

GUIDELINES FOR REFEREES



2008

State Championship, Challenge Cup

And

Commissioners' Cup

Playing Rules

Excerpted from the WSYSA Administrative Handbook by the State Youth Referee Administrator on December 28, 2007. Any administrative rules that do not pertain directly to referees have been omitted. Points of emphasis added by the SYRA are identified as such and appear in *bold, italic fonts*. Referees are strongly encouraged to keep a copy of this document in their bag for reference.

RULES OF COMPETITION

Rule 300 OUTDOOR/FIELD

INTRODUCTION

All competitions shall be governed by the RULES as stated herein in all cases where they are applicable and where they are not in conflict with the WSYSA Bylaws. All affiliated members of WSYSA shall be governed by these Rules of Competition.

Rule 301 RULES OF PLAY

All games and competitions under the jurisdiction of the WSYSA shall be conducted subject to the "Laws of the Game" as published or authorized for publication by FIFA (Federation Internationale de Football Association), with those modifications published by WSYSA. In all cases where a game has been postponed or abandoned by a referee due to inclement weather, league and tournament directors shall determine whether the game is to be replayed in its entirety or whether the score at the time of postponement or abandonment shall stand and the game be counted as a completed game.

301.1 Field of Play

- (a) The following specifications are applicable to all competitions administered by the WSYSA. These WSYSA standards are recommended for league play administered by Member Associations; they are not mandatory.
- (b) Acceptable deviations from Law 1 of the "Laws of the Game" (FIFA) for goal posts shall be: plus/minus 6-inches in width; plus/minus 3-inches in height from inside measurements.

301.2 Game Duration, Overtime Periods, and Ball Size

<u>Age Group</u>	<u>Game Duration</u>	<u>Ball Size</u>	<u>Circumference</u>	<u>Weight</u>
Under-19	Two 45 min. halves	#5	27" – 28"	14-16 oz
Under-18	Two 45 min. halves	#5	27" – 28"	14-16 oz
Under-17	Two 45 min. halves	#5	27" – 28"	14-16 oz
Under-16	Two 40 min. halves	#5	27" – 28"	14-16 oz
Under-15	Two 40 min. halves	#5	27" – 28"	14-16 oz
Under-14	Two 35 min. halves	#5	27" – 28"	14-16 oz
Under-13	Two 35 min. halves	#5	27" – 28"	14-16 oz
Under-12	Two 30 min. halves	#4	25" – 26"	11-13 oz
Under 11	Two 30 min halves	#4	25" – 26"	11-13 oz

Overtime periods

U-18 two 15 min. halves	U-19 two 15 min. halves
U-16 two 15 min. halves	U-17 two 15 min. halves
U-14 two 10 min. halves	U-15 two 15 min. halves
U-12 two 10 min. halves	U-13 two 10 min. halves
U-11 two 10 min halves	

POINTS OF EMPHASIS

Overtime applies only once the competition moves into Elimination rounds

Referees are expected to know whether a match is a Group round or an Elimination match. Group round matches can end in a tie. The only exception is when rule 606.A.4(i)(3) applies, and in that

case, the referee will be notified before the match. Unless you are notified beforehand, a Group round match that ends in a tie is a tie. Once the competition moves into Elimination rounds, all matches must be played to a winner. In that case, use overtime and (if necessary) Kicks from the Penalty Mark to determine the winner.

301.3 Number of Players

- (a) Each team will have a limit of eighteen (18) registered players, unless a variance for good cause has been granted by the Association Registrar, the District Commissioner, and the WSYSA Registrar. No team shall be allowed to have fewer than eleven (11) registered players. (Exception: General Procedures, Rule 204.9).
- (b) Any coach, manager or official found guilty by a WSYSA, District, or Member Association Board of Directors or a WSYSA Disciplinary or Ethics Committee of knowingly using an ineligible player(s) (over-age, improperly registered, or under disciplinary suspension) will be suspended from participation in all WSYSA activities not to exceed the current and subsequent seasonal year.

