

2022-2023

Wyoming Soccer Association State League



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Wyoming State League

A. PURPOSE:

Wyoming State League (WSL) advances teams to the respective State Championship Divisions:

- Wyoming Championship (Gold Division) 10U-15U
- Wyoming Cup (Silver Division) 10U-15U
- Equality State Cup (16U – 18U)

Team Competition Designation:

- WSA Affiliated Clubs will register teams into the WSL during two open registration seasons— during the month of August for the Fall season, and during the month of March for the Spring season. All matches played between teams registered in the WSL within the same division will be recognized, whether played during the Fall or Spring season.
- Once registered and rosters are submitted you are free to play league games.

League Standings & Points System

The following seeding schedule will be used to place the teams for all such ages in the Wyoming Cup.

Wyoming Championship (Gold Division) & Wyoming Cup (Silver Division)

Teams will advance to the Wyoming Championships, Wyoming Cup and Equality State Cup and be seeded based on overall Point Total. Teams will be placed into the Championships (Gold Division) and Cup (Silver Division) of Wyoming Cup & Championships or the Equality State Cup based on point totals

Points:

- Win = 3 Points
- Tie = 1 Point
- Loss = 0 Points
- Forfeit = -2 Points

Number of Matches

All Teams must play a minimum of three opposing teams within their division.

WYOMING STATE LEAGUE RULES 2022-2023

1. “Registered” means intent to play the sport of soccer and having paid the fees to become a member of WSA and United States Youth Soccer (USYS).
2. “Rostered” means a registered player has been assigned to a club’s team roster.
3. “Eligible” means registered, rostered, and not under suspension or bad standing.

B. INTRODUCTION

1. Name of League

The name of the League shall be the “Wyoming State League” (WSL).

2. Mission:

To provide a path to state and regional competitive events for youth teams in Wyoming and assure the continued growth and development of our competitive level players.

3. Owner of League:

The WSL is owned and operated by WSA. Participation in the WSL is governed by the rules adopted by the Federation Internationale de Football Association (FIFA), US Soccer Federation (USSF), and USYS.

4. Management of League

The WSL shall be managed and supervised by WSA.

5. Rules, Policies, and Procedures

WSA will have authority to promulgate all league rules, policies, and procedures reasonable and necessary for the administration and growth of the WSL.

6. Matters Not Provided For

WSA shall have final authority in all matters not specifically provided for by the policies or rules.

7. Age Group Management

Each age group will be managed and supervised by WSA, which will be responsible for, but not limited to, the following: (a) Approving venues; (b) Approving match schedules; (c) Serving as the liaison with the State Referee Assignors to ensure that match officials are assigned; (d) Collecting State approved WSL team rosters from teams; (e) Reviewing the entered scores and yellow and red cards; (f) Ensuring communication of age group news and information is shared with teams. WSA also reserves the right to combine age groups for divisions as necessary (i.e. 14/15U Division).

8. Playing Seasons

The WSL shall operate as one year-long season. The Fall playing season will be played between August and October. The Spring playing season will be played between March and May.

9. Precedence of Games

US Youth Soccer National League (NL), Northwest Conference (NWC) will have priority over WSL matches.

10. Team Rights and Privileges

Team participation in the WSL during the Spring and Fall seasons will abide by the policies outlined by WSA. Failure to do so could result in fine, disciplinary measures, or expulsion from WSL.

11. Contact Information and Communication

All member teams of the WSL must provide contact information on file with the WSL, including, but not limited to

- a) the Team Manager's Name, Address, Phone Numbers and valid e-mail address and
- b) the Team Coach's Name, Address, Phone Numbers and valid e-mail address.

E-mail and text messaging will be the primary means of communication within the WSL. It is the responsibility of each team to ensure that accurate contact information has been provided and updated when necessary to the WSL.

C. TEAM APPLICATION AND ADMISSION

1. Team Eligibility

Any team affiliated with WSA may apply to the WSL.

2. Good Standing

All teams must be properly registered competitive teams that meet the requirements for participation and are in good standing with WSA.

