



## 1.1 Introduction

- (a) League Washington (LW) is a recreational youth soccer league developed to reinvent the soccer experience for high school athletes. LW aims to create an active, social, and fun outlet for participants while streamlining administrative requirements.
- (b) LW is a Washington Youth Soccer-sanctioned league and will follow policies and procedures outlined in the WYS Bylaws, Judicial and Ethics Committee Policies and Procedures Manual, and the LW Operating Procedures and Rules of Competition contained within this document.

## 1.2 Administration

- (a) League Administration: WYS will facilitate oversight of day-to-day league operations and provide administrative support for participants.
- (b) Standing Committees:
  - (1) The Operations Leadership Committee consists of one (1) Representative from each participating Association who will work collaboratively to manage and maintain the Operating Procedures for LW.
  - (2) The Disciplinary Committee is led by a Committee Chair and consists of one (1) Representative from each participating Association. See section 1.17 below for details.

## 1.3 LW Structure

- (a) LW will play a 10-game fall season for boys and girls, September through mid- November. Each team will have one (1) bye week for re-schedules. All matches will be scheduled on Sundays but can be rescheduled to a mutually agreed upon date by participating teams.
- (b) The league structure for each division is based on the number of applicants. If a team drops, the LW League Administrator will find games to avoid any 'bye' games on the schedule. If the LW Administrator is unsuccessful at finding games for the dropped teams, the remainder of the dropped teams schedule will finalize as a 'bye'.
- (c) LW Operations Leadership Committee will hold a league placement and competition alignment meeting to determine division make up.

## 1.4 Team and Player 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 play in another league considered select or premier (e.g., RCL, NPSL, GA, EA, ECNL, DPL, WPL classic or super league, etc.), are not eligible to participate in League Washington.

## 1.5 Entry Forms and Fee

- (a) To enter LW, it is required that eligible teams register via SportsConnect. Clubs will be billed to pay the entrance fee (determined annually) to LW. Clubs will register directly with Washington Youth Soccer.
- (b) The entry deadline is mid-July for all teams participating in fall play. *Note: Reference the LW 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 conference call) will precede each season. The LW Operations Leadership Committee Members are required to attend the placement meeting for league play. Preliminary placements will be circulated to the clubs prior to the meeting. Any team withdrawing after the league schedules are finalized and distributed for any reason may be subject to a fine.
- (e) During league play, any team having an unexcused forfeiture, as determined by the LW Operations Leadership Committee will be fined \$500 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 LW. The league strongly encourages teams to work together to reschedule games and avoid unnecessary forfeitures.

### **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) 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) 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 be public via SportsConnect. Statistics will not be public but will be tracked ensuring the balance of competition levels for future team placements.

### **1.7 Recognition Awards**

No awards will be given for placement in the league.

### **1.8 Rules of Play**

All league games, tournaments, and special competitions under the jurisdiction of the LW 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.



## 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 Matchday Rosters

(a) The minimum standard for a matchday roster is a photo roster created in the registration platform of choice (SportsConnect, Demosphere, etc.) utilized by Member Association or Club. Match-specific rosters are not required but rosters should include the following information:

- (1) Team Name
- (2) Club Name
- (3) Age Group
- (4) Player Name (Eighteen (18) eligible players on matchday)
- (5) Jersey Number
- (6) Player Image
- (7) Coach Name
- (8) Coach Image

(b) Each coach (home & away) should bring three (3) matchday rosters to the match, which includes one for the referee and one for each team, so everyone has a written record after the match.

## 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 LW office, Attn: LW 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 LW 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 LW Disciplinary Committee.



### 1.12 Scheduling of Games

- (a) Regularly scheduled LW games shall have priority over any and all competition entered into by LW Teams.
- (b) LW scheduler is responsible for scheduling all games. The LW Operational Leadership Committee has final determination of division placement through the Competition Alignment meeting.
- (c) LW games will be scheduled on Sundays but can be rescheduled to a mutually agreed upon date by participating Teams.
- (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.
- (e) The respective LW League Administrator must approve all schedule changes. A schedule change request must be made through the LW League Administrator who will work with both Teams to find a mutually agreeable date, time, and location. 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 League Administrator. 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 LW League Administrator 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 LW Operations Leadership Committee.

### 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 14 days prior to 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 work with their Association / Club scheduler and the LW League Administrator 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 via SportsConnect (online score reporting system) within 48 hours following the match.
- (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 via SportsConnect (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 LW League Administrator.
- (c) If a game is rescheduled, the score must be reported via SportsConnect (online score reporting system) within 48 hours following the actual game.
- (d) If a game was abandoned, this information must be reported to the LW League Administrator.

#### **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 lineperson, 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 LW 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 Club Leadership 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.
- (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 LW 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 report match information including misconducts et al. to the LW Disciplinary Committee.



### 1.16 Game Abandonment

- (a) If it has been determined that a LW 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 LW 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 LW Disciplinary Committee shall be comprised of members from participating Associations. 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 LW games played the weekend previous to the meeting. LW shall notify the Coach / Participant 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 LW season will be ineligible to compete in their next scheduled LW 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, 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.



- (h) 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.
- (i) All petitions for reinstatement must be accompanied by a \$50.00 non-refundable fee.

**1.18 Disputing Misconduct Reports**

- (a) LW 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 LW 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 League Extras**

- (a) The league reserves the right to make accommodations and exceptions.
- (b) The home team must provide three 'game ready' soccer balls to the referee.
- (c) The home team will wear its 'light' jerseys and if there is a conflict, the home team must change.



1.21 Quick Reference Table:

**Table #1 CDL Summary Chart of Rules of Competition**

	U17-U19
# of Players on Field	11
Min # of Players on Roster	12
Max # of Players on Roster	22
Max # of Players for a Game	18
Game Time Period (Minutes)	2 x 45
Time Between Periods (Minutes)	5
Ball Size	5
Field Width (yards) - (a)	50-75
Field Length (yards) - (a)	100-115
Build out Line	No
Center Circle Radius (Yards)-(a)	10
Goal Area (Yards)- (a)	6 X 20
Penalty Area (Yards) (a)	18 X 44
Corner Arc Radius (Feet)	3
Goal Size (feet) (a)	8 X 24
Slide Tackling	Yes
Heading-(b)	Yes
Goalkeeper Punts & Dropkicks	Yes
Offside Rule	Yes
Penalty Kick Distance (Yards)	12
Direct Free Kicks	Yes
Free Kick Defender Distance (yds)	10
Retake on Throw-In or Kick-Off	No
Throw-In Defender Distance (yds)	2
Goal Scored from Goal Kick	Yes