POINT OF EMPHASIS

U17, U18 and U19 teams in Championship Cup competition may carry 22 players on their roster, but only 18 may suit up for any given match.

USYSA rules now allow these older age groups to carry larger rosters, but the teams must still suit up no more than 18 active players for any given match. Please note that these expanded rosters apply only in Championship Cup competition – Challenge Cup and Commissioner’s Cup teams are still limited to 18-player rosters.

301.4 Substitutions

- (a) Substitutions may be made, with the consent of the referee, during any stoppage in play.
- (b) The number of substitutes shall be unlimited unless a competition superseding the jurisdiction of this Association determines otherwise; special competitions may be more restrictive.
- (c) Players not on the field of play must remain two (2) yards behind the touchline and not within 18 yards from the corner of the field.

301.5 Player's Equipment

- (a) All player equipment shall conform to the requirements of Law 4 of the Laws of the Game, as amended from time to time, and the WSYSA Rules of Competition.
- (b) It is the duty of the referee, pursuant to Law 5 of the Laws of the Game, as amended from time to time, to enforce the Laws of the Game and the WSYSA Rules of Competition concerning player equipment.
- (c) All players must be attired in matching uniforms to the satisfaction of the referee. A proper uniform consists of shorts, jersey, socks, shin guards, and footwear. In case of a color clash, the designated home team will change jerseys. Goalkeepers must wear colors which distinguish them from other players.
- (d) All or any member(s) of a team are permitted to wear extra protective clothing against the cold, including gloves without dangerous, protruding or hard objects, provided that:
 - (1) The proper team uniform is worn outermost; and
 - (2) Any hat should be without peak, bill or dangling or protruding object of any kind; however, the goalkeeper may wear a soft billed hat; and
 - (3) Referee discretion may be used to determine if an item of protective clothing is considered to go beyond the purpose of providing a means of retaining body heat.

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- (e) Protective orthopedic devices, prosthetic devices and any equipment, gear, appliance or apparatus that is protective for a known medical condition may be worn during a regularly scheduled game provided that the referee determines that the device conforms to Law 4 of the Laws of the Game.

POINTS OF EMPHASIS

Jewelry is NOT allowed.

Per the requirements of FIFA Law 4, no jewelry is allowed, period. NO EXCEPTIONS.

Referees should apply discretion to protective clothing and gear.

The above rule gives referees discretion when considering protective clothing. Referees are encouraged to use the broadest possible interpretation of this rule during inclement weather. For example, clothing used for warmth that is exposed under the player's shorts should not have to be the same color as the shorts. Referees must also be aware that the USSF memorandum of September 3, 2003 directs them to approve protective headgear such as Full 90's and sport glasses consistent with the guidelines therein. Additionally, WSYSA specifies that the wearer of casts or orthopedic devices is participating in the match at their own risk, so the referee need only ensure that the player does not use them as an offensive weapon.

301.6 Officiating

- (a) A referee shall be appointed to officiate each game with the authority assigned to him as specified in the "Laws of the Game" (FIFA). Officiating of all games will be governed by the Rules of Play and the Rules of Competition.
- (b) All referees assigned to any game of the Commissioners' Cup or the State Championships must be assigned by a licensed referee assignor through a recognized referee association/chapter.
- (c) Failure of a scheduled referee to show up will not be the cause for canceling the match. A substitute official must be chosen upon agreement by both coaches and his decisions will be final.

301.7 Charging the Goalkeeper

- (a) The following Rule applies to all competitions under the jurisdiction of the WSYSA:
- (b) In all Under-11 age groups and below: No player shall make physical contact with the goalkeeper, or attempt to play the ball once the goalkeeper has control of the ball in any manner and to any degree whatsoever. For infringement of this special Rule, an indirect kick shall be awarded.
- (c) In all Under-12 age groups and above: No player shall make physical contact with the goalkeeper WITHIN THE GOAL AREA, harass the goalkeeper, or attempt to play the ball once the goalkeeper has control of the ball in any manner and to any degree whatsoever. For infringement of this special Rule, an indirect kick shall be awarded.
- (d) Note: Also included in "having control of the ball" is, if the goalkeeper holds the ball on the ground with one or both hands.

