

Rules and Regulations

Wayne Finger Lakes Youth Soccer League

Established December 2010

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Part 1: General

Rule 100. Definitions

Add:	The addition of a player to a team's roster.
Age Division:	The League age divisions are U11, U13, U15 and U18.
Competitive ages:	At all age groups standings are kept.
Eligibility to play:	The player is registered through NYSWYSA and not under suspension.
NYSWYSA:	New York State West Youth Soccer Association
Registration:	The execution of intent to play the sport of soccer and the paying of fees to become a member of NYSWYSA and US Youth Soccer.
WFLYSL:	Wayne Finger Lakes Youth Soccer League
Rostering:	Assignment of a registered player to a team.
Seasonal year:	The seasonal year of WFLYSL shall begin on September 1st and end on August 31 of the following calendar year.
Suspension:	The temporary withdrawal of rights and privilege, such as the right to play, coach, or otherwise administer or participate (directly or indirectly) in soccer, and the suspension is for the entire term of the suspension with all rights and privileges withdrawn unless specifically stated otherwise by the suspending authority.
Team:	Group of soccer players playing on the same side in soccer games.
Team's True age:	A team's age defined by the oldest player's age on the team.
USYSA:	United States Youth Soccer Association, Inc.

Additional Reference

USYSA Rule 101

NYSWYSA Rule 1101

Rule 101. Applicability of Rules and Regulations

The Rules and Regulations apply to all members of the Wayne Finger Lakes Youth Soccer League (WFLYSL).

Additional Reference

USYSA Rule 102

NYSWYSA Rule 1102

WFLYSL Rules and Regulation

Part 2: Club and Team Entry

Rule 200. Club Entry

Section 1 Procedures for New Clubs

1. New Clubs must be approved by NYSWYSA prior to application to the League.
2. New Clubs must apply to the League. A Letter of intent is to be emailed to the League president with a copy sent to the League secretary. The letter must contain the following information:
3. Club president and other club representative's mailing addresses, telephone numbers and email addresses.
4. List the town or towns that your club will be servicing.
5. The gender and age groups of the teams if known.
6. List of home field(s) with address and directions.
7. The League will notify the applicant of the Board's approval.

Section 2 Approved Clubs

Newly approved clubs must post a performance bond before team information forms can be completed.

Rule 201. League Bond

1. A league bond fee as determined by the Board must be posted with the League by all participating clubs, teams or associations prior to commencement of the season.
2. All fines incurred during the season will be deducted from this league bond.
3. All fines must be paid prior to the deadline to register teams for the following year. This action will maintain a Club's good standing with WFLYSL.
4. If a Club does not pay their fines they will not be allowed to register teams for the current playing season.
5. \$100 dollars per team with a max out at \$500.

Rule 202. League Meetings

It is mandatory that clubs and associations have at least one representative at each League meeting. The dates for League meetings are announced on the website with the League Secretary sending out an email reminder. Failure to have a representative at the meeting will result in a fine.

Rule 203. Communications to Clubs and Teams

1. The club is responsible to maintain an up-to-date valid email address. The email must be checked on a regular daily basis. The email box must be large enough and capable of receiving attachments. The League is not responsible for undelivered emails.
2. The League has a website with the URL of www.wflysl.com. Clubs and teams must have a computer with an Internet connection and web browse application.

Rule 204. Team Entry

Section 1 General

1. The Board will determine procedures and requirements for team entry.
 - a. single team that wishing to participate with WFLYSL must register, become insured, and have certified risk management personal through NYSWYSA in order to participate.
2. Sufficient information must be supplied to identify and contact an adult representative of the team.
3. Teams must comply with specific requirements indicated on the TEAM REGISTRATION FORMS supplied by the league.
4. WFLYSL follows NYSWYSA Rule 1103. Gender of Teams:
 - a. A Co-Ed Team may participate at any level with permission with the board.
 - I. A Co-Ed team may participate at the U11 level with a 50/50 gender split.
 - II. A Co-Ed team at U13, U15, and U18 may only have 5 primary registered female.
 - III. You can only secondary players within in your club to gender specific teams.
 - b. A Co-Ed Team will play in the Boys Division
5. Maximum Team Roster size is 18 for U11, 22 for all other ages.
6. Clubs must provide a regulation field for every team's home game. Fields must be in playable condition at the start of the season and remain in playable condition throughout the season.
7. All age division may roster a maximum of two teams per age division.
 - a. Secondary players may not be interchangeable between the two teams. They must come from a younger gender specific team.

