

Washington Inland Soccer League Operating Procedures

1.1 Introduction

- (a) To provide an environment under which the development of youth soccer players is maximized, a Washington Inland Soccer League (hereafter known as the WISL) has been formed for age groups Under-8 through high school. It is sanctioned under Washington Youth Soccer and administered by a league commissioner Danae Heuett.
- (b) The Washington Youth Soccer (WYS) Bylaws and Operating Procedures along with the Bylaws of the WISL constitute the governing documents. Modifications to the Operating Procedures and Rules of Competition have been made expressly for WISL competition. The Operating Procedures and Rules of Competition contained herein shall govern the operation of the WISL.

1.2 Administration

- (a) League Administration: The WISL Commissioner has been established by the clubs that compose the league to manage soccer operations of the WISL and issues directly related to the level of play.
- (b) The WISL will play an 8-game fall season for boys and girls, September through mid- November. The WISL will also administer a 6-game spring developmental season late-March through mid-May. The number of games can be adjusted if agreed upon by all the clubs composing WISL.
- (c) The WISL commissioner will formulate, publish, and maintain the Operating Procedures and Rules of Competition for the WISL.

1.3 WISL Structure

- (a) The league structure for each division is based on the number of applicants. If a team drops, the WISL scheduler will find games to avoid any 'bye' games on the schedule. If the WISL scheduler is unsuccessful at finding games for the dropped teams, the remainder of the dropped teams schedule will finalize as a 'bye'.

1.4 Team and Players Eligibility

- (a) All teams must submit applications by the prescribed date. Applications and team payment will only be accepted through normal WYS association and club procedures for participating clubs.
- (b) Teams must be in good standing with the League, Club and Association regarding fees and fines from the prior season before their application will be accepted.
- (c) Teams or players that come from playing in another league considered premier level (GA, EA, ECNL, DPL, WPL classic or super league), must play up a year in the WISL.

1.5 Entry Forms and Fee

- (a) To enter the WISL, it is required that eligible teams register on the web site. Clubs will be billed to pay the entrance fee to WISL. Clubs will register directly with Washington Youth Soccer.
- (b) The entry deadline is mid-July for all teams participating in Fall League and early February for all teams participating in Spring League. *Note: Reference the WISL website for exact dates as they are subject to vary.*
- (c) If any team withdraws under any circumstance after the entry deadline, the team's entry fee will not be reimbursed.
- (d) A placement meeting (in person or by e-mail or conference call) will be each season. The Directors of Coaching or club representatives authorized to make team placements are required to attend the placement meeting for league play. Preliminary placements will be circulated to the clubs prior to the meeting. Any team

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withdrawing after the league schedules are finalized and distributed for any of the seasons may be subject to a fine.

- (e) During league play, any team having an unexcused forfeiture, as determined by the WISL commissioner will be fined \$650 and if applicable the referee and field costs. That fine will be paid directly to the league and the referee/fields fee will be paid to the club that incurred those costs for fields and referees. These fines will be assessed to the club for each occurrence. A pattern of unexcused forfeitures may result in expulsion from the WISL. The league strongly encourages teams to work together to reschedule games and avoid unnecessary forfeitures.
- (f) Please refer to the CDL Schedule of Fees and Fines for further information.
- (g) WISL League Cost Chart.
- (h)

Age	Player Card	Staff Cards	Per Season League Fee
Under U10	\$7.25	\$5.00	\$75.00
Above U11	\$18.50	\$5.00	\$100.00

1.6 League Standings/Tie Breaker

- (a) Three (3) points will be given for each win, one (1) point for each tie, and zero (0) points for a loss.
- (b) If any ties exist in Division standings, the following criteria will be used for breaking those ties (except as qualified elsewhere in this document):
 - (1) Head-to-head.
 - (2) Fewest goals against: All league games.
 - (3) Best goal differential: All league games.
 - (4) Flip a coin.
- (c) Ties in Divisional standings between three or more teams will be resolved as follows:
 - (1) Eliminate the results of all teams not tied.
 - (2) Apply the point system to the remaining teams which are tied.
 - (3) For teams that remain tied, the following criteria will be used for breaking those ties.
 - (i) Head-to-head.
 - (ii) Fewest goals against.
 - (iii) Best goal differential.
 - (iv) Flip a coin.
- (d) For leagues that provide an uneven number of games, standings will be based on the ratio of achieved points to maximum points teams may obtain (e.g., Team A has 27 of possible 30 points = .900 versus Team B has 27 of possible 33 points = .818).
- (e) Results and Standings will not be made public but will be kept ensuring balancing of competition levels for future team placements.

