reason during the first half, the whole game must be rescheduled. Cancellation after half time whistle means the score at that time will stand.
9. All officially canceled games shall be rescheduled by the coaches. If agreement to play the game is not reached within one week, the statistician will set a date. Failure to comply with this date will result in forfeiture. All league games must be played before Final Tournament.
10. If either team has to reschedule a game because of a school trip, etc., then the game may be played at a time convenient to both teams. To have a game rescheduled in this manner, the opposing coach should be notified 7 days prior to the game. The home coach must notify the statistician and referees of any change in the game time and date.
 - a. Both coaches must agree to a new date.
 - b. If not, rule #9 applies.
11. Five minutes rest to be observed between halves, unless all participants agree otherwise.
12. The duration of games are as follows:

| | | |
|--------------|----------|-----------------|
| U-5 to U-7 | 2 halves | 20 minutes each |
| U-8 to U-9 | 2 halves | 30 minutes each |
| U-10 to U-12 | 2 halves | 35 minutes each |
| U-13 to U-14 | 2 halves | 40 minutes each |
| U-15 and up | 2 halves | 45 minutes each |
13. The referee's permission is to be obtained at all times when substitutions of players takes place.
 - a. U-5 to U-9 -any stoppage of play.
 - b. U-11 to U-13 -kick off, goal kick, injuries*, after a goal is scored and corner kicks, and on a throw in. The team awarded the ball may call for substitution or may choose to play on. If they chose to substitute both are allowed.

*Injury substitution-only the injured player and only with consent of the referee. If play is stopped for injured player that player must leave field until next available substitution.
14. No one will be allowed behind the end of either end zone (complete width of field) during game time.
15. Mini teams (U-5 to U-9) maximum number of players on the field at any time is seven (7) including the goalkeeper. Games cannot be played with less than five (5) players minimum to a team at any time during the duration of the game, including when a

player leaves the field through injury or expulsion. Game will be forfeited by team with less than 5 players. On a double forfeit no points will be awarded.

16. Senior teams (U-11 and older) maximum number of players is eleven (11) including the goalkeeper on the field at any time. Games cannot be played with less than seven (7) players minimum to a team at any time during the duration of the game, including when a player leaves the field through injury or expulsion. Game will be forfeited by team with less than 7 players. On a double forfeit no points will be awarded.
17. Home team is listed on the schedule first. Away team is listed last.
18. The game ball is to be provided by the home team. The size of the ball is as follows:

| | |
|--------|--------------|
| Size 3 | U-5 to U-7 |
| Size 4 | U-8 to U-12 |
| Size 5 | U13 and over |
19. The points are:

| | | |
|------|---|----------------|
| Win | - | three points |
| Tie | - | one point each |
| Loss | - | zero points |
20. In case of no referee showing up, the home coach shall find a suitable referee agreeable to both coaches within 15 minutes. If no suitable referee is found the game will be canceled and rescheduled at the visiting team's field.
21. The home team is responsible for keeping the field in proper playing condition. Field condition meaning no holes, grass cut, visible line markings, goal nets in good condition and properly secured and proper corner flags.
22. Violation of any of the above regulations should be reported by the referee on the game report and brought to the attention of the rules and regulations chairman and then to council.

STATISTICS

1. The referee assigned to the game shall provide, within the agreed time after the game, the club with all records, using an official game report.
2. League standings shall be determined by the number of points accumulated.
3. If a first place tie exists at the end of the regular season, the following criteria will be used to break the tie in the numbered sequence.
 - a. Deciding game without overtime on a neutral field.
 - b. Penalty kicks as per "Laws of the Game" (FIFA Rules).

4. No ties will be allowed in final tournament play.
5. The final score of the game shall be noted on the official game report and forwarded to the club until season's end.
6. Both teams are responsible to call in the game results by Friday of each week to their own club contact. Clubs then have 2 (two) days to get scores to the SWEMSL Statistician. Failure to do so will result in a penalty of Fifteen Dollars (\$15.00) per game.
7. Player's registration cards must be shown before the start of the game. After the start of the game, only the referee has the authority to request player cards.