Section 2 Team Placement

1. The League is divided into 4 Age Divisions consisting of U11, U13, U15 and U18.
2. Each year the Board will establish protocol for team placement. The number of sub-Divisions within each age group will be determined each year by the Board based on the team entries.
3. Every effort will be made by the Board to generate a competitive division by placing teams in the appropriate sub-Division level within their age group. This may cause the placement level to be different from the team's request. Where age group numbers allow Division 1 will be comprised of 7 teams,
4. The Board has the final determination of team placement.

Part 3: Player and Rostering Requirements

Rule 300. Gender of Teams

The League recognizes two types of team genders:

1. Teams with only females are girls' teams.
2. All other teams are boys' teams.

Additional Reference

USYSA Rule 103

NYSWYSA Rule 1103

Rule 301. Age Groups

Age groups shall be comprised of youth players who are, before the first day of August of the immediately prior seasonal year.

1. 18 and under years of age.
2. 15 and under years of age.
3. 13 and under years of age.
4. 11 and under years of age.

It is the clubs discretion if they choose to include 9 yr olds on their U11 teams.

A player of age 19 years or a graduating Senior is not allowed in WFLYSL, any player 19 years of age and eligible to play in the fall may participate with board approval.

The WFLYSL website contains a detailed age matrix for your convenience.

Additional Reference

USYSA Rule 104 and Rule 105

NYSWYSA Rule 1104 and Rule 1105

Rule 302. Player Registration

1. A youth player must register each seasonal year in the State Association (NYSWYSA) in which he or she resides.
2. Player registration procedures will comply with NYSWYSA and the League requirements.
3. A player may be within the ages of 9-18 years of age. The only requirement is that they be eligible to play soccer for their school district in the next school year. (It is the clubs discretion if they choose to include 9 yr olds on their U11 teams.)
4. A player may register with only one (1) Club within Wayne / Finger Lakes Youth Soccer League with a Primary or Secondary Player Pass.
5. A player may play in two different Leagues within NYSWYSA. If that player's Primary Pass is with a team outside of the WFLYSL then they may play for their Club (WFLYSL) with a Secondary Player Pass.
6. A player with a Primary Player Pass in WFLYSL may play on another team within their Club or a team outside of WFLYSL with a Secondary Player Pass.
7. Each player registered through NYSWYSA may only hold 2 player passes per season. Player registration procedures will comply with New York State West requirements or as set by the Board.
8. A player must have Board approval to transfer to another Club/Team within the League.
9. Player Registration will end the day before a player's Club first scheduled league game.
10. Valid registrations are obtained only through the designated Club Registrars.

Additional Reference

USYSA Rule 201

NYSWYSA Rule 2201

Rule 303. WFLYSL Team Registration Fees

The league will provide a club invoice to the club president, registration fee is \$100 dollars per team to be paid at registration, any depletion of bond money needs to be paid in order to register teams for the current year.

Additional Reference

USYSA Rule 202

NYSWYSA Rule 2202

Rule 304. Proof of Age

Every player must present proof of age to their designated Club Registrars. Valid forms of proof of age shall consist of:

1. Birth certificate
2. Birth registration issued by an appropriate government agency or board of health records
3. Certificate issued by the Immigration and Naturalization Service attesting to age
4. Certificate of a United States citizen born abroad issued by the appropriate government agency

Invalid forms of proof are hospital, baptismal or religious certificates.

Additional Reference

USYSA Rule 204

NYSWYSA Rule 2204

Rule 305. Roster Sizes and Limitations

1. A team U13 and older may have up to 22 youth players on its roster at any given time during the seasonal year. Your roster must consist of 7 primary players at every game; failure to field a team with 7 primary players will result in forfeit.
2. Age groups U11 shall have a maximum roster size of 18 players and a team shall not have fewer than 7 players on its roster at any time during the seasonal year.