1.7 Recognition Awards

No awards will be given for placement in the league.

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1.8 Rules of Play

- (a) All league games, tournaments, and special competitions under the jurisdiction of the WISL shall be conducted in accordance with the current Washington Youth Soccer Rules of Competition, except as modified herein. Please refer to reference tables at the end of this document for team roster and game roster numbers, field sizes, goal sizes and game durations. Please note that all clubs are expected to provide fields and goals of appropriate size for the age of play. Goals adhere to appropriate goal dimensions with crossbar and posts.
Portable goals such as Bownets are no longer allowed.
- (a) The build-out line for U9 and U10 can be indicated with flat markers located on the sidelines if not otherwise marked on the field.
- (b) Under recommendation from US Soccer Federation, US Youth Soccer and WYS, Players aged U12 and younger should not be heading the ball and there will not be drop kicks for reasons of safety. The opposing team will be awarded an indirect free kick for dangerous play if a player intentionally heads the ball.

Field of Play parameters:

The field of play shall measure 35-45 yards by 55-65 yards. The center circle shall have an 8-foot radius. The penalty area shall measure 12 by 24 yards and the goal area 4 by 8 yards. The penalty mark is 10 yards from the goal line. Built-out lines shall be designated on the field or on the sideline by cones halfway between the top of the penalty area and the midfield line. The goal dimension shall be 6'x 12'to 18'. This dimension must be met either by fixed goals. Portable goals such as Bownets are NOT allowed.

Build out lines will be used to encourage play out of the defending third. The goalkeeper may not restart the ball by punting or drop kicking.

For the restart of a ball using the build out lines:

Goal-kick: The opposition can enter the build-out area as soon as the ball leaves the penalty box, or it is played by a second opponent within the penalty box. Should an opposing player enter the area early the kick will be retaken.

GK in possession with their hands: The opposition can enter the build out area as soon as the goalkeeper puts the ball into play. Should an opposing player enter the area early, the restart will be retaken. If the GK puts the ball in play quickly (throw, roll or set the ball at their feet) the opposition can now defend immediately, even if they are inside the "build out line" area.

The offside law will be enforced from the build out line NOT the halfway line.

Free Kicks conform to the FIFA Laws of the Game including direct and indirect free kicks with the exception that all opponents are at least eight yards away from the ball until it is in play.

Penalty Kicks conform to the FIFA Laws of the Game with the exception that the penalty mark is 10 yards from the goal line and all other players other than the kicker and the goalkeeper are at least 8 yards from the penalty mark. These distances fit within the reduced dimensions of the reduced penalty area for the modified dimensions of the field.

1.9 Player's Equipment

Each player shall have a number on the player's jersey. The number shall be affixed to the back of the jersey, clearly visible and a minimum of six (6) inches high. Each player on a team must wear a number different from the number of every other player on the team. Numbered jerseys for goalkeepers are optional.

1.10 Game Roster Sheets

- (a) Prior to a WISL game, coaches must provide the referee with a WISL approved game pictured roster sheet showing valid player passes for all players. Players on player pass must be listed on the roster.
- (b) All misconduct incident reports must be reported to the WISL following the WISL Disciplinary Committee process. Any misconducts need to be reported to Danae Heuett at danaeh@washingtonyouthsoccer.org
- (c) All teams will need two game roster sheets, one for the referee and one for the opposing team.

1.11 Coaching/Sideline Conduct

- (a) Teams will set up on one side of the field while spectators will be located on the opposite side of the field.
- (b) It shall be the responsibility of each team to maintain proper spectator conduct. Each coach, manager and Club shall be held primarily accountable for the conduct of spectators for or from their respective teams. At no time shall foul or abusive language actions directed at officials, players or opposing sidelines be permitted on the field.
- (c) Coaching from the sidelines – giving direction to one’s own team on points of strategy and position – is permitted, provided:
 - (1) Neither mechanical nor electronic devices are used.
 - (2) The tone of voice is informative and not argumentative.
- (d) All coaches, substitute players and other bench personnel are to remain within the “coaching area” (two yards behind the touch line and not within eighteen yards of the goal line).
- (e) No player, coach, substitute player or other bench personnel are to make derogatory remarks or gestures to the referees, other players, substitutes, or spectators.
- (f) No player, coach, substitute player or other bench person is to use profanity.
- (g) No player, coach, substitute player or other bench person is to incite, in any manner, or engage in any kind of disruptive behavior.
- (h) If the above rules are violated, the referee shall ask the offending party for compliance with the rules. The referee may file a written incident report to the WISL office, Attn: WISL Disciplinary Committee.
- (i) If compliance is not received from the offending party, the referee shall ask the offending party to leave the playing area. If this request is made, the referee must file a written incident report to the WISL Disciplinary Committee.
- (j) If the offending party refuses to leave the playing area, or returns after leaving, the referee shall abandon the match and file a written incident report of the game abandonment with the WISL Disciplinary Committee
- (k) It shall be the responsibility of each team to maintain proper spectator conduct. Each coach, manager and team, club, or league official shall be held primarily accountable for the conduct of the spectators for or from their respective teams. At no time shall foul or abusive language be permitted at any field.