POINT OF EMPHASIS

The above rule applies only when the goalkeeper has possession of the ball

The USSF has determined that a ball which is controlled by the goalkeeper cannot be legally played by an opponent. This includes when a goalkeeper tosses the ball slightly into the air with

the obvious intent of punting the ball away. However, until the goalkeeper gains possession of the ball, he or she is not entitled to any special protection against charging.

301.8 Coaching

- (a) 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 a harangue;

POINT OF EMPHASIS

Artificial noisemakers used by spectators are not specifically prohibited by WSYSA, but may be prohibited by some venues.

Referees are reminded that while WSYSA Rule 301.8 (a)(1) prohibits coaches from using mechanical or electronic devices to communicate with their teams, there is no specific prohibition regarding noisemakers used by supporters. As long as the venue allows such devices, spectators can use bells, whistles, drums and similar noisemakers to support (or annoy) their team. Yes, they can be loud – but unless the venue rules specifically prohibit them, referees should consider the supporters' cacophony to be an expression of irrational exuberance.

- (b) Each coach, substitute, or player is to remain within the "coaching area" (2 yards behind the touchline, and not within 18 yards from the corner of the field).
- (c) No coach, substitute, or player is to make derogatory remarks or gestures to the referees, other players, substitutes or spectators.
- (d) No coach, substitute, or player is to use profanity.
- (e) No coach, substitute, or player is to incite, in any manner, disruptive behavior of any kind.
- (f) If the above rules are violated, the referee shall ask the offending party for compliance with the rules. The referee may file a written report with the Board of Directors responsible for the match.
- (g) In the event that 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 report with the Board of Directors responsible for the match. If the offending party refuses to leave the playing area, or returns after leaving, the referee shall abandon the match and file a written report of the game abandonment with the Board of Directors responsible for the match.
- (h) 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.

POINT OF EMPHASIS

Misconduct by Coaches and Other Bench Personnel

*When enforcing rule 301.8, referees are reminded that red and yellow cards should be displayed only to players and substitutes, **NEVER** be shown to coaches and other bench personnel.*

*However, the referee **MUST** verbally inform the coach being sanctioned for the misconduct.*

Suitable statements might include: "You are being cautioned and this will be reported to WSYSA as a yellow card caution" or "You are being sent off, and this will be reported as a red card offense to WSYSA". In each of these cases, "reported" means that referees are required to file a written

misconduct report or supplemental report with WSYSA. Referees must file these reports using the online functions available on your local referee website or via WASRC.org under Referee: Misconducts.

301.9 Restarting Play After An Injury

In the case of a temporary suspension due to an injury or any unusual situation, if one team is clearly in possession of the ball, the game shall be restarted by an indirect free kick by the team in possession of the ball at the point where the ball was when play was suspended. Should there not be clear possession at the time play is suspended due to an injury or any unusual situation, there will be a drop ball at the spot where the ball was declared dead.

301.10 Procedures to Determine the Winner of a Match

Where WSYSA, District or Member Association administered competition rules require there be a winning team after a match has ended in a draw, teams shall then play two full age-appropriate overtime periods. If no team is ahead at the end of the two overtime periods, the match is then to be decided according to the FIFA “Kicks from the Penalty Mark” procedure.

Rule 302 SMALL-SIDED PROGRAM RULES (*specifically for U11 tournament play*)

302.1 Field of Play

(a) The following specifications are applicable to all small-sided competitions within the WSYSA:

U-11: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line. The maximum length is 80 yards and the minimum length is 50 yards. The maximum width is 50 yards and the minimum width is 35 yards. Interior markings shall conform to FIFA.

(b) The following goal and field marking specifications are applicable to all small-sided competitions administered within the WSYSA:

U-11: The goal size shall be 8’ x 24’

Field markings: The outside edge of the field may be indicated by chalked or painted lines not more than 4” in width. When painted lines are not feasible or permitted other means may be used.