3. WSL Approval

All teams applying for membership in the WSL must be approved by WSA. Teams competing in the WSL must satisfy eligibility requirements for the US Youth Soccer National Championship Series.

4. Recommendations

There will be no maximum number of teams.

5. Structure

The WSL will offer competition for Boys and Girls in up to nine Age Groups, beginning with 10U and concluding with 18U and will be the sole qualifying league for participation in the Wyoming Cup & Championships event. WSA will determine the configuration of divisions and placement in the Wyoming Cup & Championships as follows:.

6. WY CHAMPIONSHIPS PLACEMENT

- a) Participation in the WY Championships Division is based on performance in the WSL or another approved state sanctioned league, previous year's league standings and/or the previous year's Wyoming Cup & Championship results.
- b) The two (2) Cup Division champions and finalists from the previous year may be promoted up into the Championships Division.
- c) The lowest two finishers of the WY Championships Division from the previous year may be relegated down to the WY Cup Division.
- d) Teams that have qualified for the Northwest Conference (NWCL) may not have to play in the WSL and may qualify for the Wyoming Cup & Championships based on the seeding rules. Promotion to this league must be approved by WSA and teams must meet any qualifications of the State.
- e) WSA is charged with reviewing applications and selecting teams for the WY Championships Division.

7. WY CUP PLACEMENT

- a) Participation in the WY Cup Division is based on performance in the WSL, another approved state sanctioned league, previous years' league standings and/or the previous year's Wyoming Cup & Championships results.
- b) The two (2) Cup Division champions and finalists from the previous year may be promoted up into the Championships Division.
- c) Any teams having won the Cup Division twice in consecutive years MUST be promoted to the Championships Division.
- d) WSA is charged with reviewing applications and selecting teams for the WY Cup Division.

8. Application Deadlines:

For the purpose of league play, there will be two deadlines to apply and play league games. There will be two roster submission dates – on or close to August 31 and March 31. Once applications have been submitted alongside rosters submission, you are free to play league games. Clubs/Teams may choose to register in the Spring but any potential games in the fall that could be considered for league games will also be recognized. All applications for participation in the WSL must be received by the deadline established by WSA for each playing season. Deadlines for the WSL will be posted on the website and sent to club contacts in a timely manner.

9. Application Process

Team Applications to participate in the WSL MUST be completed on-line. The application, roster submission and appropriate fees must be received in the WSA office no later than midnight, on the published deadline for Fall or Spring State League application dates. League fees should be mailed to 777 Overland Trail, Suite 132, Casper, WY 82601 if not paid on-line. **ENTRY FORMS MUST BE COMPLETED ON-LINE BY MIDNIGHT ON DATE OF DEADLINE. ALL PAYMENTS MUST BE RECEIVED BY THE APPLICATION DEADLINE.**

10. Acceptance of Teams

Teams will be accepted into the League by WSA.

11. Acceptance of WSL Rules

Any team applying to play in the WSL, agrees to accept, abide by and comply with all rules, policies, and decisions made by the WSL. All teams further agree to pay all fees that are due to the WSL for participation in the WSL and Wyoming Cup & Championships. All participating teams will be encouraged to participate in Regional or National Championship events should they qualify.

12. Final Authority

WSA shall have the final authority and right to refuse admittance of any team based upon the team's prior performance in the WSL. These factors include, but are not limited to: failure to play WSL matches as scheduled; failure to comply with WSL rules; failure to pay WSL referees; and/or failure to pay assessed WSL fees or fines on time or a team/club not in good standing with WSA.

13. Fees and Other Expenses

Each team playing in the WSL will pay the fees established by WSA. All registering teams and clubs must be in good financial standing with WSA and have no outstanding balances with WSA Office. The fee to participate in the WSL for ALL teams is \$90.

WSL is not responsible for expenses incurred by teams through travel, housing, coaching, uniforms, and other related team operating costs.

WSL games that take place at established tournaments, the hosting organization will be responsible for the referee fees. If the game(s) takes place at an alternative time and date outside of a sanctioned WSA Tournament and/or event set by the two participating teams/clubs, the referee fees will be split between the two clubs.

