



GREAT LAKES WOMEN'S SOCCER LEAGUE

RULES AND REGULATIONS

1 RULES OF PLAY: Except as otherwise provided in these League rules, the FIFA "Laws of the Game" shall apply to any and all competitions sponsored by this League.

1.1 Length of game, periods, and ball specification:

- A. Duration of the game shall be two 45-minute halves, with a maximum of ten (10) minutes between halves.
- B. There will be no overtime period except in championship or tournament games.
- C. A #5 ball will be used as the game ball. The home team will provide two (2) balls, and the referee shall choose the game ball.

1.2 Number of players: No team may play with less than seven (7) players, nor dress more than twenty-five (25).

1.3 Substitutions: The number of times a team may substitute is unlimited, but must be with the referees' permission at the following times:

- A. Prior to a goal kick, by either team.
- B. Prior to a throw-in, team's possession. If both teams have players at the half line, both teams may substitute.
- C. After a goal, by either team.
- D. After a caution, cautioned player may be substituted.
- E. At half time, by either team.
- F. After an injury, the injured player may be substituted. The opposing team shall be allowed to substitute one player if the injured player is removed from the field.

2 PLAYER DIVISIONS

2.1 Open Divisions: In Premier, First, and Second Divisions all women must be turning 18 within the calendar year in the current season.

2.2 Over 30 Divisions: In the over 30 Division all players must be turning 30 within the calendar year in the current season. A photocopy of each player's driver's license must be submitted to the Registrar to be kept on file.

2.3 Over 40 Divisions: (intentionally blank)



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3 LEAGUE GAMES

3.1 Game Report Forms: The home team shall supply three (3) copies of the Game Report. It is required that each team have player ID cards, referee money and Game Report Form in order to play the game. In addition, the coaches will give the referee the player ID cards for all players who will participate in that game.

3.2 Payment of Referees: Both teams are responsible for paying the referees. The MSA determines referee fees each season. [Referees are assigned by the MSA]. Each team must provide lines people, if requested by the referee. Referees must be paid even if the game is cancelled or forfeited at the field. Payment of fees must be recorded on the Game Report.

3.3 Valid ID: In the event that an official GLWSL picture ID card is not available, a valid driver's license may be substituted. The player's name must appear on the printed roster. No handwritten additions to the report are permitted. Those players must provide a driver's license number, print and sign their names on the front of the official game report. The game will be considered to be played under protest pending validation of their registration with the Registrar. Failure to provide valid ID and sign the front of the game report may result in forfeiture of the game.

3.4 Player Uniforms: Permanent numbers are required on the uniform shirt (can be sleeved or sleeveless) and must match the number listed on the Game Report Form. Uniforms must conform to FIFA rules and standards. Alternate jerseys must also have permanent numbers. Shin guards must be worn and socks must cover the shin guards.

3.5 Uniform Color Conflict: If a color conflict arises, the home team will change to their alternate color, if requested to do so by the referee. Goalkeeper jerseys must be different from either team color.

3.6 Submission of Game Reports: The referee will return the player pass cards to each team, and team officials will sign all three (3) copies at the conclusion of the match. Referee crews must print their names on all three (3) copies. The home team shall mail one copy or email a digital copy of the game report to the League Statistician within 48 hours. In case of a tie, the home team shall mail one copy or email a digital copy of the game report to the League Statistician within 48 hours. Failure to mail one copy or email a digital copy the game report within 48 hours may result in an administrative forfeit and a fine.

3.7 Condition of Playing Field: Each team is responsible for the condition of the grounds, and the proper field markings. Nets are required.

3.8 Team and Spectator Conduct: It will be the responsibility of the coach/manager to see that their members and fans behave in a proper and respectful manner.

3.9 Player Code of Conduct: All players must sign a "player code of conduct" and it must be on file with the Vice-President before the first regulation game.



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4 INJURIES

4.1 Injuries: If an injury should occur during a game, it is the team manager's/coach's duty to insure that the injury had been noted on the game report by the referee.

4.2 Blood on the Uniform: If the injury causes bleeding, the player shall be allowed to leave the field to tend to her injury. The player will be allowed to re-enter the field when the bleeding has been stopped. If it is necessary for a player to change socks, shorts or jersey, the player will be allowed to wear shorts, socks and an un-numbered jersey of the appropriate color.

5 DISCIPLINARY ACTION

5.1 Red Cards: Any player or coach who receives a red card during the season shall be automatically suspended from participating in the next league game. If an individual is a coach of more than one team in the league, then he/she may not coach that same day for the second team. The game that he/she is suspended is the first league game of the next match day. Individuals who receive red cards for fighting before, during or after a game shall receive a two game suspension. Any player or coach receiving a red card must pay a \$50.00 fine. The GLWSL Treasurer must receive the fine no later than 4 days after the red card was issued, for the player to be eligible to play. For a second offense during the season, the player will appear before the GLWSL Board.