DISCIPLINE

1. Any player, coach, referee or league official under suspension from any other soccer league will not be allowed to play or hold any official position in the league.
2. Any spectator interfering with the game by verbal misbehavior, shall be warned by the referee via coaches present. Persistent verbal abuse, and/or physical interference with the game or its officials or players, shall be reported to the local police, and to the council as soon as possible by the referee.
3. Misconduct by a player before, during and after a game will result in:
 - a. First Offense
 - warning by referee
 - explanation by referee.
 - b. Second Offense
 - official warning by referee (yellow card)
 - explanation by referee.
 - any player playing U11 or higher who receives a yellow card must leave the field of play and can return on the next substitution. The player leaving the field can be replaced by another player. If there is no substitution possible then that team plays short until the next substitution.
 - c. Third Offense
 - expulsion from the game (red card)
 - report by referee on the game report
 - no substitution is allowed for the expelled player in the same game.
 - d. Flagrant Misconduct
 - immediate expulsion from game (red card)
 - no substitution allowed
 - e. Spitting on or at a player is an automatic red card and the player must appear before the Rules & Regulations Committee before that player is allowed to play again in SWEMSL. Spitting on hands prior to shaking is an automatic red card.

4. There should be no verbal intimidation toward your opponent or between players and the referee. Players may not call "my ball" or "mine". Penalty is an indirect free kick.
5. Any player expelled before, during or after a game is automatically suspended for the next league game. If any player while under suspension plays in a game, the game in which the suspended player participated will be forfeited. A player must officially be written up by the referee:
 - a. The referee shall confiscate on a red card the player cards and forward the game report and the player card to the Statistician/Rules and Regulations Chairperson immediately.
 - b. 1 red card=automatic next game suspension. This would apply to pre-season games as well as league games.
 - c. 2 red cards=automatic 3 league game suspensions plus review by the Rules & Regulations Committee which could result in a suspension for the remainder of the season.
 - d. 3 yellow cards in a season=1 game suspension.
 - e. 2 yellow cards in same game=automatic red card.
 - i) On 2nd red card the player must appear before the Rules & Regulations Committee.
 - ii) A 2nd red card results in an appearance before the Rules & Regulations Committee and could result in a suspension for the remainder of the season.
 - f. The Rules & Regulations Committee may request a player to appear before them at any time during the season. Failure to comply with this request will result in an indefinite suspension from the league.

Any disciplinary cards given during a game shall be called in to the club's statistician by both coaches within 24 hours. This then will be forwarded to the Rules & Regulations Committee and President of SWEMSL. This information will then be forwarded to all SWEMSL Representatives of all centers.

6. For the following offenses by a coach or an assistant coach the minimum disciplinary action shall be indicated:
 - a. Failing to provide all of his/her players with fair playing time (a written complaint must be filed by a parent/guardian of a player on that team):
First Offense-verbal warning
Second Offense-written warning
 - b. Failing to report without a valid reason for an assigned game, without making arrangements with the other team coach:
First Offense-could be seasonal suspension.
7. For the following offenses by a coach or an assistant coach, the minimum disciplinary action shall be as indicated:
 - a. Criticism, disputing calls, threat of physical abuse:
First Offense-written warning