Additional Reference

USYSA Rule 105 and Rule 205

NYSWYSA Rule 1105 and Rule 2205

Rule 306. Assigning Players to a Team

A player between the ages of 9 – 18 must be a member of a team of an equal or higher age group than the player's true age as defined in Rule 301 Age Groups.

Rule 307. Multiple Rostering

WFLYSL supports the NYSWYSA multiple rosters of players. However, a player can only be designated a primary player on one team. Any player rostered to more than one team is obligated to the primary team first and must participate in the game played by their primary team in case of a schedule conflict. Secondary players must complete the appropriate paperwork on the NYSWYSA Release to Secondary Team form and pay the any required fees if required by your club. A player may become secondary only if he or she is rostered to a team as a primary player.

If the player transfers or is released from their primary team, their secondary player pass becomes void. If the primary team is disbanded, the secondary player pass becomes void.

Clubs have the authority to restrict the use of secondary players by their teams.

Additional Reference

USYSA Rule 206

NYSWYSA Rule 2206

Rule 308. Guest Players

No guest players are allowed on League rosters or in League games. No tournament only players are allowed in League game.

Rule 309. Player Transfer

1. The League complies with the NYSWYSA voluntary release, involuntary release and transfer of players. All NYSWYSA forms and fees must be completed for the transfer to be official.
2. Player transfers will not be allowed after June 1, 6:00 PM.

Additional Reference

NYSWYSA Rule 2210

Part 4: Game Play

Rule 400. Rules of Play

Except as provided by USYSA and NYSWYSA, the FIFA “Laws of the Game” apply to all competitions sponsored by the League. Players under 11 years of age play soccer in accordance with the rules of USYSA’s and NYSWYSA’s Development Player Program—Modified Playing Rules.

Additional Reference

USYSA Rule 301

USYSA US Youth Soccer Official U12 Playing Rules

NYSWYSA Policies for U9, U10, U11 & U12 Age Divisions

Rule 401. League Games and Game Days

1. All League games must be played unless the Board rules otherwise.
2. The Board will determine regularly scheduled days of the week for games. This will be posted on the website.
3. All League games must be played within the scheduled time frame for League Games.
4. The Final Schedule is FINAL. No game changes will be implemented after the Final Schedule is released to the membership.
5. The only exception is for games that are unable to be played/completed due to inclement weather. Those games will be rescheduled. If a new date can not be played before the end of the season the game will be declared a “No Play Game”. There will no points awarded.
6. All game changes to be implemented before the release of the Final Schedule must be agreed to by both coaches and approved by the League Game Scheduler prior to a date determined by the Board. These game changes include location, date and time.
7. The team making the change after the date for acceptable changes will be assessed a fine. The amount will be included in the annual schedule of fines as determined by the Board.

Rule 402. Field Dimensions

<u>Age Group</u>	<u>Field Width</u>	<u>Field Length</u>	<u>Goal Size</u>	<u>Circle Arcs</u>	<u>Goal Box</u>	<u>Penalty Box</u>	<u>Penalty Spot</u>
U11	50-60 yds Nominal 50	75-85 yds Nominal 75	** Modified 6 ft x 18 ft up to 7 ft x 21 ft	Modified 8 yds	Modified 6 yds	Modified 14 yds	Modified 8 yds
U13-U18	50-100 yds FIFA Rules	100-130 yds FIFA Rules	Full size 8 ft x 24 ft	Full size 10 yds	Full size 6 yds	Full size 18 yds	Full size 12 yds

** All Clubs have until the 2012 summer season to have modified goals for all U11 games.

The Board reserves the right to review club field dimensions and field conditions.

Goals must have a properly attached net. For player safety the goals must be secured to the field with mechanical auger fasteners or weighted bags.