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1.12 Scheduling of Games

- (a) Regularly scheduled WISL games shall have priority over any and all competition entered into by WISL teams.
- (b) WISL scheduler is responsible for scheduling all games. Clubs participating in the WISL have final determination of seeding, but a majority vote of each club.
- (c) WISL games will be scheduled on Saturdays or mid-week if agreed upon by affected Club Directors. Exceptions to this scheduling policy will be managed by the WISL Operations Committee.
- (d) The Home team determines field location and kick-off time. Teams must provide their opponents with home game and requested kick-off time information:
 - (1) League games should be scheduled to begin no earlier than 8:00 AM and no later than 6:00 PM, unless agreed to by the visiting team in writing at least two (2) weeks prior to the game.
 - (2) Teams traveling more than 1 hour, game start times should not be any earlier than 9:00am. Teams traveling more than 2 hours should not have game start time any earlier than 10:00am.
 - (3) Failure to schedule game start times within the prescribed guidelines may result in mandatory rescheduling at the discretion of the WISL Director.
- (e) The respective WISL Commissioner must approve all schedule changes. A schedule change request must be agreed to by both teams and must be submitted to the WISL commissioner prior to the scheduled game date. If the request is approved, the home team is responsible for rescheduling the field and the officials. If a team fails to show, on this date, that team will receive a loss for that game. If both teams fail to show, both teams will receive a loss for that game, zero points for both teams.
- (f) If a referee declares a field unplayable at kick-off time or the field is closed by the field administrator, both coaches must report the postponement to the WISL commissioner. The home team is responsible for rescheduling the game with the approval of the visiting team. If the teams cannot agree on a rescheduled date, the WISL commissioner will determine the reschedule date and location. The designated home team will be responsible for any field rental and referee expenses. If a team fails to show, on this date, that team will receive a loss for that game. If both teams fail to show, both teams will receive a loss for that game, zero points for both teams.
- (g) If a referee does not show up for the game, the game must still be played. The opposing team will have the first option to provide a referee. If declined, the home team then must provide a referee.
- (h) If both teams have been notified of the game location and kick-off time, and one team fails to show up for the game, following a fifteen (15) minute grace period, the game will be forfeited to the showing team with a score of 1-0.
- (i) If both teams have been notified of the game location and kick-off time, and both teams fail to show up for the game, both teams will receive a loss for that game, zero points for both teams.
- (j) All league games must be played by the final weekend of the league season unless approved in advance by the WISL Commissioner.

1.13 Responsibilities of Coaches/Managers

- (a) The following are the responsibilities of the assigned "home team":
 - (1) Marking the field of play.
 - (2) Providing a proper game ball.

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- (3) Providing nets and corner flags.
 - (4) All games must have a time and location 7 days prior to the game.
 - (5) Communicating the sideline policy to the opposing team, and the match referees.
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- (b) It is the responsibility of coaches and managers to work with their counterparts to reschedule games in the event of conflicts.
 - (c) Weather conditions and field closures are the exception to the game notification and confirmation rules.
 - (d) The Coach or Manager of both teams (regardless of win, loss, or tie) must report the final game score to the WISL Commissioner via the online score reporting system by Monday following the game. U9-U10 League games will not have scores or standings, but each club rec will keep scores on the back end to ensure that every team is in the correct division.
 - (e) Any coach, assistant coach, team manager, or other party having direct contact with players must be in compliance with Washington Youth Soccer's Risk Management Policy.

1.14 Reporting Scores

- (a) Teams must report the game score as directed by the WISL Commissioner via the online score reporting system within 48 hours of the match being completed.
- (b) If a game was not played as scheduled for any reason, this information must be reported to the WISL Commissioner.
- (c) If a game is rescheduled, the score must be reported to the WISL Commissioner via the online score reporting system following the actual game.
- (d) If a game was abandoned, this information must be reported to the WISL Commissioner.