- Second Offense-one game suspension
 - Third Offense-season suspension
 - b. Abusive physical contact including pushing, pulling, holding, offensive language, spitting, intoxicated condition while coaching:
 - First Offense-one game suspension
 - Second Offense-season suspension
 - c. Serious abusive physical contact including kicking, striking, punching or charging:
 - First Offense-season suspension
- 8.
- a. Coaches shall not converse with referees during game breaks.
 - b. Coaches are responsible for controlling their own fans if they become abusive (conduct of spectators as per 7a., 7b., and 7c. The coach will give the spectators a warning. If the problem persists the game could be abandoned by the referee regardless of the score and time played. The Rules & Regulations Committee will rule on the outcome.
- 9.
- For the following offenses by a referee, the minimum disciplinary action shall be as indicated:
- a. Failing to report for an assigned game after accepting the assignment:
 - First Offense-written warning
 - Second Offense-season suspension
 - b. Offenses by a referee as listed under article 7a., 7b., and 7c.-warning and suspension as listed for coaches.
- 10.
- All disciplinary problems including the consequent correspondence, hearings, etc. shall be conducted by the Rules & Regulations Committee.
- 11.
- Any player, coach or referee having received a suspension from the Rules & Regulations Committee, shall be allowed to appeal his/her suspension to the Disciplinary Review Committee. This committee of three (3) shall be appointed by the President and include themselves, the secretary, the treasurer or any other council member, not serving on the Rules & Regulations Committee.
- 12.
- Any coach may register a complaint regarding the standard of refereeing within 48 hours after completion of game. This complaint must be in writing and addressed to the Chairperson of the Rules & Regulations Committee.
- 13.
- Penalty for using ineligible players is forfeiture of all games in which ineligible players were used.
- 14.
- The Rules & Regulations Committee shall consist of a chairperson and one representative from each club. The chairperson is elected annually by a simply

majority of vote of electorate present at the annual general meeting. The position shall be for a one-year term.

15. All disputes brought to the Rules & Regulations Committee shall be settled by the chairperson and representatives from two neutral clubs.
16. Any disciplinary suspension not being completely served during the current season shall be completed at the start of the following season. Any disciplinary actions which cannot be handled by SWEMSL's Rules & Regulations Committee may be turned over to Western Counties Soccer Association for a ruling.
17. The Southwest Elgin Minor Soccer League will operate by the FIFA Rule Book as the main rules body. Each coach and referee should have a copy of these rules. ("Laws of the Game" and "Universal Guide for Referees").
18. The Southwest Elgin Minor Soccer League By-laws will override any of the FIFA rules, once they are passed by council.
19. If the field of play is unplayable, and in the opinion of the referee the field of play is unplayable, the game will be rescheduled on the visiting team's field. The opposing coach may lodge a protest prior to start of play with the referee. The protest will be ruled upon by the Rules & Regulations Committee. The field of play must be corrected within 7 days. Second offense will be automatic forfeit.

SPECIFIC PLAYING RULES

1. Hand ball defined as follows:
 - (a) If a player deliberately handles the ball with any part of the arm from the finger tips to the top of the shoulder, including shoulder blade, a direct kick is awarded to the opposing team.
 - (b) If a player handles the ball for the purpose of preventing an opponent from gaining possession, it is a cautionable offense and a yellow card should be given.
 - (c) If a player handles the ball to deny an obvious goal scoring opportunity a red card should be given.
 - (d) Hand ball should not be called if:
 - (i) player is instinctively trying to protect him/herself from injury.
 - (ii) player did not deliberately touch the ball but the ball hit his/her arm and he/she did not move toward the ball; however, if the players arm is in an unnatural position (above shoulders or out to the side) then he/she should be called for a hand ball.
2. U-11 corner kicks are to be taken from the corner of the 18 yard box, regardless of the size of the field. Goal kicks by the U-11's will be taken from the penalty spot.

3. Referees should explain their calls to the player charged, especially in younger age divisions.
4. U-5 to U-7 coaches: one for each team is allowed on the field during the game but they are not to be in the penalty area during play. An infraction shall result in an indirect free kick against the offending coach's team.
5. No intentional body contact in the four younger age levels; U-13 and older teams will operate by the FIFA rules.
 - a. U-15 games must be refereed by an adult. An adult is 18 years of age or older.
 - b. U-13 games must be refereed by a carded referee 16 years of age or older. Any community using an uncarded or underage referee will be fined \$20.00; game results will stand.
6. Starting at the U7 level, all coaching staff and players, from both teams, are to stay one (1) meter behind the sidelines and one(1) meter on their side of center. In addition, all coaching staff and players, from both teams, are to be on the opposite side of the field as the spectators. The Referee will not start the game until satisfied that all participants have complied with this rule.
7. U-5 to U-7: one re-throw is allowed on a throw in; no re-throws for U-8 and older.
8. U-5 to U-7: time not to be called on a goalkeeper.
9. U-5 to U-7: there will be no penalty shots or direct kicks during the game.
10. U-8 and U-9: penalty shots will be awarded for infractions within the penalty area.
11. U-5 to U-7: goal kicks may only be taken from the penalty spot. The ball must be played by a player of the same team. If not, the kick is retaken. If the ball crosses the center line, it is in play.