- 10U \$15 AR \$20 Center
- 12U \$20 AR \$25 Center
- 14U \$30 AR \$35 Center
- 15U+ \$35 AR \$40 Center

14. WSL Fines

Fines will be issued for the following reasons:

Withdrawal from WSL following the registration deadline.:

- 10U-12U – \$250
- 13U and older - \$500
- Plus, any costs incurred by the host organization such as field rental fees, referee fees etc.

Failure to attend and complete pre-arranged WSL game:

- 10U-12U – \$250
- 13U and older - \$500
- Plus, any costs incurred by the host organization such as field rental fees, referee fees etc.

Any appeals against WSL fines must be lodged with the WSA Office in written format within 48 hours of the date the event took place.

15. Return of WSL Fees

The WSL shall return any fees paid to the WSL for any team that is not admitted into the WSL. In situations where a team withdraws following formal admission into the WSL, the team will forfeit its WSL team application fee. Teams wishing to appeal may do so by following WSA Policy 8.

16. State Championship Qualification

WSA Club affiliated competitive teams can only qualify for the Wyoming Cup & Championships, the West Region Presidents' Cup, Farwest Regional Event and the USYS National Championship Series by registering in the WSL or through participation in the Northwestern Regional League (NWPL), National League (NL).

D. TEAM ROSTERS

1. Team Rosters

Teams must complete rosters within the state registration system, in a process outlined on a seasonal basis by WSA. All teams must have an initial official WSL Team Roster of players in the registration system upon registration. Any roster changes made after the roster submission deadline must be approved by WSA and must be filed with the WSL no later than 72 hours prior to a game's kick off for

players listed on the roster(s) to be eligible to play. ALL WSL ROSTERS WILL BE FROZEN ONE (1) WEEK PRIOR TO THE START OF WYOMING CUP & CHAMPIONSHIPS. ROSTER CHANGES WILL NOT BE PERMITTED AFTER THAT DATE. Should special circumstances arise after the freeze period and written documentation is submitted to WSA as to why a roster needs to be changed, WSA will review and approve or deny the changes.

2. Player Eligibility

Player eligibility will be governed by WSA Rules & Procedures.

3. Maximum and Minimum Roster Size

AGE	ROSTER LIMIT (Max)	ROSTER LIMIT (Min)*
10U	12	6
12U	16	7
13U to 19U**	22	7

*Note: The opposing team may play at full strength.

**Note: Maximum of 18 players rostered on game day.

4. Member Passes

Valid US Youth Soccer member passes will be used for WSL play. All US Youth Soccer member passes must be valid for the current season, have a current player photo and be laminated. Digital player cards and rosters may be used when they have been approved by the State Administrator.

5. Guest Players

Due to WSL games taking place at sanctioned WSA events and tournaments, teams must adhere to the hosting organizations rules on guest players. Guest players may participate in WSL games if the use of guest players adheres to the hosting organizations rules of participation but cannot be added to the roster on a permanent basis if registered with another club and roster of another team/club in the WSL according to Rule D, Item 2 on Player Eligibility. Guest players are not permitted at Wyoming Cup & Championships.

6. Match Check In

Each team must submit the following to the Referee, at least 30 minutes prior to each match. ALL CREDENTIAL VERIFICATION MUST BE COMPLETED BY THE START OF THE MATCH.

- a. A USYS laminated pass issued by WSA for each rostered player and coach. Each pass must have a recent picture and appropriate registrar signature.
- b. Three (3) official WSL rosters for the team with jersey number for each player. A copy is for the official (to keep for any future game reports), the opponent, and your own team copy. Each roster should have players NOT playing in the game clearly marked. Rosters of 22 should ONLY have 18 eligible players and all players not playing should be clearly marked out.
- c. A properly signed medical release form for each rostered player, which will remain in the possession of the coach or team manager. (Not required by Referee at check in but team must have its own in its possession.)

- d. Failure to present items a & b will cause dismissal of players or forfeiture of the entire match.
- e. Administrative errors that cause forfeiture of the current game will be limited to that game.
- f. Digital player cards and rosters may be used when they have been approved by the State Administrator.