Additional Reference

USYSA US Youth Soccer Official U12 Playing Rules

NYSWYSA Policies for U9, U10, U11 & U12 Age Divisions

Rule 403. Length of Games and Halftimes

The length of games and halftime for each age group is as follows:

Age Group	Game Length	Halftime
U11	Two 30 minute halves	Max 10 minutes
U13	Two 35 minute halves	Max 10 minutes
U15	Two 40 minute halves	Max 10 minutes
U18	Two 40 minute halves	Max 10 minutes

There are no overtime periods. For all competitive age groups ties will stand.

Additional Reference
USYSA Rule 303

Rule 404. Ball Size

The ball size for each age group is as follows:

Age Group	Size	Circumference	Weight
U11	#4	25-26 in	11-13 ozs
U13	#5	27-28 in	14-16 ozs
U15	#5	27-28 in	14-16 ozs
U18	#5	27-28 in	14-16 ozs

Additional Reference
USYSA Rule 303

Rule 405. Number of Players on Field

The number of players on the field includes the keeper. The minimum number of players is required to start and continue a game. A team that drops below the minimum number of players during the game due to injury documented on the game report will forfeit the game. The incomplete team will not be charged a forfeit fee but will be responsible for the referee fees.

Age Group	Number of Players on Field	Minimum Number of Players
U11	9	6
U13-U18	11	7

Rule 406. Player Equipment

1. Field players on the same team must have the same color and style of jerseys.
2. Keepers must have a different color jersey from their team and the opponent jersey color.
3. If the home team jersey colors conflicts with the opponent jersey color the home team must change.
4. Jersey numbers must be unique and must match the game roster.
5. Shin guards are required to be worn by all players.
6. Only soft-cleats (non-metal) are allowed.
7. No jewelry may be worn.
8. Players may not wear any item of equipment that may be dangerous to themselves or others. The referee has the final decision.

Additional Reference
USYSA Rule 304

Rule 407. Substitutions

1. Substitutions shall be unlimited in WFLYSL for all age groups. There will be re-entry for all age groups.
2. Substitutions may only be made with the consent of the referee.
3. Unlimited substitution may be made at the following times:
 - a. Prior to a goal kick
 - b. After a goal
 - c. After an injury, by either team, when the referee stops the play
 - d. At half time
 - e. Unlimited substitution by either team when the offensive team substitutes on either a throw in or corner kick.

Additional Reference
USYSA Rule 302

Rule 408. Playing Time

The playing time for U11 – U18 age groups is left to the discretion of the coach and club.

Rule 409. Use of Ineligible Players

1. Penalty for participation in games: three (3) points shall be deducted from the team's League standings for each game in which the ineligible player(s) participated.
2. Any dispute of games in which the ineligible player or players are engaged shall be decided by the Board, which may impose additional penalties as it sees fit.
3. The League Commissioner shall check the referee's reports to determine if ineligible names are included and shall notify the teams if ineligible names are found.
4. Sanctions will also be imposed against a coach that knowingly uses an ineligible player. Refer to Rule 502 Coaching Staff Misconduct and Violations.
5. Any dispute of games in which the ineligible player or players are engaged shall be decided by the Board, which may impose additional penalties as it sees fit.

Additional Reference
USYSA Rule 209
NYSWYSA Rule 2209

Rule 410. Forfeits

Section 1 Reasons for Forfeit

This list of forfeit does not preclude other reasons for game forfeits.

1. If a team fails to field a minimum number of players to start the game, said team will forfeit the game.
2. Any team which leaves the field during the game and refuses to play when ordered to do so by the referee, will forfeit said game.
3. Any team not present or ready to play within the 30-minute grace period after the scheduled kickoff time will be considered to have forfeited the game.
4. If the referee does not validate the player passes then the game will be a forfeit. Any team that fails to provide player passes will be considered to have forfeited the game. Any game played without player passes is a forfeit regardless if the referee plays the game.
5. If a game is terminated, whether it is in the first or second half, the team that caused the termination will forfeit that game.
6. All forfeit scores will be recorded as 3-0.

Section 2 Which Team Pays the Forfeit Fine

Any team forfeiting a game or causing a game to be forfeited is responsible for the paying the appropriate fines as noted on annual schedule of fines.