302.3 Number of Players

Teams shall have no more than the following number of players and roster sizes:

Age Group	# Players on the Field	Roster Size
U-11	9	14

302.9 Small-Sided Rules of Play

(a) Start of Play

(1) At the time of the kickoff, every player will be in his/her half of the field. Every player of the opposing team to that of the kicker shall be, at U-11, ten (10) yards from the center mark

(f) Fouls and Misconduct

(3) Penalty Kicks can be granted. They will be taken at ten (10) yards from the goal.

(h) Goal Kicks

(2) A goal kick may be taken from any point inside the goal area.

(i) Corner Kicks

(2) The ball shall be placed within a three (3) foot arc from the corner flag or cone and shall be kicked into play from that position by an attacking player.

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- (j) Miscellaneous Rules
- (1) Unless otherwise modified by these rules, the standard laws of the game will govern.
 - (2) Good judgment, sportsmanship and fair play should govern the decisions and actions of all coaches, referees and spectators.

POINT OF EMPHASIS

Please note that U11 matches use small-sided rules of play.

WSYSA rules stipulate that U11 matches be played 9-a-side. Expect some variation in field size depending on availability, but be aware that all State Cup U11 matches will be played 9-a-side. Even though some State Cup matches may be played on fields that are almost full-size, and even if both coaches request it, referees ARE NOT to allow U11 teams to field more than 9 players.

Specific field markings for U11 small-sided play

Note that U11 tournament play MUST occur on a rectangular, reduced-size field. Where the field is narrower than 44 yards, the penalty area will extend from touchline to touchline. Where field markings are not painted, the field can be marked with "other means", such as cones or wazmarkers. If this is the case, then it is recommended that you NOT mark the center circle, goal area or corner arcs, as the cones or markers can interfere with play.

Goals should be full-size (8 yards x 8 feet). The center circle should also be full-size (10-yard radius). However, the penalty kick distance is shortened to 10 yards. The semifinals and finals of this age group will be played on specially-marked fields at Starfire Soccer Complex.

Rule 303 STATE SPONSORED TOURNAMENTS: US YOUTH SOCCER WASHINGTON STATE CHAMPIONSHIPS, CHALLENGE CUP AND COMMISSIONERS' CUP

303A.2(g) All players in the State Cup tournaments must possess a valid US Youth Soccer player pass issued by the WSYSA. These passes are to be surrendered to the referee prior to each game. In the event a player does not receive a pass, they cannot play. The referee will return all cards to the coach at the conclusion of the game. The cards will be used to copy accurate information for the referee's misconduct report.

303A.2(h) Championship Cup Credentials

303B/C.2(g) Challenge Cup and Commissioners' Cup Credentials - The following items will be required:

- (1) Credentials for play must be in order before the beginning of the preliminary rounds. Any noncredentialed or improperly credentialed player or coach shall have their passes pulled and they may not play or participate in the remainder of the tournament without a hearing.
- (2) US Youth Soccer player passes will be issued to every player in the various State Cups. They will be required to have a current picture, signature and team ID number. They shall be physically separated (individual cards), laminated and be present at every game.
- (3) A current coach's/administrator's pass must accompany every adult who is working with the players. The pass must have a current picture and signature and be laminated individually and be present at every game in order to be valid.
- (4) Referees will check all player and coach passes at the beginning of each game. If an individual does not possess a valid pass, they will not be allowed to participate.

POINT OF EMPHASIS

All players and coaches MUST have State Cup credentials

Referees must check all player and coach credentials against team rosters before every State Cup match. Please confirm that the player name, the team name and the photo all match. Teams that had player and coach cards during league play will use the same cards; only district teams and players that transferred to new teams will have new cards made up. If there is a problem, WSYSA wants referees to distinguish between credentials that are considered invalid and those that are considered lost or forgotten.

SPECIAL NOTE: *Be advised that PDL “club passes” are NOT VALID. PDL teams may NOT use their club passes to interchange players between teams for state cup play. Their rosters freeze per the state rules at the same time as all other teams.*

What is an invalid pass?