E. FORMATION OF DIVISIONS

1. Formation of WSL Divisions

WSA is responsible for the placement of teams in the WSL within each Boys and Girls Age Group.

2. Placement of Teams—Fall Season (Boys & Girls 16U-18U)

In the 16U-18U age groups, teams entering the WSL for the Fall Season shall compete for seeding in the Equality State Cup. Teams that qualified for the NWRPL in Division 1 MAY be given a bye from participation in the WSL. WSA shall determine the final placement and acceptance of teams for the Equality State Championships.

3. Placement of Teams—Spring Season (Girls & Boys 14U-15U)

In the Girls & Boys 14U and 15U age groups, teams entering the WSL for the Spring Season shall compete for seeding in the Wyoming Cup & Championships. Teams that qualified for the NWRPL in Division 1 MAY be given a bye from participation in the WSL. WSA shall determine the final placement and acceptance of teams for the Wyoming Cup & Championships.

4. Placement of Teams- Fall & Spring Season (Boys & Girls 10U - 12U)

In the Boys and Girls 10U - 12U age groups, teams entering the WSL will compete for seeding in the Wyoming Cup & Championships. WSA shall determine the final placement and acceptance of teams for the Wyoming Cup. Team selection for participation in the 10U - 12U WSL will be based upon results from the previous year's participation in the WSL and Wyoming Cup & Championships.

5. Placement of Teams at Wyoming Cup for teams who are registered in the WSL, but are opting to participate and obtain qualified league matches through another state approved sanctioned league.

WSA staff will consult with leadership of WSA affiliated clubs participating in another approved state sanctioned league to seed teams appropriately for Wyoming Cup based on league performance and tournament play results.

F. MATCHES--OPERATIONAL PROCEDURES

1. Scoring Method

The standings of teams within WSL are based upon the number of points earned. Teams earn points as follows: Three (3) points for a win; One (1) point for a tie; No (0) points for a loss; Minus two (-2) points for a forfeit. Match NOT played (0-0 score with not points awarded) *Match report MUST still be completed and officials paid.

2. Forfeits

In the event of a forfeit, the team that forfeits the match will have two (2) points deducted, and the match score will be recorded as 0-3. The opponent will be awarded three (3) points and a 3-0 win. In the

event that a team forfeits more than one game, WSA shall review the impact that such forfeits have on the standings and may consider dropping all results by all teams versus the team that has committed forfeits from the standings. Teams and Clubs will also be subject to fine system outlined in Section C, Item 15.

3. Forfeited Matches

Any team that forfeits a game shall be subject to a possible automatic demotion to the lower division, and possible expulsion from the league at discretion of WSA. The team/club will also be responsible for any fines incurred outlined in Section C, Item 15.

4. Uneven Number of Games

In the event that the teams in a league do not play the minimum number of games required (see Section A: Number of Teams) due to unforeseen circumstances (should be approved by WSA in writing), not including games that teams refuse to play (i.e. forfeits), the final league standings may be determined by using the percentage of points earned versus the maximum points the team could have earned. WSA will also determine any tiebreaking procedures that may need to be applied.

5. Reporting of Scores

At least one representative from each team listed in the registration system is responsible for completing and submitting the Match Report to the WSA office within 72 hours after the match if the match was played outside of an existing WSA sanctioned tournament. All matches played during a WSA sanctioned tournament will be counted and entered by the state office. An updated league table will also be available to view for each age group, division and gender on the WSA website.

6. Tiebreakers

Tied Games that go to overtime/penalties at a WSA Sanctioned Tournament

If two teams have a tied score at the end of regulation time, but for the host tournament purposes it must go to overtime and/or penalties to decide a winner, for the purposes of the WSL, the game result will be submitted as a tie and the score will be reflective of what it was at the end of regulation time and NOT what it was at the end of overtime/penalties.