5.2 Persistent Infringement: Teams, players, or coaches with red cards and/or accumulated cautions shall be subject to discipline by the Board. Any player/coach who receives 3 yellow cards during the season will be suspended the game after the third card is given. A \$50.00 fine must be received by the GLWSL Treasurer no later than 4 days after the third card was issued, for the player to be eligible to play.

5.3 Suspended or Banned Players: A team permitting a suspended or banned individual to participate in a League game, after having been properly notified by a board member, will forfeit any games that player participated in and will also forfeit its performance bond.

5.4 Poaching: No recruitment of players already registered (for the time period beginning with the registration meeting and ending on the day of the last league game) or committed to any organized team (not just GLWSL teams) is permitted, without first contacting the player's current coach / manager.

5.5 Compliance with GLWSL Regulations: Failure to comply with the GLWSL Articles of Incorporation, Bylaws, Rules and Regulations, or Policies and Procedures is subject to disciplinary action by the Board.

6 SCHEDULED GAMES

6.1 League games: League games must be played on the days and at the times scheduled during the Spring Scheduling meeting. Within one (1) week of the distribution of the schedule, a team manager/coach may obtain a schedule change, subject to the approval of the opposing team manager/coach. The team manager/coach is responsible for checking the accuracy of the schedule.

6.2 Cancellations: No cancellations of games shall be allowed. A game may be rescheduled only for a National Sanctioned Tournament. Any team that does not appear for their scheduled game will be fined, and the opposing team awarded a forfeit score of 1 -0.



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6.3 Games Suspended or Cancelled by Referee: Should the game be cancelled or suspended by the referee, on the field at game time, it must be rescheduled within ten (10) days. The home team is responsible for rescheduling the game on a day, which is amicable to both teams. Referees must be paid regardless.

6.4 Complete Game: Games suspended by the referee on the field of play will be deemed a full game if called after 55 minutes of play. The score at that time shall stand. Any game called before 55 minutes of play are completed, shall be replayed in its entirety.

6.5 Notification of Cancellation or Forfeit: The home team is responsible for notifying the League Scheduler of a game cancellation by referee or forfeit within 72 hours of the match. There will be a fine for a forfeit.

7 RAIN-OUT PROCEDURE

7.1 If the Game Never Starts: Each team pays the referees ½ of their game fee: \$15.00 for the referee and \$10.00 for each assistant. Have the referees print their names on the game report. Make sure they write on the game report that you were rained out and the referees were paid. The arrangements for the rescheduled match must be submitted to the League within 10 days. Failure to reschedule within 10 days will result in the League assigning a date, time and location for the rescheduled match.

7.2 If the Game is Halted: If the game starts and then it thunders, wait 30 minutes from the last rumble, and restart the match. The game is considered complete if you play 10 minutes into the second half. If you cannot complete the game, make sure you write on the game report that you were rained out. The arrangements for the reschedule match must be submitted to the League within 10 days. Referee fees and field fees are due again for the rescheduled match.

8 FORFEITS: A team shall lose a game by forfeit for the following reasons:

8.1 Any player who is falsely and/or not registered, and who is playing in a game.

8.2 The playing field and/or equipment, including nets and field markings, not meeting the standards of the league as determined by the referee (excluding Acts of God).

8.3 Any team (home or visitor) delaying the start of a scheduled game more than fifteen (15) minutes shall forfeit the game.

8.4 Decisions regarding the items 8.1 - 8.3 will be made by the referee.

8.5 If the game is stopped by the referee for reasons of violent and/or abusive conduct by teams, team officials, and/or spectators, the Board may award a forfeit.

8.6 Not in good standing with the league.

8.7 The score of a forfeited game is 1 -0.



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9 PROTESTS

9.1 Only violations of the Articles of Incorporation, Bylaws, Rules and Regulations, or Policies and Procedures of this League, and/or misapplication of the FIFA "laws of the Game" shall be proper subjects for consideration as an official protest.

9.2 For a protest to be valid it must be according to the procedure outlined in the GLWSL Policies and Procedures ~~[See Sections 4.12.1-4.12.4]~~.

10 APPEALS: Appeal and disciplinary hearing procedures are governed by the GLWSL. The Executive Board sets fees on an annual basis. The fees must be published at, or before the Annual General Meeting. ~~[See Policies and Procedures, Section 4.9]~~