RULES & INTERPRETATIONS-DANGEROUS PLAY

1. If any other person is in the vicinity of a dangerous high kick, a direct free kick will be awarded.
2. It is dangerous play if a person goes to his knees to head a ball in the vicinity of another player-direct free kick.
3. Any player kicking at a ball or making unnecessary contact with a goalie while it is being touched by the hands of the goalie should be called for dangerous play.

4. Slide tackling is dangerous play if the slide tackler does not play the ball and makes body contact.

FREE KICK INSIDE PENALTY AREA

1. Any free kick inside the penalty area by the defending team: the ball must leave the penalty area before being played again or the free kick is taken over (a goal kick is a free kick).
2. No attacker is allowed in the penalty area.

GENERAL

1. The site for the final day tournament will rotate on a yearly basis between Glencoe, West Lorne and Shedden depending on the field availability of that community to host it. Final day tournament to be held at the end of the regular season.
2. A coaches meeting shall be held for all SWEMSL coaches prior to season start.
3. A referee meeting/clinic shall be held for all SWEMSL referees prior to season start for communication purposes and consistency of refereeing.
4. Mini soccer rules apply to U-9 players and younger to ensure accident insurance.

APPEALS

1. Decisions made by clubs or leagues may be appealed to Western Counties Soccer Association if submitted in writing and delivered to them within 5 days of the receipt of the decision being appealed.
2. The letter of appeal must be accompanied by a copy of the decision being appealed and the appropriate fee. Individual appeals are \$35.00 and a club or team appeal fee would be \$75.00.
3. The appeal will be heard within three weeks of its receipt by Western Counties Soccer Association.
4. If the appeal is upheld, the fee will be refunded. If the appeal is denied, the fee is forfeited.
5. Decisions of the hearing Panel shall be final on all parties and subject to no further appeal.

Southwest-Elgin Minor Soccer League
U-5, U-6 & U-7 Rules
Amended January 2010

1. The home team to provide proper field conditions, goal nets and corner flags; supply size 3 ball in good condition; supply referee and avoid conflict in team colors.
2. PLAYER CARDS must be shown before the start of the game. Only the referee has the authority to request player cards after the start of the game. Photocopies of player cards are acceptable if originals are not available at the time.
3. PLAYERS EQUIPMENT:
 - a. Players must wear numbered shirts and must have the same number all year.
 - b. Shirts must be worn tucked inside the shorts.
 - c. In extreme weather conditions, the official referee may allow sweat pants to be worn.
 - d. Shin guards must be worn and must be covered entirely by the stockings.
 - e. Soccer shoes are recommended to be worn to give player good footing.
 - f. Goalkeeper shall wear a different colored shirt with sleeves, which will distinguish him/her from the other players and from the referee. Keeper will be allowed to wear a hat, gloves, knee pads and track pants.
 - g. A player shall not wear anything which is dangerous to another player.
 - h. Exceptions may be made to the above for medical reasons upon league approval and a doctor's note.
4. MAXIMUM NUMBER OF PLAYERS on the field at any one time is (7). Minimum number is (5). The game will be forfeited by a team with less than 5 players at the start of the game or anytime during the duration of the game including when a player leaves the field because of injury or expulsion. If a team is short handed due to uncontrollable circumstances, players may be brought up to make a full team for the game from an immediate lower division to a maximum number of 10.
5. The game consists of 2 halves, 20 minutes each half with a 5 minute break at half time.
6. Every player shall, as practically as possible, be given fair playing time during each game.
7. Unlimited substitution, but only during a stoppage in play and only upon the signal of the referee.
8. No offside rule to apply.
9. The normal throw-in rule to apply, with only one re-throw allowed.
10. A goal can be scored from within the goal area.
11. The goalkeeper cannot handle the ball outside of the goal area.