Two Teams are Tied

If two teams are tied based on points earned, the team's placement will be determined in accordance with the following sequential criteria:

- a) Winner of head-to-head competition
- b) Winner of most games (all games)
- c) Goal differential (goals scored minus goals against) in all games with a maximum of plus/minus four goals per game
- d) Fewest goals allowed
- e) Most goals scored
- f) Goal Differential (goals scored minus goals against) in all games with no maximum.
- g) Coin Toss

Three Teams Are Tied

If three teams are tied based on points earned, the final rankings will be determined in accordance with the following sequential criteria. If a criterion creates a situation where the three-way tie is broken, then

the tiebreaker for the teams that are tied resorts to the two-team tiebreaker specifically for those teams.

- a) Points earned in head-to-head competition among the teams
- b) Winner of most games (all games)
- c) Goal differential (goals scored minus goals against) in games among the tied teams with a maximum of plus/minus four goals per game
- d) Goal differential (goals scored minus goals against) in all games with a maximum of plus/minus four goals per game
- e) Fewest goals allowed in games among the tied teams
- f) Fewest goals allowed in all games
- g) Double blind draw

Four Teams Are Tied

If four teams are tied based on points earned, the final rankings will be determined in accordance with the following sequential criteria. If a criterion creates a situation where the four-way tie is broken, then the tiebreaker for the teams that are tied (either two or three teams) resorts to the two or three team tiebreaker specifically for those teams.

- a) Points earned in head-to-head competition among the tied teams
- b) Winner of most games (all games)
- c) Goal differential (goals scored minus goals against) in games among the tied teams with a maximum of plus/minus four goals per game
- d) Goal differential (goals scored minus goals against) in all games with a maximum of plus/minus four goals per game
- e) Fewest goals allowed in games among the tied teams
- f) Fewest goals allowed in all games.
- g) Double blind draw

Five Teams Are Tied

If five teams are tied based on points earned, the final rankings will be determined in accordance with the following sequential criteria. If a criterion creates a situation where the five-way tie is broken, then the tiebreaker for the teams that are tied (two, three or four teams) resorts to the two, three or four team tiebreaker specifically for those teams.

- a) Points earned in head-to-head competition among the tied teams
- b) Winner of most games (all games).
- c) Goal differential (goals scored minus goals against) in games among the tied teams with a maximum of plus/minus four goals per game.
- d) Goal differential (goals scored minus goals against) in all games with a maximum of plus/minus four goals per game.
- e) Fewest goals allowed in games among the tied teams
- f) Fewest goals allowed in all games.
- g) Double blind draw

Six Teams Are Tied

If six teams are tied based on points earned, the final rankings will be determined in accordance with the following sequential criteria. If a criterion creates a situation where the six-way tie is broken, then the tiebreaker for the teams that are tied (two, three, four or five teams) resorts to the two, three, four or five team tiebreakers specifically for those teams.

- a) Points earned in head-to-head competition among the tied teams
- b) Winner of most games (all games).
- c) Goal differential (goals scored minus goals against) in games among the tied teams with a maximum of plus/minus four goals per game.
- d) Goal differential (goals scored minus goals against) in all games with a maximum of plus/minus four goals per game.
- e) Fewest goals allowed in games among the tied teams
- f) Fewest goals allowed in all games.
- g) Double blind draw

Tiebreakers—

Not Covered For any situation not covered within these rules, WSA will also determine any tie-breaking procedures that may need to be applied.

7. Number of Games

The scheduled number of games shall be determined by WSA based on the number of teams in a division.

8. Scheduling of WSL Games

Due to scheduling conflicts with Club Tournaments, WSA has ruled that all scheduling of WSL games will be done by the participating teams and entered into the registration system by the posted date.

9. Match Schedule and Rest Periods

All matches will be played during WSA sanctioned tournaments, another state sanctioned tournament in which two (2) WSA affiliated club teams are matched against one another, or as scheduled between division teams (with notice to WSA), unless weather conditions dictate. It is the intent of the league to play only one match per day; however, when circumstances dictate, no more than two matches a day will be scheduled. Every effort will be made to provide for a minimum of three hours rest between matches.

10. Inclement Weather

It is the responsibility of BOTH teams to notify the State Administrator and Referee Assigner as soon as possible if games on scheduled fields are unable to be played due to field closings or inclement weather. When you are unable to reach the State Administrator or Referee Assigner, it is best to email them as well as call them to make sure they have your message on record. Rescheduling of games should be done between both teams and written documentation should be recorded. Both teams should agree to a date, time, and location and report it to the State Administrator. When we can schedule immediately, we will per referee availability.