1.15 Officiating

- (a) A referee shall be assigned to officiate each game with the authority assigned as specified in the "Laws of the Game" (FIFA).
- (b) If possible, the home club will be responsible for scheduling.
- (c) If assistant referees cannot be scheduled, each team must provide one (1) person to act as club linemen, if the referee wishes. Assistant referees are recommended for referee training purposes.
- (d) Referees who are also coaches, team managers, or relatives of players-of-record in a given age group of the WISL should not be assigned matches in that age and gender group. Other individuals should disqualify themselves if there is a conflict of interest in that age and gender group.
- (e) Coaches may contact their Doc to have that club request to not have that referee again.
- (f) Before the start of each game, the referee will ensure the home team's sideline policy is followed.

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- (g) If any player has been sent off the field of play by the referee for violating the “Laws of the game”, the referee must file a report within 48 hours of the completion of the game to the WISL Disciplinary Committee.
- (h) Before the start of each game, the referee will obtain a game sheet and players and coaches not listed on the game sheet and not possessing a valid membership pass will not be allowed to participate in the game. At the end of the game, the referee will note on the game sheet: the final score, misconducts issued, and any other information deemed appropriate. The referee will return one copy of each game sheet to each team, and if misconducts were issued or other problems noted, and email must be sent to Danae Heuett.

1.16 Game Abandonment

- (a) If it has been determined that a WISL game is abandoned by the referee due to the actions of the coach, players, spectators or any combination thereof, NO REPLAY WILL BE GRANTED.
- (b) Furthermore, if at the time of the abandonment:
 - (1) The opposing team is ahead, the score will be the final score.
 - (2) The team causing the abandonment is ahead, the game shall be considered forfeited and a score of 1-0 in favor of the opposing team will be awarded.
 - (3) If the score is tied, the game shall be considered forfeited and a score of 1-0 in favor of the opposing team will be awarded.
 - (4) If it has been determined that both teams caused the abandonment, then both teams will be given a loss, zero points for both teams.
- (c) If it has been determined that a WISL game is abandoned by the referee due to unsafe weather conditions, the following will be applicable:
 - (1) If the game is abandoned in the first half, the game shall be replayed in its entirety, if possible and with both club directors agreeing, with the score reset to 0-0.
 - (2) If the game is abandoned at half-time or in the second half, the result of the game at the time of abandonment shall become final. No replay will be allowed.

1.17 Disciplinary

- (a) The WISL Disciplinary Committee Director shall form a Disciplinary Committee comprised of members from participating Associations and Clubs. This Committee shall review each week on Thursday evenings (unless otherwise notified), written reports submitted by referees, and forwarded to them for processing, any misconduct at WISL games played the weekend previous to the meeting. It shall be the responsibility of the coach, or listed alternate, to contact the Disciplinary Committee Director to obtain notification of action taken.
- (b) The Disciplinary Code is covered in the Washington Youth Soccer Judicial Operating Document.
- (c) Players that accumulate three yellow cards during the WISL season will be ineligible to compete in their next scheduled WISL game. Yellow card totals will not be carried over from the league season to other events.
- (d) Players receiving a red card will be ineligible to compete in their next regularly scheduled game after the next regularly scheduled Disciplinary Committee hearing, unless the red card is canceled or reduced by the Disciplinary Committee. A more severe penalty may be applied by the Disciplinary Committee under established guidelines.

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- (e) Penalty points will be accumulated over the seasonal year. Yellow cards will be accumulated at one (1) point each, red cards at three (3) points each. A player receiving two (2) yellow cards in one game, resulting in a red card will count as three (3) points and will be suspended for one (1) game. The two yellow cards that led to the red card in that game will not be counted against the yellow card accumulation. Should this player have a yellow card from a previous game, that card will carry forward and count for future infractions.
- (f) Players that accumulate seven (7) points from red and/or yellow card accumulation during the seasonal year will be suspended and be required to petition the Disciplinary Committee for reinstatement of eligibility to compete on any Washington Youth Soccer team. Upon reinstatement, the Disciplinary Committee will set the terms and conditions of probation. Failure to comply with the terms and conditions of probation may cause those player(s) to be suspended for the remainder of the seasonal year.
- (g) Coach expulsion carries a minimum of one (1) game and up to four (4) game suspension depending on the type of infraction and pending review by the disciplinary committee.
- (g) A coach of a team receiving fifteen (15) points accumulated from red and/or yellow cards during the seasonal year will be required to appear before the Disciplinary Committee, which will determine appropriate action. Failure of the coach to appear after notification will cause the coach to be suspended and require written petition to the Disciplinary Committee for reinstatement of eligibility to coach this or any Washington Youth Soccer team.
- (h) All petitions for reinstatement must be accompanied by a \$50.00 non-refundable fee.