Rule 411. Playing Conditions

Section 1 Dangerous Field Conditions

1. The home team is responsible for a suitable and safe field, goals and sideline area.
2. If in the discretion of the referee a field surface or goal is deemed unsafe the game will be declared a forfeit unless each team agrees to move to a nearby suitable field or agrees to reschedule the game. The agreement to reschedule the game must be made before leaving the field.
3. The Board or its designee(s) may visit a field and make a decision regarding the safety and condition of the field. If a field is deemed unplayable during the season, the field must be repaired prior to another game or taken offline and all games scheduled on the field moved. The home team is responsible for any fees that occur to move the games. A field remains offline forever or until the problem has been corrected. Once the problem is corrected the home team or club may petition the League to have the field brought back online.

Section 2 Bad Weather

It will be a game time decision by the referee and the coaches if this game will be played or not. Examples of why you would not play:

1. Thunder/ Lightning. If there is ANY thunder or a lightning strike before or after the start of the game you MUST have everyone leave the field and preferably get into their cars. Then you MUST wait 30 min. If there is no thunder or a lightning strike within the 30 minutes then the referee will restart the game. If thunder or a lightning strike does occur during the 30 minute suspension then you wait another 30 minutes from last occurrence. NO EXCEPTIONS!
2. Field under water. Excessive rainfall. Zero visibility & submerged field.
3. All games called off due to weather conditions or playing fields not being available for any reason must be played at the earliest convenience possible, provided the League schedule permits. If the home team does not have a playing field available, it must try to notify the Coordinator of Referees and the visiting team prior to game time to avoid unnecessary traveling.
4. If a game is called by a referee due to weather conditions after a game has started, the following prevails:
 - a. The team leading at the time of stoppage of play will be declared the winner if the game is at or beyond the halfway mark. If the game is tied, the tie stands.
 - b. If the game has not reached the halfway mark, it will be rescheduled and played in its entirety.

Rule 412. League Standings

1. Each game won shall be worth three (3) points to the winner.
2. Each game tied shall be worth one (1) point to each team.
3. No points will be awarded for a loss.
4. If the total points of two (2) or more teams are the same at the end of the League season, the following tie-breaker will determine the winner.
 - a. 1st - HEAD TO HEAD COMPETITION - the team with the best record against the tied opponent in direct League competition will be declared the winner. If a tie remains continue to the 2nd tiebreaker.
 - b. 2nd - GOALS AGAINST - the team with the fewest goals allowed over the entire League competition will be declared the winner. If the tie remains, continue to the 3rd tiebreaker.
 - c. 3rd - GOAL DIFFERENTIAL - the team with the best goal differential for the entire League competition will be declared the winner. The goal differential is determined by subtracting the goals allowed from the

goals scored for each game of the season. The goal differential maximum is three (3) points for each game, both negative and positive. If the total points are the same, continue to the 4th tiebreaker.

- d. 4th - If all of the above are equal, a single game play-off will be held.
5. Scoring for forfeits
 - a. If a team forfeits, the score will be recorded as 3-0. The winning team will be awarded a win and a shutout.
 - b. In the event of a double forfeit, the score will be recorded as 0-0. Both teams will record for a no play.

Rule 413. Awards and Recognition

The Board will determine on an annual basis the awards and recognition for each age group. Competitive age groups will receive awards for first and second place. Teams may not pick up their awards until notified by the Division Coordinator.

Rule 414. Game Procedures

1. The HOME Coach (or team rep) must call the visiting coach to verify field location and jersey colors.
2. The HOME Team will provide the referee with (3) game balls.
3. Each Team will provide the referee with a linesman. This is typically a parent or sibling of a player and is only responsible to flag when the ball is out of bounds
4. Both teams must provide player, Coaches/Manager passes and 2 **TYPED** copies of their Team Roster/Game report sheets to the referee. Home team will also provide the self addressed stamped envelopes to be mailed to the boys and girls coordinators.
5. Each coach (or team rep) is required to hand out the player passes to each player before the referee speaks with them.
6. In the event of a uniform conflict, the home team must change.
7. The Home team will ensure that the nets are up and secured and the goals are anchored.
8. The Home team will provide corner flags.
9. Each coach (or team rep) will sign the Team Roster/Game Report at the end of the game. After signing the Team Roster/Game Report the referee will return your player passes. Please count them and make sure you do not leave the playing field without all of them.