G. RULES OF PLAY

1. Laws of the Game

Games will be played under the applicable rules of US Youth Soccer. Teams are responsible for obtaining and being familiar with the U.S. Soccer Official Administrative Handbook and the FIFA Laws as they govern play subject to the modifications noted herein.

2. Substitutions

Substitutions will be permitted per tournament rules. In the event the WSL match is played outside of a WSA Sanctioned Tournament, for teams in the U12-U19 age groups, unlimited substitutions will be permitted. Substitutions may be made with the consent of the referee, at the following times:

- 1) Prior to a throw-in of your favor
- 2) Prior to a goal kick by either team
- 3) After a goal by either team
- 4) After an injury by either team when the referee stops play
- 5) At Half-time

3. Age Divisions

Age Division guidelines will be in alignment with tournament rules. In the event the WSL match is played outside of a WSA Sanctioned Tournament or another state sanctioned tournament, the following age division guidelines will be in place:

Age Group	# of Players	Roster Limit	Length of Half	Halftime	Ball Size
10U	7v7	12	2 x 25	10 Min	4
12U	9v9	16	2 x 30	10 Min	4
14U	11v11	18	2 x 35	10 Min	5
16U	11v11	22*	2 x 40	10 Min	5
18U	11v11	22*	2 x 45	10 Min	5

*NOTE: These age groups may only have a maximum of 18 players dressed out to play in any one match. The roster presented to the Referee at the beginning of the match shall indicate the 18 (maximum) players that will be eligible to play in that match and no changes can be made after the match has started. A player serving a suspension in a match reduces by one the number of players available for that match. For example, an 18U player is suspended in match "A" and the team has 20 rostered players available to play in the next scheduled match "B." Only 17 players may play in that next scheduled, match "B." The suspended player should appear on the match report/roster.

4. Field Size

- Fields for all age groups should meet the USYS recommendations for full size fields. The WSL recommended field size is:7v7: 50 yards by 30 yards. Soccer goals must meet the 6.5 x 18.5 specifications
- 9v9: 80 yards by 50 yards. Soccer goals must meet the 7x21 specifications.
- 11v11: 110 yards by 70 yards. Soccer goals must meet the 8x24 specifications.
- Other field dimensions may be approved the WSA, but requests need to be placed in writing.

5. Official Match

A match shall be considered official after one full half of play is completed (the second half does not have to start). If less than one half is completed and the match is terminated, the entire match must be replayed, subject to WSL Rules and/or reviewed by WSA. If a match is terminated in the second half of play due to inclement weather, the final score will be the score at the time the match is terminated. If a match is terminated for any other reason including but not limited to gross misconduct, WSA will decide the disposition of the match score following review of all information available including but not limited to Referee Game Reports, reports for WSA staff, etc.

6. Forfeits-Lack of Appearance

- A. Teams without the minimum required players will be allowed a fifteen (15) minute grace period from the scheduled kick-off time before a match will be deemed a forfeit and a win awarded to the opponent. ALL CREDENTIALS MUST BE CHECKED AND VERIFIED PRIOR TO THE START TIME WHILE WAITING FOR ADDITIONAL PLAYERS TO SHOW.
- B. In the event a team forfeits a match, the opponent will be awarded a 3-0 win. Any team quitting the field of play prior to the conclusion of the match will forfeit the match and be subject to fine system outlined in Section C, Item 15.
- C. Teams causing abandonment will be declared the loser by a 3-0 score. When the situation causing the abandonment is such that WSA cannot assign responsibility, both teams will forfeit with no goals scored, a double loss declared (both teams receiving 0 points), and 3 goals will be added to the goals against for each team. A team causing abandonment may also not advance out of WSL play should WSA declare it so. Abandonment would be defined as a team that shows up a match and does not play at least one half the match.
- D. A team failing to appear for a duly scheduled WSL match without a minimum 72-hour notice or a team that abandons a match MAY be subject to the following:

- 10U - 12U – \$250
 - 13U and older - \$500
 - Plus, any costs incurred by the host organization such as field rental fees, referee fees etc.
- 1) The association with which the team is registered/affiliated shall be placed in bad standing until such time that the fine is paid.
 - 2) The team is barred from participation in the WSL for the seasonal year that the forfeit(s) occurred.
 - 3) A team may appeal the assessment of the penalties if they can demonstrate catastrophic circumstances that precluded the team from participation. Catastrophic means an auto accident in route to the match, severe weather (tornado or flood), or other situations that impacts the entire team or any combination.

