

RULES OF COMPETITION

I. GENERAL RULES

- 3.1 The Western District Division One Association (WDDOA or the Association) will be responsible for organizing, scheduling and supervising Premier League/Division 1 competitions within the Western District of the South Texas Youth Soccer Association (STYSA).
- 3.1.1 Age categories will conform to STYSA age categories
- 3.1.2 The Association will be responsible for organizing, scheduling and supervising Association qualifying games and a Fall season. The Association will also assume responsibility for organizing, scheduling and supervising the U.S National State Cup Championships. Additionally the Association may organize and administer secondary competitions in the Spring and/or Summer of each year.
- 3.1.3 The Fall season shall begin in September of each seasonal year and end no later than the second week of December. The Association will annually determine the beginning and end dates of the Spring season, qualifying and U.S National Cup competition.
- 3.1.4 All competitions sponsored by the Association shall be planned and administered in accordance with STYSA, USYSA and/or USSF rules and regulations, whichever is applicable.
- 3.1.5 All teams planning to participate in any competition under the jurisdiction of the Association shall be registered with the Association.
- 3.1.6 A team participation fee shall be paid at the time each team registers for each playing season. The amount of this fee shall be determined by the Board prior to registration of teams for the upcoming competition.
- 3.1.7 All teams must play within their proper age group with the exception of the U12 and U13 age group. In the U12/13 age group, those teams placing first or second in WDDOA in the U.S National Cup competition may elect to play up to the next age group for the Fall season only. These teams must declare their intent within one week of completing the state tournament.
- 3.1.8 The maximum number of individual play-ups allowed on a team at the U-11 age group is 4. Furthermore, play-up players may only be one seasonal year younger, i.e for 2004 – 2005 competition, the player's birth date must be between Aug 1, 1994 –July 31, 1995.
- 3.1.9 A player shall be free to register with any team regardless of the location of his or her residence.
- 3.1.10 Any group, organization or individual participating in the Association must be in good standing with the Association, STYSA, USYSA and the USSF.
- 3.1.11 Team formation shall be the responsibility of each group or organization interested in participating in the Association. Each such group or organization will determine the method to be used for formation of its team(s) subject to compliance with the rules and regulations of the Association.
- 3.1.12 A team will be permitted to have a maximum of eighteen (18) registered players on its roster at any one time.
- 3.1.13 Each team shall be responsible for maintaining a record of age certification for its players. Proof of age shall consist of either an original birth certificate, passport or alien registration card issued

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by the U.S government. A copy of proof of age must be provided to the Association Registrar at the time of the player's initial registration with the Association.

- 3.1.14 A player's age for registration purposes shall be defined by the USYSA and shall conform to STYSA rules and regulations.
- 3.1.15 Any player desiring to be free of obligations to an Association registered team before the end of the seasonal year must submit a written release in accordance with STYSA and U.S Youth Soccer National Championship Rules. The STYSA player release form must be completed and submitted to the Association Registrar prior to the player playing in any competition with the new team.
- 3.1.16 A player may be released from an Association team by the Coach only if the player is unable to play for one of the following reasons:
 - 3.1.16.1 The player has violated USYSA or STYSA disciplinary rules
 - 3.1.16.2 The player has moved beyond a reasonable travel distance
 - 3.1.16.3 The player is injured in such a manner that the player will not be able to participate for the remainder of the playing season
- 3.1.17 Recruiting rules:
 - 3.1.17.1 No coach, assistant coach, trainer, team representative, registered player, parent or advertisement may offer or provide any kind of inducement to recruit a player to their respective team.
 - 3.1.17.2 Forms of inducement include but are not limited to free t-shirts, free uniforms, offers of/or guarantees of college scholarships or Olympic Development Program team placement, free or discounted travel costs, free or discounted professional coaching etc...if such costs are normally paid by the majority of the players associated with that particular team, club or organization.
 - 3.1.17.3 This rule applies to verbal discussions, letters, brochures, as well as radio and television advertisements.
 - 3.1.17.4 Verbal discussions and individual engagement (including but not limited to phone calls, personal letters or emails, etc...) with players are not allowed until the completion of the state tournament.
 - 3.1.17.5 Tryouts for the following year U-11's may begin in May as determined by the Association.
 - 3.1.17.6 Tryouts for the following year U-12's and older will be held no earlier than June 1st and no later than July 31st. Any team conducting tryouts on dates other than the above will not be eligible to compete in WDDOA.
 - 3.1.17.7 Failure to comply with the provisions of these rules may result in not less than a one (1) year suspension from all Association activities for the offending party. Complaints regarding noncompliance must be filed with the Executive Vice President who shall render a decision regarding the complaint. Either party may appeal the decision of the Executive Vice President according to the rules of this Association, STYSA and USYSA.