*If a player or coach’s credential is missing or not properly processed (no photo, no signature, not laminated, etc.) it is considered an **invalid** pass and that person cannot take part in the match despite what the coach or manager may claim. Please note subsection (4) above - if an individual does not possess a valid pass, they will not be allowed to participate. Players must change out of their team uniform and coaches are not allowed in the technical area (where one is defined). Referees should identify the disqualified players and coaches on the rosters and match report. **INVALID PASS, NO PLAY – NO EXCEPTIONS!***

What if the team manager lost or forgot to bring the credentials?

*If the team manager has **lost or forgotten** all or some of their team’s credentials, WSYSA wants this match played anyway, with the final result subject to validation by the State Cup Committee. In this case, the referee should inform both coaches and the assignor that the match is being played subject to validation. Following the match the referee will note this on the roster sheets and also write a supplemental report. Assignors, please let me know **RIGHT AWAY** if a match has been played subject to validation. My cell # is 206-214-6544. The objective is to deliver both the rosters and supplemental report to the State Cup Committee by the Monday night meeting – via email, fax or hand-carried. The team will then have until the Monday State Cup Committee meeting to produce the missing credentials. The match results will not be official until that team’s credentials are validated – failing that, the State Cup committee can change the result to a forfeit.*

Rule 605 DISCIPLINARY-RULE

605.1 Notes and definitions:

- (a) Reports of Misconduct include cautions and sendoff (yellows, reds) and any supplemental reports submitted by the game official(s).
 - (1) Players receive cautions and sendoffs. Players are shown cards.
 - (2) All other participants as defined by WSYSA Rule 214.4 (b) receive either warnings (caution/yellow card equivalent, or dismissals/ejections. (sendoff red card equivalent.) Participants (other than players) are not shown a card.
 - (3) The seasonal year shall be as defined in the WSYSA Bylaws.
- (b) 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.
- (c) Any players, coaches or other team officials who are shown the red card/sent off the field of play for a violation of the Laws of the Game, will be ineligible to participate in the next regularly scheduled match. A more severe penalty may be applied by the Disciplinary Committee.
- (d) The referee must send a written report for any carded/cautioned/sent off/warned/ejected player(s), coach, or team officials to the WSYSA disciplinary system within forty-eight (48) hours following the completion of the match.

POINT OF EMPHASIS

Team rosters and misconduct reports

Referees are to send in ALL team rosters from their matches, whether or not any misconducts occurred. Every Monday morning, make a point of mailing or faxing that weekend's rosters in to the WSYSA office at 500 S. 336th Street, Suite #100, Federal Way, WA 98003.

Only WSYSA State Cup roster sheets are acceptable.

WSYSA is adamant on this point. Every team has been given State Cup roster sheets and they are expected to use them.

NO recreational league roster forms.

NO district roster forms.

NO PDL roster forms.

NO CYL roster forms.

NO handwritten lists on random paper.

If a team manager hands you any of the above, insist that he or she give you a State Cup roster. If the team does not have one, send the manager to borrow one from the opponents, or to obtain one from the association rep, even if it means the manager misses the match. As with the team credentials above, go ahead and play the match, then make a note of this discrepancy on the rosters and in your match report.

If a match is abandoned or not played for any reason, the referee **MUST** file a supplemental report **RIGHT AWAY**.

WSYSA expects the referee to file a supplemental report whenever the match is abandoned or not played. The tournament directors use this report to decide whether that match needs to be replayed or whether the result stands as is. Please note that this decision needs to be made any time the referee abandons a match – even if there are only a few minutes remaining.