7. Anchored Goals

The coaches and match referee should inspect the integrity of the goals to ensure they are secure and suitable for play. Matches shall not begin until both goals have been firmly secured.

8. Player Passes/Rosters/Match Report

Each team must bring their laminated US Youth Soccer member passes (i.e. passes issued by WSA) signed by State Administrator and a copy of their Official WSL Roster. The Official WSL Team Roster is to be provided to the opposing team upon request. No more than 18 players from a team may appear on the Match Day Roster as eligible to play and play in any single game. Referees are to collect the Player Passes for any non-participating player that is sitting on a team's bench for the match prior to the match to ensure that such players do not participate in the match. Such Player Passes are to be returned to the team following the match.

9. Playing of Ineligible Player

A team that plays an ineligible player shall be subject to disciplinary action including but not limited to: forfeiture of the match, suspension of the team's coach from WSL competition, expulsion of the team from the WSL, fines outlined in Section C, Item 15.

10. Member Passes Presented to Referee

US Youth Soccer Member Passes shall be presented and approved prior to the start of the game by the referee. Players not participating in the match should be crossed off the roster prior to the start of the game.

11. Players' Uniforms and Equipment

- A. Field players must wear numbers on the backs of their jerseys. Each field player must have a different number that coincides with the jersey number listed for the player on the roster.
- B. The home team will wear light colored jerseys and socks. The visiting team will wear dark colored jerseys and socks. If the match is played during a WSA sanctioned tournament, another state sanctioned tournament or another approved state sanctioned league, teams are required to follow tournament/league rules regarding players' uniforms. The team in the incorrect color will have to change.
- C. The goalkeeper will wear a shirt of a different color than the goalkeeper's team and opponents and will have a number.

- D. All player's equipment, including but not limited to braces, casts or splints covered by padding, uniforms, footwear, shin guards, head gear, etc., is subject to Referee's approval per USSF guidelines.

12. Team and Spectator Location

The teams will sit on the opposite side of the field from the spectators. Teams will be separated by the table/bench/chairs for the referees or halfway line. Spectators are to remain on the half of the field directly across from their own team's bench.

13. Coaching from Sidelines

Limited coaching from inside the team's respective technical area is permitted. The technical area will be defined as the area 5 feet off the team's sideline and within 10 feet parallel to the touchline but not to cross over into the opponent's half or equal to the area adjacent to the penalty box. Coaches may not leave this technical area or enter the field of play without permission from the Referee.

14. Team Bench Supervision

The Head Coach, Assistant Coach, or Club DOC are the only people listed on a roster who may start the game. Other personnel will not be allowed to start an official match. ONLY rostered personnel may supervise a WSL team at all times at the team bench area. Rostered personnel are required to provide the Referee with a pass, as provided by WSA certifying that they have undergone registration with the team/club. If by send off or emergency, a team does not have rostered personnel to supervise the team during a WSL game, then the game shall be forfeited and the fine system outlined in Section C, Item 15 may be imposed. Should there be an extenuating circumstance that warrants a manager to start or coach a game this may be done with approval from WSA. This approval MUST be attained prior to the start of the match.

15. Overtime

There will be NO overtime for any WSL matches. Matches that end in a tied score will be considered a draw and the scores will be reported accordingly. If games must go to overtime/penalties as dictated by host tournament rules, the final score at the end of regulation time must be submitted to WSA as per Section E, Items 5.

16. Conduct

Coaches are responsible for the behavior of themselves, their coaching staff, parents/spectators, and their players. Coaches shall be familiar with the Wyoming Soccer Code of Conduct.