If the official does not show up! Coaches must agree on a substitute. Pay them the game fee and Home coach must fill out Game Report and mail to appropriate Boys or Girls Coordinator. Please write in the space for Officials Name: "NO official showed up". Coordinators will contact Randy Luke.

Remember that players and coaches on one side of the field and the fans on the opposite side.

No club staff member may coach the team without a Risk Management pass. A team without player passes and one valid club staff member with a Risk Management pass at the beginning of the game will forfeit. Prior to giving the report to the referee the roster/team section must be filled out and teams (U13-U18) with an extended roster must cross off players to meet the requirement of a 22 man game time roster.

It is recommended that teams carry a copy of the WFLYSL Rules and Regulations to games to help resolve issues that may occur at the field.

Rule 415. Post-Game Procedures

1. Each coach (or team rep) will sign the Team Roster/Game Report at the end of the game. After signing the Team Roster/Game Report the referee will return your player passes. Please count them and make sure you do not leave the playing field without all of them.
2. The home team representative must contact their Division and Referee Coordinator within 24 hours to notify them of the referee no-show and mail a signed home and visitor game report to the Division Coordinator.
3. Should any player on your team be severely injured during the game and require medical attention contact your Division Coordinator within 24 hours.
4. In the event of fights or police during the game contact your Division Coordinator that day
5. Within 24 hours of the game a home team representative is expected to call in the score

Rule 416. Referee Payment

1. The fees of the referee will be set by mutual agreement between the Referee Unit and the League for the season in which the games are played. If a game is a forfeiture, the forfeiting team will be liable for the fee and the League will see to it that the club of the forfeiting team complies. The home team will pay all referee fees.

Rule 417. Game Changes

Section 1 Pre-season Game Changes

1. After the preliminary schedule is available there is a period for pre-season game changes. Any game can be changed but both coaches must agree to all changes.
2. Changes are limited to date, time and field
3. The start and end dates for the pre-season game changes are determined by the Board and will be posted on the website.
4. Coaches are expected to accommodate reasonable requests for pre-season game changes and to respond to such requests in a timely manner. The Division Coordinator will arbitrate disputes between coaches.

Section 2 In-season Game Change

1. All in-season game changes need to be approved by the board in advance of any changes.
2. An in-season game change is defined as any request to change the date, time or field of a scheduled game, where the request is initiated after the deadline for the pre-season game changes has passed. After the pre-season game change period ends game changes will not be approved by the League except for the following reasons:
 - a. **New York State West Snickers State Cup conflicts.**
 - b. **Acts of God.**
 - c. **Towns or schools officially declare the field unplayable.**
3. Upon payment to the League of an “in-season game rescheduling fee” by the requesting team and agreement by the opposing coach. In season game changes need to be made at least one week prior to the originally scheduled game. The fee is given in the annual schedule of fines and must be paid prior to the game change being approved by the board.
4. Coaches are expected to accommodate reasonable requests for in-season game changes and to respond to such requests in a timely manner. The League Division Coordinator will arbitrate disputes between coaches.
5. Any game rescheduled without following proper procedures will be considered invalid and will result in a double forfeit.

Rule 418. Makeup of Cancelled or Suspended Games

All League games must be rescheduled and reported to the Division Coordinator within 7 days of the cancelled games. If teams are unable to mutually reach an agreement within the required time, the League will charge both teams with a forfeit.

Part 5: Conduct and Behavior

Rule 500. Player Misconduct and Violations

Yellow card misconduct.

1. Any player accumulating four (4) yellow cards in one season in League games will be assessed a penalty of a red card violation.
2. 2 yellow cards in a game will be assessed a red card violation.
3. Coaches are responsible for maintaining a count of the number of yellow cards a player accumulates and ensuring any resulting sanctions are observed. If the player is rostered on 2 teams the yellow cards are accumulated between the two teams.