*Referees should call their assignor from the field following an abandonment or decision to not play a match, and the referee is expected to file the supplemental report that **SAME EVENING**. If necessary, the assignor should help the referee write the report up.*

214.1 Protests

- (a) PROTESTS are complaints arising out of the misapplication of the Laws of the Game or misapplication of a league/district/state administrative rule. The protest must be based upon violations of the published rules of the competition or WSYSA rules or FIFA Laws of the Game. Only those directly involved are permitted to file a protest. Only the coach of record for the game may file a protest.
- (d) If a match will be protested, the referee and opposing coach must be notified within ten (10) minutes of the final whistle.
- (e) Any protest must be submitted in writing, accompanied by a \$100.00 fee (money order or cashier's check), to the proper authority as outlined in the procedures described herein within forty-eight (48) hours of the event being protested. The fee is refundable if the protest is upheld. No hearing or other administrative action shall result from circumstances or charges which are only communicated verbally.
 - (2) All protests must include the specific circumstances and rule / Laws of the Game violation(s) which lead to the protest.

POINT OF EMPHASIS

Important – Procedures to follow in case of a protest

The State Cup tournaments function on a very short timeline. Matches played on a given weekend are reviewed and confirmed by the Tournament Committee on Monday night, scarcely 24 to 48 hours after they are played. Therefore, the window of opportunity to validate, then uphold or deny a protest is extremely brief. Referees cannot wait until Monday to file a report.

For a team to file a protest properly, the coach must notify the referee and the opposing coach of their intent to protest within 10 minutes after the match. Once this happens, the referee has two obligations. First, write up a short report (50 words or so) about the reason for the protest. Include the minute, the facts of the incident, the outcome, and whether or not the coach properly informed the referee about their intent to protest. Second, immediately send the report plus the match rosters to the referee assignor. If possible, send the original match reports. If not, faxed or scanned copies are acceptable as long as they are clearly legible.

The referee assignor must then forward the paperwork immediately to the Association Representative, who will present it at the meeting on Monday night. Without the referee's report, the tournament committee will not have the information necessary to make a decision on the protest, so don't make me have to call you on a Monday night!

Rule 606 STATE TOURNAMENT RULES

606.A State Championships, Challenge Cup and Commissioners' Cup

606.A.3 Scheduling

- (b) (1) All tournament games shall be played on the day scheduled. To declare a field unplayable due to adverse weather conditions will be the prerogative of the referee, the Tournament Director or the WSYSA VP of Competition. ALL AGE GROUPS U-14 AND BELOW, IN THE TOURNAMENTS, NORMALLY WILL PLAY ON SATURDAYS WITH AGE GROUPS U-15 AND ABOVE NORMALLY SCHEDULED TO PLAY ON SUNDAYS. The Tournament Committee reserves the right to require teams to play both Saturday and Sunday if circumstances necessitate. If games are canceled due to an unplayable field or adverse weather that prevents a team from traveling to the venue site, the Tournament Director will determine the rescheduling.
- (2) Failure of a scheduled referee to show up will not be the cause for canceling or protesting the game. A substitute official must be chosen upon agreement by both coaches and that official's decision will be final and must be in writing.
- (c) Responsibilities of Coaches and Managers:
 - (1) The following are the responsibilities of the assigned "home" team:
 - (A) Marking the field of play;
 - (B) Providing a proper game ball;
 - (C) Providing adequate directions to the opposing team to the "home" ground no less than 72 hours prior to the game;
 - (D) Providing nets.
 - (2) Responsibilities of the assigned "visiting" team:
 - (A) If the visiting team has not heard from the home team within 48 hours prior to the game, please call your tournament representative.

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- (g) If both teams are properly notified and one fails to show up, following a 15-minute grace period, the game will be forfeited to the showing team. If both teams are properly notified and both teams fail to show up, both teams will be ineligible to continue in any further tournament competition. (Extenuating circumstances, i.e., transportation failure, must be favorably considered.)
 - (i) All Semi-final and Final games will be scheduled by the Tournament Committee and neutral referees will be assigned.

POINT OF EMPHASIS

Unplayable fields and/or rescheduled matches

Referees must go to the field to determine whether or not it is playable. If the field is unplayable, the referee shall inform the referee assignor of this decision immediately. As you can see above, that decision unleashes a long string of requirements, so make sure you can contact your assignor right away. Take your referee assignor's phone number to the field!