12. The ball is to be considered “frozen” immediately when the referee considers that it is “in the possession” of the goalkeeper.
13. Steps will not be called on the goalkeeper who may put the ball into play within the 9' x 28' goal area either by place kicking, punting or throwing.
14. Goal kicks may only be taken from the penalty spot.
15. Any player may restart play by taking the goal kick.
16. On the taking of a goal kick, the complete opposing team is to line up at the center line. Once the ball has been kicked the ball is then in play.
17. No penalty shots or direct kicks in U-5 to U-7.
18. The referee shall explain infractions to the offending player at this age level.
19. One coach or team official only is allowed to be on the field of play; to maintain a reasonable distance from the ball; not to interfere with other players or play; not to stand or to be within the goal area during play and not to be behind the goal.
20. Coaches and players shall stay on their own half in a situation where both teams are sitting on the same side of the field.
21. Starting at the U7 level, all coaching staff and players, from both teams, are to stay one (1) meter behind the sidelines and one(1) meter on their side of center. In addition, all coaching staff and players, from both teams, are to be on the opposite side of the field as the spectators. The Referee will not start the game until satisfied that all participants have complied with this rule.
22. Coaches, managers, team officials and parents shall not criticize officials at any time and shall encourage the same attitude amongst all players and supporters.
23. Both teams are responsible to call in the game results by Friday of each week to their own club contact. Clubs then have 2 days to get scores to the SWEMSL Statistician. Failure to do so will result in a penalty of Fifteen Dollars (\$15.00) per game to the home team.
24. Please refer to SWEMSL rules for further information. Thank you for dedicating your time to promoting youth soccer. We hope you have an enjoyable season. If there are any questions, please contact your soccer club.

Southwest-Elgin Minor Soccer League
U-8 & U-9 Rules
Amended January 2010

1. The home team to provide proper field conditions, goal nets and corner flags; supply size 4 ball in good condition; supply referee and avoid conflict in team colors.
2. Player cards must be shown before the start of the game. Only the referee has the authority to request player cards after the start of the game. Photocopies of player cards are acceptable if originals are not available at the time.
3. Players equipment:
 - a. Players must wear numbered shirts and must have the same number all year.
 - b. Shirts must be worn tucked inside the shorts.
 - c. In extreme weather conditions, the official referee may allow sweat pants to be worn.
 - d. Shin guards must be worn and must be covered entirely by the stockings.
 - e. Soccer shoes are recommended to be worn to give player good footing.
 - f. Goalkeeper shall wear a different colored shirt with sleeves, which will distinguish him/her from the other players and from the referee. Keeper will be allowed to wear a hat, gloves, knee pads and track pants.
 - g. A player shall not wear anything which is dangerous to another player.
 - h. Exceptions may be made to the above for medical reasons upon league approval and a doctor's note.
4. Maximum number of players on the field at any one time is 7. Minimum number is 5. The game will be forfeited by a team with less than 5 players at the start of the game or anytime during the duration of the game including when a player leaves the field because of injury or expulsion. If a team is short handed due to uncontrollable circumstances, players may be brought up to make a full team for the game from an immediate lower division to a maximum number of 10.
5. The game consists of 2 halves, 30 minutes each half with a 5 minute break at half time.
6. Every players shall, as practically as possible, be given fair playing time during each game.
7. Unlimited substitution, but only during a stoppage in play and only upon the signal of the referee.
8. Offside rule to apply.
9. The normal throw-in rule to apply, with only one re-throw allowed.