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- 3.1.18 No coach, assistant coach, trainer or team representative may allow an Association registered player who does not appear on his current roster to participate in any soccer related activity with them or their team unless such player has written approval from the coach or manager of record of his or her team.
- 3.1.19 If a coach allows a player currently registered to another Association team to participate in an organized or impromptu practice session or scrimmage without the prior permission of the coach of the team to which the player is registered, he **MUST** notify the coach of the team to which the player is registered in writing, communicated by fax, email or the U.S Postal System, within 48 hours of the player's participation, that the player in question participated in an organized or impromptu practice session or scrimmage. Submission of such notice does not prohibit the coach of the team to which the player is registered from requesting that the Association D & P Committee investigate the incident to determine any rule violations.

II. RULES OF PLAY

3.2.1 GENERAL REQUIREMENTS:

- 3.2.1.1 FIFA Laws of the Game as approved by the USSF and modified by USYS and STYSA are applicable with any exceptions noted in these Rules of Competition.
- 3.2.1.2 All games played by Association member teams shall be under the jurisdiction of this Association.
- 3.2.1.3 Each member team is responsible for the actions of its players, officials and spectators on or off the playing field during a game. Any team refusing or failing to play a game in compliance with Association rules may be required to forfeit the game.
- 3.2.1.4 With respect to administrative matters, player, team and adult KidSafe registration, STYSA and USYS administrative rules shall apply unless otherwise noted herein. Protests shall be in accordance with STYSA established procedures.

3.2.2 PLAYER ELIGIBILITY:

- 3.2.2.1 At every game, each team coach or manager must have proof of his or her players' registration available for inspection by the match referee. Proof of registration is a properly prepared (laminated) USYS identification card for each player with the player's current picture (permanently attached), the player's signature and the association/club registrar's signature appearing on the back. Any player or players not supplying the proper proof of registration will not be allowed to compete. The player identification number on the player card must match the identification number on the official roster signed by the registrar.
- 3.2.2.2 The manger, coach or captain of each team shall furnish the referee with a game card roster of his or her players prior to the start of the match. A player not properly listed on the game card roster for a team shall not play in the match. The game card roster will also serve as the official game report of those players who participated in the match. The game card roster should include the player's last name, first name and the player's uniform number.

3.2.3 REFEREES AND RESPONSIBILITIES

- 3.2.3.1 All WDDOA games shall be officiated under the policy established by the USSF for outdoor soccer games. The policy requires the diagonal system of control, consisting of three officials – one referee and two assistant referees.
 - 3.2.3.1.1 Officials shall be certified through USSF. Referees shall be USSF current year certified. Assistants will be USSF current year certified, however, in an emergency, per USSF policy and with the concurrence of the WDDOA Field Coordinator, non-registered club linesmen may be utilized in order to allow the game to proceed.
 - 3.2.3.1.2 Unless agreed upon by both coaches, no official may be related in any way to either team or club. Such agreement will be noted on the game card.

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- 3.2.3.2 The match referee will make the official record of the game on the game card consisting of:
 - 3.2.3.2.1 complete roster of players from each team
 - 3.2.3.2.2 all goals scored
 - 3.2.3.2.3 all disciplinary actions taken before, during and after the game
 - 3.2.3.2.4 report of any apparent serious injuries
 - 3.2.3.2.5 the result of the match
 - 3.2.3.2.6 the signatures of all referees
 - 3.2.3.2.7 the signatures of team representatives
 - 3.2.3.2.8 notes of any protests or agreements by or between the teams
 - 3.2.3.2.9 a separate auxiliary report may be prepared by the officials for actions warranting a D&P filing, which report shall be sent to the Association D&P Committee within 48 hours of the match
- 3.2.3.3 The completed game card will be given to the winning coach or to the home coach in case of a tie/draw in order to be turned in to the Association site coordinator.
- 3.2.3.4 The game card shall be the only and final record of the match.