1.18 Disputing Misconduct Reports

- (a) WISL follows the Washington Youth Soccer Judicial Operating Document with regards to a player or coach wishing to dispute a red or yellow card that they received.
- (b) All appeals must be handled per the Washington Youth Soccer Operating Document.

1.19 Ethics

- (a) No coach/player will have in his/her possession, consume, or be under the influence of alcohol or drugs during any WISL event.
- (b) All coaches, managers, players, and spectators will adhere to the Washington Youth Soccer Ethics Operating Document and Code of Ethics.
- (c) Any coach, manager or official found guilty by a Washington Youth Soccer Ethics Committee of knowingly using an ineligible player(s) (over-age, improperly registered, or under disciplinary suspension) will be suspended from participation in all Washington Youth Soccer activities not to exceed the current and subsequent seasonal year.

1.20 Player Pass

Washington Youth Soccer (WYS) incorporates the option for WYS-sanctioned leagues to use the player pass within league play. The WISL will only permit per the Player Pass Operating Procedure.

- a) A team is allowed up to (4) player passes per game from their club. No player is allowed to “play down” a division or age group. Teams can player pass players up 1 year of age with the exception of the high school divisions having a 2–4-year age range.

1.21 Quick Reference Tables:

Table #1 CDL Summary Chart of Rules of Competition

	U9-U10	U11	U12	U13	U14	U15-U16	U17-U19
# of Players on Field	7	9	9	11	11	11	11
Min # of Players on Roster	8	10	10	12	12	12	12
Max # of Players on Roster	12	14	14	18	18	22	22
Max # of Players for a Game	12	14	14	18	18	18	18
Game Time Period (Minutes)	2 x 25	2 x 30	2 x 30	2 x 35	2 x 35	2 x 40	2 x 45
Time Between Periods (Minutes)	5	5	5	5	5	5	5
Ball Size	4	4	4	5	5	5	5
Field Width (yards) - (a)	35-45	45-55	45-55	50-75	50-75	50-75	50-75
Field Length (yards) - (a)	55-65	70-80	70-80	100-115	100-115	100-115	100-115
Build out Line	Halfway between p.a. and midfield	No	No	No	No	No	No
Center Circle Radius (Yards)-(a)	8	8	8	10	10	10	10
Goal Area (Yards)- (a)	4 x 8	5x16	5x16	6 X 20	6 X 20	6 X 20	6 X 20
Penalty Area (Yards) (a)	12 x 24	14x36	14x36	18 X 44	18 X 44	18 X 44	18 X 44
Corner Arc Radius (Feet)	3	3	3	3	3	3	3
Goal Size (feet) (a)	6x12 to 6.5x18	6.5x18 to 7x21	6.5x18 to 7x21	8 X 24	8 X 24	8 X 24	8 X 24
Slide Tackling	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Heading-(b)	No	No	No	Yes	Yes	Yes	Yes
Goalkeeper Punts & Dropkicks	No	No	No	Yes	Yes	Yes	Yes
Offside Rule	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Penalty Kick Distance (Yards)	10	10	10	12	12	12	12
Direct Free Kicks	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Free Kick Defender Distance (yds)	10	10	10	10	10	10	10
Retake on Throw-In or Kick-Off	No	No	No	No	No	No	No
Throw-In Defender Distance (yds)	2	2	2	2	2	2	2
Goal Scored from Goal Kick	No	Yes	Yes	Yes	Yes	Yes	Yes

a) Sizes are USSF recommended dimensions. Adjustments to fit physical constraints or permanent markings are acceptable.

b) No player aged U12 or younger should be heading the ball - USSF and US Youth restriction.

For build-out line of a Goal-kick, the opposition can enter the build area as soon as the ball leaves the penalty box.

For build out line- GK in possession with their hands, opposition can enter the build out area as soon as the GK puts the ball into play. GK quick restarts are allowed with opposition within the build out area.

1.22 League Extras

- (a) Spring and Fall season will likely have one double header weekend.
- (b) The league reserved the right to make accommodations and exceptions.
- (c) The home team must provide three 'game ready' soccer balls to the referee.
- (d) The home team will wear its 'light' jerseys and if there is a conflict, the home team must change.