Red card misconduct.

1. First red card: suspension for a minimum of one (1) game and appropriate fines as noted on the annual schedule of fines.
2. Second red card: suspension for a minimum of three (3) games and appropriate fines as noted on the annual schedule of fines.
3. Third red card: suspension from the rest of the current season and a minimum of one (1) year league suspension for the following year. Appropriate fines as noted on the annual schedule of fines. Player must request reinstatement by the board for subsequent seasons.
4. Red cards may not be appealed to the Board
5. Red card totals for the purpose of suspension from the League is based on all red card violations in league games.
6. A player ordered off the field of play for misconduct cannot be replaced with another player and the team must play short for each player sent off.
7. Coaches are responsible for maintaining a count of the number of red cards a player accumulates and ensuring any resulting sanctions are observed. If the player is rostered on 2 teams the red cards are accumulated between the two teams. It is the responsibility of the coach of a red carded player to notify the other coach that the player can not play until they have sat out a game with the team the red card was issued to and has paid the appropriate fine.
8. The player pass of the red carded player will be mailed with the game report to the division coordinator. It is the players' responsibility to pay the fine and make arrangements with the division coordinator to pick up the player pass before they can play again.

Rule 501. Coaching Ethics

1. Coaches and their assistants are representatives of the U.S.Y.S.A. and the League and must conduct themselves in accordance with the Rules, regulations and By-Laws of these organizations. Coaches are to conduct themselves in a responsible manner. ‘
2. Verification of violent conduct, even if unreported by the referee, will result in suspension for at least the remainder of the season
3. At any time the Board will review the conduct of any coach, player, team spectator, or referee to determine whether any disciplinary action is necessary. If any disciplinary action should be taken, those involved will be notified in writing of a hearing and given the opportunity to attend the hearing and bring counselor witnesses in their behalf.
4. Every team, club, league or association is responsible for the actions of its players, referees, and spectators and is required to take all necessary precautions to prevent spectators threatening or assaulting officials or players during or at the conclusion of the game.

5. At all League games, the players and the fans will be on opposite sides of the playing field. Referees will be instructed not to begin a game until teams and fans comply with this rule. No players or fans are permitted behind the goals during the game.
6. Any coach, who in the opinion of the Board knowingly plays an illegal player or players, will be suspended for a minimum of one (1) year from the date of the infraction.
7. It is the responsibility of the club, coaches, and players to know and abide by the rules and laws of the game.
8. If the Board has to rule on the forfeiting of a game, an investigation will be held. This will include reports from the Age Division Coordinators, the referee, and both coaches involved so an unbiased decision can be made.

Rule 502. Spectator Misconduct and Violations

Spectator misconduct includes but is not limited to verbal abuse (of referee, opposing coach, player or another spectator), unauthorized entry to the field of play, fighting or threats. A team and club are responsible for the conduct of their spectators.

1. First offense will be a warning
2. Second offense will be removal from the game and fine will be assessed
3. If spectators refuse to leave the field the team of the spectator will be assessed a forfeit and have to pay the appropriate fines and fees.

Rule 503. Abuse or Assault of a Referee

Any misconduct or violations towards a referee will not be tolerated. The following applies to a player, coach or spectator:

1. Abuse (including foul language) or physical threats toward the referee will result in fines and suspension. These are outlined in the USSF Referee Administration Handbook.
2. Procedures for handling referee assaults are based on the USSF Referee Administration Handbook.

Additional Reference

USSF Referee Administration Handbook

WFLYSL Rules and Regulation

Part 6: Protests and Appeals

Rule 600. Protests and Appeals

1. Acceptable subjects for protest consideration:
 - a. The referee's judgment, with regard to the physical condition of the field and its acceptance of play, to the actual happenings and occurrences related to the conduct of the game and those prerogatives granted to the referee by the "Laws of the Game" as published by FIFA, shall not be challenged.
 - b. Only violations of the Bylaws and the misapplication of the "Laws of the Game" shall be proper subject to consider for protest.
2. Protest Process
 - a. All protests must be lodged in writing within three (3) days of the incident with the League Commissioner.
 - b. The League Commissioner will present the protest to the Board within 24 hours from the time they receive the protest.
 - c. The decision of the Board on a protest is final and may not be appealed.