3.2.4 PLAYING RULES:

- 3.2.4.1 Players and spectators:
 - 3.2.4.1.1 Teams will occupy one side of the field and spectators will occupy the opposite side directly across from their team. A team may have four adults on the team sideline. The adults on the player sideline must be affiliated with the team and registered with the Association. KidSafe passes must be displayed by the adults on the sideline.
 - 3.2.4.1.2 Everyone is required to be a minimum of five feet from the touchlines on both sides of the field. Teams and team officials shall occupy only the space between the top of the penalty area and ten feet from the halfway line on their designated half of the field.
- 3.2.4.2 Uniforms:
 - 3.2.4.2.1 Uniforms must have numbers on the jerseys. Numbers on shorts, if any, must match the jersey number.
 - 3.2.4.2.2 Alternate jerseys must be available for each match, with the same number as the primary jersey.
 - 3.2.4.2.3 In case of a color conflict the home team must change jerseys. Failure to resolve a color conflict may result in a forfeiture being awarded against the team.
 - 3.2.4.2.4 Uniforms must consist of jersey, shorts, socks (both same color), shoes, and appropriately sized shin guards. Jerseys are required to be tucked in at all times. Compression shorts or sliding pants shall be the same predominant color as the shorts.

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3.2.4.3 Number of Players:

A team must have a minimum of seven (7) players to start or to continue in a match. If a team cannot maintain at least seven players, the referee must abandon the match, with appropriate notation on the match report/game card. It will be up to WDDOA to decide if the match will be replayed, rescheduled or stand as played.

3.2.4.4 Match Balls:

The home team shall provide the match ball for the referee's inspection prior to the match.

3.2.4.5 Field Marking and Nets:

The Association is responsible for ensuring that the field is properly marked and netted, and is in a safe playing condition.

3.2.4.6 Substitutions:

Substitutions will be allowed in accordance with STYSA rules and shall be unlimited. The referee has full discretion to allow substitutions at appropriate stoppages to best serve the game.

3.2.4.7 Scores:

The game report shall be given to the Association's Field Coordinator by the winning team (home team in case of a tie). Game cards are to be filled out completely, including team rosters (players competing in the match), coach/manager's signature and referee signatures.

3.2.4.8 Inclement Weather Procedures:

3.2.4.8.1 Teams must appear at the playing site ready to play unless otherwise officially notified. Notifications will occur on the website, www.wddoa.com, and/or through phone conversation with the Coordinator/Scheduler. In many instances, the referee will make the decision as to the play ability of the field based on the condition of the field at the start of the match. If a match is suspended because of inclement weather prior to completion of the first half, it shall be replayed in its entirety. If a match is suspended after completion of the first half, it shall be considered to be a completed match.

3.2.4.8.2 In the event of cancellation of matches at the designated sites, Association officials may move matches to other locations in the city in an attempt to have the matches played. All teams will adhere to this type of relocation or face possible forfeiture of matches.

3.2.4.9 Match Scheduling:

3.2.4.9.1 The Vice President of Operations shall schedule all matches in accordance with the guidelines established by WDDOA.

3.2.4.9.2 Team conflicts will be considered however teams are expected to be prepared to play when scheduled.

3.2.4.9.3 After schedules have been prepared, schedule changes will not be allowed except in the case of inclement weather or as a required by the Vice President of Operations.

3.2.4.9.4 All matches postponed, will be rescheduled by the Vice President of Operations as soon as possible after the postponement.

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3.2.4.10 Duration of Matches:

The duration of season matches is as follows:

3.2.4.10.1 U11 & U12 - Two 30 minute halves

3.2.4.10.2 U13 & U14 - Two 35 minute halves

3.2.4.10.3 U15 & U16 - Two 40 minute halves

3.2.4.10.4 U17 & U18 - Two 45 minute halves

If for any reason other than inclement weather a game is not played the full length for that age group, the Association D & P Committee shall have the power to:

3.2.4.10.5 Order the game rescheduled by the Vice President of Operations, or:

3.2.4.10.6 Order the game to stand as played, provided that at least one half has been completed.

3.2.4.11 Scoring:

All Association sponsored competitions will be scored using the following system to determine standings:

Three (3) points for a win

One (1) point for a tie

Zero (0) points for a loss

3.2.4.12 Forfeits

3.2.4.12.1 Final judgement of forfeits rests with the Association D & P Committee. The Committee will determine if a match was willfully or purposefully forfeited by a team. Forfeiture of said match may occur at any time prior to the end of the regular season for the team's playing age group. The reason for such forfeiture may be brought to the attention of the Committee by any interested party.