606.A.4 Tournament Playing Rules

- (a) All games will be played under "WSYSA Rules of Competition" unless stated herein.
- (c) (1) Whenever games are not played on neutral fields, the following preparations are the responsibility of the home, coach, or manager:
 - (A) Provide a proper game ball;
 - (B) Provide proper field markings (line the field);
 - (C) Assure that a referee has been assigned by their Association referee coordinator;
 - (D) Provide adequate directions to the opposing team to the "home" ground no less than 72 hours prior to the game.
- (2) Neutral field coordination is the responsibility of the Association donating the field.
- (d) (1) It shall be the responsibility of each team to maintain proper spectator conduct. Each coach, manager, club, Association or District official shall be held primarily accountable for the conduct of spectators for or from their respective teams. At no time shall foul or abusive language be permitted on any field.
- (2) Coaching from the boundary lines by coaches or supporters, i.e., giving instructions to players on the field on points of strategy and tactics is prohibited. Coaches may direct specific players to change field position assignments, e.g., from fullback to mid-fielder, and may give positive encouragement at any time.

POINT OF EMPHASIS

Rule discrepancy resolved – 301.8(a) supercedes 606.A.4(d)(2).

Please note that there is a discrepancy between these two WSYSA rules regarding coaching. For some reason, and despite addressing this discrepancy for three years in a row, this rule has yet to be corrected. The wording in Rule 606.A.4(d)(2) was supposed to have been corrected to be consistent with Rule 301.8(a). Please note that Coaching from the sidelines is allowed provided it complies with WSYSA Rule 301.8(a).

Please ignore the word "prohibited" in Rule 606.A.4(d)(2). In fact, if you continue to read the rest of that rule, it states: "Coaches may direct specific players to change field position assignments, e.g., from fullback to mid-fielder, and may give positive encouragement at any time." That, in effect, is coaching.

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- (e) From the Semi-final games on, a fourth official will be used at the games and both teams will be on one side of the field. Substitution of players will be done through the fourth official. If on sidelines, spectators will be on opposite sides from the teams.
 - (f) Four (4) bench personnel will be allowed on the field.
 - (g) 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.
 - (h) Each coach must submit a game roster sheet to the referee showing players' name and jersey numbers prior to the start of each game.
 - (i) (2) Ties will stand in preliminary rounds except as provided in (3) below.
 - (3) When two teams are tied for first place in a Division, and they are playing each other in their final preliminary round game, they will determine a winner as specified in Rule 301.10 using the age appropriate overtime periods specified in Rule 301.2 to establish the first and second place teams in that Division. Their association tournament committee representative must notify the teams of the requirement that the match cannot end in a draw and the winner be determined as specified above prior to the game upon the direction of the tournament scorekeeper or Tournament Director. Game results will be recorded as a tie.
 - (k) (1) Ties in single elimination games will be resolved as follows:
 - U-19, U-18, U-17, U-16, U-15 Two full 15-minute overtime periods
 - U-14, U-13, U-12, U-11 Two full 10-minute overtime periods
 - (2) If still tied after overtime periods, FIFA "kicks from the mark" will apply to determine a winner.
 - (m) (1) Home Team - The "home" team will be listed first (1st) in a tie breaking, Elimination, Semi-final or Final round game.
 - (2) Uniform Color Conflict - The designated "home" team will be responsible for changing color of the uniforms in the event of a color conflict.
 - (3) All teams are required to carry a contrasting colored shirt to all games.

POINT OF EMPHASIS

Resolving ties in single elimination games

Your attention is drawn to paragraphs 301.2, 301.10 and 606.A.4, which describe the process for resolving ties in single elimination games. Pay particular note to the length of the overtime periods for the various age groups. Be aware that these are FULL overtimes (there is NO "golden goal").

If the match remains tied at the end of the second overtime period, kicks from the penalty mark will then be used to determine the winner. Conducting kicks from the mark correctly and efficiently is a necessary referee skill and the hallmark of a competent referee crew. The following article was originally written by Dan Anderson for the 2003 tournament and has been updated to reflect the latest law changes.

