

Washington Inland Select and Premier League Operating Procedures (WISL & WIPL)

1.1 Introduction

- (a) To provide an environment under which the development of youth soccer players is maximized, a Washington Inland Select and Premier League (hereafter known as the WISL & WIPL Leagues) has been formed for age groups Under-8 through high school, is sanctioned under Washington Youth Soccer (WYS).
- (b) WYS Bylaws and the Leagues Operating Procedures constitute the governing documents. Modifications to the Operating Procedures and Rules of Competition have been made for the league's competition. The Operating Procedures and Rules of Competition contained herein shall govern the operation of the leagues.

1.2 Administration

- (a) Leagues Administration: The Director and Scheduler have been employed by WYS to manage the soccer operations of the leagues and issues related to the level of play.
- (b) The League's Director will formulate, publish, and maintain the Operating Procedures and Rules of Competition.

1.3 Leagues Structure

- (a) The WISL will play an 8-game fall season for boys and girls, September through mid-November, and a 6-game spring season from late March through mid-May. The WIPL will play a 10-game fall season and an 8-game season in the spring. The number of games can be adjusted if agreed upon by all the participating clubs.
- (b) The league structure for each division is based on the number of applicants. If a team drops, the 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 team's schedule will be finalized 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. Clubs must have their 501(c)3 non-profit designation or be working towards obtaining it. Clubs must have their 501(c)3 non-profit designation by the second year of participation with WYS.
- (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 in the WIPL, if there is not an option in WIPL, the league will consider allowing the team to play up a year in the WISL.

1.5 Entry Forms and Fee

- (a) To enter the Leagues, work with the league Director on completing the process. Clubs will be billed a fee for the league they are participating in per season. Clubs will register directly with Washington Youth Soccer and will pay for players and staff cards.
- (b) The entry deadline is mid-July for all teams participating in the Fall League and early February for all teams participating in the Spring League. *Note:*
- (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

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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 before the meeting. Any team withdrawing after the league schedules are finalized and distributed for any of the seasons may be subject to a fine of \$350.00.

- (e) During league play, any team having an unexcused forfeiture, as determined by the director, 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) WISL

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

- (g) WIPL

Age	Player Card	Staff Cards	Per Season League Fee
Under U10	\$7.25	\$5.00	\$105.00
Above U11	\$18.50	\$5.00	\$140.00

1.6

League Standings/Tie Breaker

- (a) All teams must report game results within 24 hours of game completion.
- (b) Three (3) points will be given for each win, one (1) point for each tie, and zero (0) points for a loss. The maximum number of goals per game is four (4).
- (c) 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.
- (d) 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.
- (e) 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).
- (f) Results and Standings for U10 and below will not be made public but will be kept ensuring the balancing of competition levels for future team placements.

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1.7 Recognition Awards

No awards will be given for placement in the league.

1.8 Rules of Play

- (a) All league games, tournaments, and special competitions under the jurisdiction of the leagues shall be conducted following the current Washington Youth Soccer Rules of Competition, except as modified herein. Please refer to the 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 crossbars and posts. Portable goals such as Bow Nets are not allowed.
- (b) Following the US Soccer Federation, U12 and younger will not head the ball.
- (c) U9/10: 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.

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 x 24 yards and the goal area 4 x 8 yards. The penalty mark is 10 yards from the goal line. Built-out lines shall be designated on the field or 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.'

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 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.

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1.10 Game Roster Sheets

- (a) Before a game, coaches must provide the referee with a league-approved game-pictured roster 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 league following the Disciplinary Committee process. Any misconduct reports need to be submitted to the WISL/WIPL Director.
- (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 be 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 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 touchline 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/WIPL Director.
- (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/WIPL Director.
- (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 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.

1.12 Scheduling of Games

- (a) Regularly scheduled league games shall have priority over all competitions entered by teams.
- (b) The league scheduler is responsible for the initial scheduling of all brackets. The scheduler collaborates with clubs participating in the league for seeding.
- (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 made by the league staff and Operations Committee.
- (d) WIPL games will be scheduled on Saturdays and Sundays or mid-week if agreed upon by affected Club Directors.

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- (e) The Home team determines field location and kick-off time. Teams must provide their opponents with a home game and requested kick-off time information no later than 72 hours before the game date and time:
 - (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 before the game.
 - (2) Teams traveling more than 1 hour, game start times should not be any earlier than 9:00 AM. Teams traveling more than 2 hours should not have game start time any earlier than 10:00 AM.
 - (3) Failure to schedule game start times within the prescribed guidelines, unless agreed to by both teams, may result in mandatory rescheduling at the discretion of the league administration.
- (f) The respective club scheduler must approve all schedule changes. A schedule change request must be agreed to by both teams and must be submitted to the home club scheduler before 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 up 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 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 director. 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 director and scheduler will determine the rescheduled 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.
- (h) If a referee does not show up for the game, the game is still to be played. The opposing team will have the first option to provide a referee. If declined, the home team then must provide a referee. If teams cannot agree on a referee, they must agree to reschedule the game.
- (i) 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.
- (j) 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, and be subject to a fine.
- (k) All league games must be played no later than two (2) weeks after the final weekend of the league season unless approved in advance by the Director and Scheduler.