3.2.4.12.2 If a forfeit affects advancement to the state playoffs, then the Association D & P Committee can direct that the game be played. A team that forfeits a match may lose its qualification status and may be fined. Qualification status and fines will be determined by the Association D & P Committee. Willful forfeits will not be accepted or tolerated.

3.2.4.12.3 If a team is declared to have two (2) forfeits in one season, they must appear before the STYSA D & P Committee for possible disciplinary action including but not limited to, immediate and indefinite suspension from STYSA sanctioned competition.

3.2.4.12.4 Any team that willfully or purposefully forfeits a match is subject to immediate and indefinite suspension. The score of the forfeited game shall be 1-0. At the discretion of the Association D & P Committee all games played by the team that willfully or purposefully forfeits a game may be scored as 1-0 losses or be completely removed from the standings.

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- 3.2.4.12.5 Any of the following may result in a forfeiture of a match:
- 3.2.4.12.5.1 An ineligible, suspended or unregistered player participating in a match. A player whose name appears on the game report is considered to have participated in that match.
 - 3.2.4.12.5.2 A suspended coach violating the terms of his suspension.
 - 3.2.4.12.5.3 Falsification of a game report.
 - 3.2.4.12.5.4 Failure of a team to field the minimum number of players to begin a match within twenty (20) minutes of the scheduled starting time of the match.
 - 3.2.4.12.5.5 A coach or other responsible adult not present with the team during competition or failure of such adult to be present within twenty (20) minutes of the scheduled match start time.
- 3.2.4.12.6 Forfeitures may not be declared at the field by the referee or by an agreement between coaches.

3.2.4.13 Tie-breaking Procedures:

In the event ties exist in the standings at the end of a competition or a stage of a competition and the ties must be broken to determine the order of finish for state play-off seeding and/or distribution of awards, the following procedures will be used:

- 3.2.4.13.1 Result of head to head competition during the competition or a stage of the competition.
- 3.2.4.13.2 Highest goal difference (goals for minus goals against) in matches between / among the tied teams, with a maximum of 5 goals difference per game counted both for and against; for example, if the score is 9-3, the calculation would be +5 goals for the winning team, -5 goals for the losing team.
- 3.2.4.12.3 Most goals scored in matches between/among the tied teams (maximum of five (5) goals scored per game to be considered in the tie breaking procedures).
- 3.2.4.12.4 Least goals allowed in matches between / among the tied teams.
- 3.2.4.12.5 Highest goal difference (goals for minus goals against) in all games, with a maximum of 5 goals difference per game counted both for and against: see example in 3.3.4.12.2 above.
- 3.2.4.12.6 Most goals scored in all games (maximum of five (5) goals scored per game to be considered in the tie breaking procedures).
- 3.2.4.12.7 Least total goals allowed in all games.

Play-off match (s) time and site to be determined by the District Coordinator. **STYSA** play-off rules shall apply in all such play-off matches (two standard overtime periods following regulation time, followed, if necessary, by **FIFA** kicks from the penalty spot. The Coordinators may elect at his/her discretion some other option to break a tie if time does not allow for a play-off match.

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The tie-breaking rules are to be applied progressively in any case of three (3) or more teams involved in a tie. That is, if three or more teams enter a sequence level tied, the top team will be identified with the tie-breaking progression. If two or more teams remain tied after the initial progression, then the process is to return to the first tiebreaker and begin the tie-breaking process again for the tied teams.

3.2.4.14 Progressive Disciplinary System

3.2.4.14.1 Players, Coaches, Assistant Coaches and Trainers.

Second ejection- A coach, Assistant Coach, Trainer or other adult is suspended for the remainder of the season upon receiving their second ejection. A Player is suspended for the next three games (3) actually played by that team.

A Coach, Trainer, Assistant Coach or other Adult upon being ejected or ordered away from a game by the referee of the game will not be permitted to attend any WDDOA sanctioned game for the rest of that day and for the next regularly scheduled WDDOA play date.

3.2.4.14.2 Teams

Teams are suspended for the remainder of the season upon the conclusion of the game in which any combination of players accumulates the fourth (4th) ejection of the season

3.2.4.14.3 Individuals and teams may request reinstatement of the suspensions in this section through the WDDOA D & P Committee.