KICKS FROM THE PENALTY MARK PROCEDURES

(Revised 1/03/06)

WSYSA State Cup tournament single elimination matches require a winner. If the match is tied at the end of overtime (point of emphasis above) then the process of Kicks from the Penalty Mark (often mistakenly called Penalty Kicks or Shootout) will be used.

The teams ALTERNATE the taking of Kicks from the Penalty Mark with the winner first being based on a best-of-five format. If a winner is not determined by this format the kicks proceed on a one for one basis until a winner is decided. No player may kick again until all eligible players have kicked (including the goalkeepers). Once all the eligible players have kicked, the players would then take a second kick IN ANY ORDER.

Here are the highlights of how the taking of Kicks From the Penalty Mark (KftPM) should proceed:

- 1) Be prepared - The referee team should discuss the possibility of KftPM before the game, review the procedures and inform the coaches of their role. The referee should be very aware of substitution opportunities late in the overtime period as coaches anticipate KftPM.
- 2) Calmly deal with players & coaches – Only those players on the field of play at the final whistle (or temporarily off the field of play i.e. due to injury, blood removal or equipment repair) may participate. Therefore, before the final whistle encourage coaches to make their last substitutions. After the final whistle make sure and segregate the players eligible to take the kicks. The AR and/or 4th official may help with this by keeping the substitutes from coming onto the field and having them dress differently (wear pinnies or warm-ups). During the taking of KftPM, substitutions are not allowed, except for an INJURY to the goalkeeper. A goalkeeper who is sent off for misconduct during the KftPM may only be replaced by an eligible field player. During the taking of KftPM any eligible field player may trade places with the existing goalkeeper at any time with permission of the referee.
- 3) Set up - The referee decides which goal will be used for the taking of the KftPM (typically taking into account the weather & field conditions). The referee tosses a coin with the captains. The winner of the coin flip may choose to shoot first or second.
- 4) Reduce To Equate - BEFORE the KftPM the referee shall ensure that only an equal number of players from each team will participate. That is, if a team is playing short due to injury, red card, or lack of eligible players the other team will reduce its eligible kickers by a like amount. Under NO circumstances will a team "reduce to equate" once the KftPM commence. Although the KftPM are considered to be part of the game, the kicks will proceed even if one team falls below seven eligible players due to injuries or sendoffs. A player cautioned during KftPM is not allowed to be substituted and will continue to participate in the Kicks.
- 5) Location of Participants - At the end of the overtime periods, the AR and the 4th official on the bench side ensure that NO PLAYERS leave the field without the permission of the referee and NO SUBS enter. Water and instructions may be given to the players (coach remains OFF the field, players ON near bench area) while the KftPM are being set up. The referee will conduct the Coin Toss, with the winning team choosing to kick first or second. Only players and referees are on the field of play during Kicks. The fourth official, if provided, remains between the team benches. One AR manages the players at the center circle and records the kicker's number and result. The other AR stands at the intersection of the goal area and goal line to act as goal judge and to assist in determining illegal keeper forward movement. A subtle signal should be discussed for valid goals and/or GK movement beforehand. The referee stands in a position to observe the kicker, goalkeepers, and assistant referee. The goalkeeper not currently participating in the KftPM stands at the intersection of the penalty area and goal line behind the assistant referee.
- 6) Taking of the kicks - The referee records the number of the kicker and the kick result (a list of the initial five kickers is NOT required). The referee ensures that the ball is properly placed on the penalty mark, the goalkeeper is in proper position on the goal line between the goalposts (goalkeepers are allowed to move along the goal line), and then signals for the kick to proceed. The kick is over when the initial momentum imparted to the ball by the kicker is spent - the ball may rebound off the crossbar, ground, and/or goalkeeper and still enter the goal. The kicker may not play the ball a second time.
- 7) Retaking the kick - If a KICKER infringes the Laws the referee allows the kick to proceed. If the ball enters the goal, the kick is retaken. If the ball does not enter the goal, the kick is not retaken.