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
 - (3) Providing nets and corner flags.
 - (4) All games must have a time and location three (3) days before the game.
 - (5) Communicating the sideline policy to the opposing team, and the match referees.
- (b) It is the responsibility of coaches and managers to collaborate with their counterparts to reschedule games in the event of conflicts.
- (c) Weather conditions and field closures are the exceptions 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

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game score to the league via the online score reporting system by the Monday following the game. U9-U10 League games will not have scores or standings, but each club 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 WYS's Risk Management Policy.

1.14 Reporting Scores

- (a) Teams must report the game score as directed by the WISL/WIPL Director 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/WIPL Director.
- (c) If a game is rescheduled, the score must be reported to the WISL/WIPL Director via the online score reporting system following the actual game.
- (d) If a game was abandoned, this information must be reported to the WISL/WIPL Director.

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) The home club will be responsible for scheduling.
- (c) If assistant referees cannot be scheduled, each team must provide one (1) person to function 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 any players-of-record, in the given age group of the league, 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. If the referee has sent any player off the field of play 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/WIPL Disciplinary Committee.
- (g) Before the start of each game, the referee will obtain an official photo roster 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 official photo roster: the final score, misconducts issued, and any other information deemed appropriate. The referee will return one copy of each official photo roster to each team, and if misconduct is issued or other problems are noted, an email must be sent to the WISL/WIPL Director.

1.16 Game Abandonment

- (a) If it has been determined that a 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.

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- (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 the referee abandons a game 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 League 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/WIPL games played the weekend before 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 WYS Judicial Operating Document.
- (c) Players who accumulate three yellow cards during a 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.
- (e) Penalty points will be accumulated over the seasonal year. Yellow cards will be accumulated at one (1) point each, and 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 WYS 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 a 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.

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1.18 Disputing Misconduct Reports

- (a) The leagues follow the WYS Judicial Operating Document concerning a player or coach wishing to dispute a red or yellow card that they received.
- (b) All appeals must be managed per the WYS 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/WIPL event.
- (b) All coaches, managers, players, and spectators will adhere to the WYS Ethics Operating Document and Code of Ethics.
- (c) Any coach, manager or official found guilty by a WYS 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

WYS incorporates the option for WYS-sanctioned leagues to use the player pass within league play. The league 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 can “play down” a division or age group unless approved by the league. Teams can player pass players up to one (1) year of age, except for the high school divisions having a two (2) – four (4) year age range.

1.21 Competition Placement

WYS will promote and relegate within leagues to build, develop, and find the best placements for competition. The goal is to have the top teams in one bracket in the WIPL and two divisions in the WISL. Seasonally, the top 2 teams and bottom 2 teams will be promoted and relegated. Collaboration with the club's leadership with feedback will also be part of the competition placement process.

1.22 League Extras

- (a) Spring and Fall seasons may have one doubleheader 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.
The home team will wear its ‘light’ jerseys and if there is a conflict, the home team must change.

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1.23 Quick Reference Tables:

Table #1 CDL Summary Chart of Rules of Competition

	U9-U10	U11	U12	U13-U14	U15-U16	U17-U19
Max # of Players on Field	7	9	9	11	11	11
Min # of Players on Roster	8	10	10	12	12	12
Max # of Players on Roster	12	16	16	18	22	22
Max # of Players for a Game	12	16	16	18	18	18
Game Time Period (Minutes)	2 x 25	2 x 30	2 x 30	2 x 35	2 x 40	2 x 45
Time Between Periods (Minutes)	5	5	5	5	5	5
Ball Size	4	4	4	5	5	5
Field Width (Yards) - (a)	35-45	45-55	45-55	50-75	50-75	50-75
Field Length (Yards) - (a)	55-65	70-80	70-80	100-115	100-115	100-115
Build out Line	Yes	No	No	No	No	No
Center Circle Radius (Yards)-(a)	8	8	8	10	10	10
Goal Area (Yards)- (a)	4 x 8	5x16	5x16	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
Corner Arc Radius (Feet)	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
Slide Tackling	Yes	Yes	Yes	Yes	Yes	Yes
Heading-(b)	No	No	No	Yes	Yes	Yes
Goalkeeper Punts & Dropkicks	No	No	No	Yes	Yes	Yes
Offside Rule	Yes	Yes	Yes	Yes	Yes	Yes
Penalty Kick Distance (Yards)	10	10	10	12	12	12
Direct Free Kicks	Yes	Yes	Yes	Yes	Yes	Yes
Free Kick Defender Distance (Yards)	10	10	10	10	10	10
Retake on Throw-In or Kick-Off	No	No	No	No	No	No
Throw-In Defender Distance (Yards)	2	2	2	2	2	2
Goal Scored from Goal Kick	No	Yes	Yes	Yes	Yes	Yes