17. Drones

The use of drones during WSL matches is prohibited due to the safety concerns for the players. If you wish to operate a drone during a match you must first provide written documentation of why you wish to use the drone, and further provide documentation of the proper licensing or certification for the operator of the drone to WSA no less than 5 days prior to the match. WSA would then provide approval before the drone may be used. WSA may issue a fine for teams/clubs unable to enforce this with membership. The game referee may abandon the game should they feel that the drone poses any risk to the safety of the players and fans.

H. MATCH CONTROL

1. Termination of Matches

Referees may terminate matches for lack of crowd control, poor team behavior or other unsportsmanlike circumstances. Each coach is responsible for the behavior and conduct of his/her players. Upon request by the Game Officials, coaches are responsible to assist in the control of parents, fans, and spectators. The Referee will report the termination of any match to WSA within 24 hours. WSA shall ascertain the facts and determine appropriate disciplinary action that may include:

- a) Reprimand
- b) Forfeiture of game as appropriate
- c) Suspension from future WSL matches

I. SEND OFFS AND DISCIPLINE

1. Send Offs

Any player (red card), coach (sent off) or team official (sent off) who is sent off from a match will be suspended for the team's next regularly scheduled WSL match. If a player, coach or team official who is sent off a second time in a season, regardless of whether it is with the same team, the player, coach or team official, will be suspended for the next three (3) WSL matches. Any player who is deemed guilty of Violent Conduct due to fighting with another player or coach on or off the field of play shall be suspended a minimum of one WSL match, subject to the above and pending further review by the WSA Disciplinary Committee.

2. Disciplinary Actions

- 3 Yellow Cards in separate league games = 1 game suspension
- Further 3 yellow cards in separate league games = additional 2 game suspension
- 1 Red Card = 1 game suspension
- 2 Red Cards = 3 game suspension
- Any red cards received in the final designated league game of the season shall carry over to Wyoming Cup & Championships.
- Any violent conduct that takes place on or off the field during a WSL event, will be subject to disciplinary actions from the WSA Disciplinary Committee.

3. Violation of Rules

Any violation of the rules herein will be subject to disciplinary action by the WSA Disciplinary Committee.

4. Disciplinary/Fine Schedule

Prior to the start of the Fall and Spring Seasons, WSA may distribute a Fine and/or other appropriate disciplinary action as determined by the WSA Disciplinary Committee.

J. PROTESTS AND APPEALS

1. Definition of a Protest

A Protest is a formal written objection of any violation of established rules, policies, or procedures related to a specific match. Only those teams directly involved in a match (i.e. the two competing teams)

are permitted to protest a game result. Third parties, i.e., coaches from other teams, state administrators, cannot file protests on a specific game.

2. Filing Procedures

- a) A Protest or Appeal must be filed in writing and must follow WSA's appeals procedure.

3. Notification of Parties

WSA shall notify all parties involved, no later than three (3) business days from receipt of an Appeal or Protest, that an Appeal or Protest has been filed.

4. Protests of Games Played

Notice of intent to Protest activity that occurred during a match must be done in accordance with WSA Policy 24.

5. Unpaid WSL Assessed Fines

Any unpaid fines may place the team and club in bad standing.

6. US Youth Soccer Bylaw 704

Section 1 In accordance with USYSA Bylaw 704, section 1 states that: "No member of USYS, official, league, club team, player, coach, administrative, or referee may invoke the aid of the courts of the United States or of a state without first exhausting all available remedies within the appropriate soccer organizations, as provided within USYSA." Additionally, for violation of USYSA Bylaw 704, the offending party shall be subject to suspension and/or fines, and shall be liable to the WSL and USYSA for all expenses incurred by the WSL or USYSA and its officers and members of the Board of Directors in defending each court action, including the following:

- a) court costs;
- b) attorney's fees;
- c) reasonable compensation for time spent by the WSL or USYSA officials and employees in responding to and defending against allegations in the action, including responses to discovery and court appearances;
- d) travel expenses;
- e) expenses for holding special meetings by the WSL or USYSA necessitated by court action.