Part 7: Miscellaneous

Rule 700. Duties of the Referee

1. The referee will be the sole judge on the field of play and the decisions of the referee on the laws of the game will be final. No protests, whatsoever, on a referee decision will be entertained by the league. Complaints about referees may be directed to the Referee Unit.
2. The referee, upon arrival at the playing grounds, Will inspect the field of play and will be the sole judge as to its fitness. If the referee finds the field to be unplayable, the game will be postponed and the referee will be entitled to the travel expenses only.
3. In case the appointed referee fails to appear, a registered referee present at the grounds will conduct the game. If a registered referee is not present, any other person capable of conducting the game will be appointed by mutual consent and agreement of the teams concerned. The substitute referee is entitled to the regular fee. The substitute referee must complete the referee's game report and mail to the appropriate Age Division Coordinator with the Team Roster/game Report sheets of both teams. Any passes of ejected players should also be included.
4. Should a referee become incapacitated during the progress of the game, from any cause that would prevent their officiating, the referee will turn control of the game over to any other registered referee present, or to another person mutually agreed upon who will conduct the game to its conclusion.
5. If a referee is assaulted or bodily harmed due to the neglect of a team to provide adequate protection, that team will be fined at the discretion of the League. Said team will be liable to the referee, upon proven evidence, for any consequences of such assault.
6. The referee must wear the official uniform at all games they officiate.
7. The referee must complete the Team Roster/Game Report and mail to the appropriate Age Division Coordinator and any passes of ejected players. These are to be post marked no later than twenty-four (24) hours from the completion of the game.
8. The League shall entertain no protests on the referee's decisions.

Rule 701. Matters Not Provided For in Rules and Regulations

All matters not provided for in these Rules and Regulations shall be determined by the Board and decisions shall be final and binding.

Part 8: Fees and Fines

Rule 800. Applicability

Fees and fines apply to all players, coaching staff, bench personal and spectators.

Rule 801. Payment Responsibility

The club is responsible for the payment of all fees and fines generated by the club, teams, coaching staff, players and spectators. Failure to do so will put the club in bad standing with the League and NYSWYSA.

1. Clubs in bad standing with the League will be unable to register teams in the upcoming League season until they are placed back in good standings.
2. Fines not paid by the end of season meeting will be taken out of the clubs bond money. Teams will not be allowed to register for the next season until all bond accounts are back to the established bond fee.

Rule 802. Annual Schedule of Fees and Fines

The suspensions and fines listed for the infractions below are minimum values. If the severity of the infraction warrants the Board may impose higher values.

INFRACTION	FINE
1. League game forfeit (plus normal referee fees)	\$75.00 + Official fees
2. Withdrawal of team from League:	
After preliminary schedule but before final schedule	\$75.00
After final schedule (and fees for forfeit)	\$150.00
3. Player yellow card infraction	
Four cards over multiple games (1 league game suspension)	\$25.00
4. Player red card violation	
First card (minimum 1 league game suspension)	\$25.00
Second card (minimum 3 league game suspension)	\$50.00
Third card (minimum suspended for the rest of the current season and 1 year league suspension for the following year)	\$100.00
5. Coaching staff and manager misconduct	
First offense	Warning
Second offense	Removal from game + \$25.00
Refusal to leave/Forfeit	\$75.00 + Official fees
6. Spectator team misconduct	
First offense	Warning
Second offense	Removal from game + \$25.00
Refusal to leave/Forfeit	\$75.00 + Official fees
7. Club not having representative at League meeting	\$25.00
8. Team not having representative at Registration meeting	\$50.00 per team
9. Improper team line-up and Game report	\$10.00
10. Improper maintenance or marking of field	\$10.00
11. In season game change fee	\$75.00

Part 9: Document History

Established December 2010