



Adult House League

The Adult Divisions play entirely under ELSC. Each team will play up to 14 games during the regular season (early May to middle of August) and can be assigned a practice time slot each week, if the team desires one. All games will be played on ELSC fields. Each player receives a jersey, shorts, and socks.

A Tournament will take place at the end of the regular season.

Women's games will be scheduled Friday nights and Men's games will be scheduled Saturday nights.

Rescheduling of rainout games may occur through the week at 6:30pm or 8:30pm.

Practices will be scheduled by each team's coach on one of the ELSC practice fields.

IMPORTANT:

Both coaches and referees **MUST** report accurate scores and any cards given out within 48 hours of their game being played.

Send texts to **519-319-9662** or emails to **daniellecullen@live.ca**. If scores/cards have not been reported within the 48 hours your game will be considered a forfeit.

The Adult divisions follow FIFA rules, unless otherwise specified in the West London Soccer League (WLSL) Manual or in this section listed below.

- Convenor needs to authorize any call-up requests for a team in advance
- Teams playing unregistered/unauthorized or ineligible players will forfeit their game and the offending player will be immediately suspended from the league
- Each adult team is provided one net and 2 corner flags to set up their end of the field by game start time. Failure to mount the net or position the corner flags within 15 minutes of game start time will result in a forfeit by the offending team.
- Loss of net or corner flags will result in the team being charged a \$50 deposit for the replacement equipment, which will be reimbursed at the end of the season as long as all equipment is returned
- **ADDITIONAL YELLOW AND RED CARD RULES:**
 - All Red card suspensions are subject for review by the ELSC Board Disciplinary Committee based on severity of event
 - Players under 'Red Card Suspension' are suspended from play and from being on the bench side of the field
 - 1 Yellow Card equals 1 point
 - 1 Red Card equals 2 Yellow Cards which equals 2 points.
 - Any "combination of cards totaling 4 points" becomes an automatic suspension from the league until reviewed by the ELSC Board Disciplinary Committee.
 - Example of 4 cards equaling 4 points:
 - 2 Reds
 - 4 Yellows
 - 1 Red and 2 Yellows
 - A player can be assigned multiple cards in a game based on infractions
 - A player can be assigned a card from the referee until they have left the **park/property**
 - A player can be assigned multiple cards from the referee, based on non-compliance to their instructions
 - All Red cards in the last regular season game will carry over into Tournament Day and the player will be suspended from their first Tournament game
 - Any "combination of cards totaling 4 points" in regular season play will carry over to Tournament Day and becomes an automatic suspension from the league until reviewed by the ELSC Board Disciplinary Committee
- Players changing teams during the season will only be permitted in extraordinary circumstances with permission from the ELSC Board Disciplinary Committee
- Slide tackling is being reinstated in the Adult Divisions following normal FIFA rules



- **Game sheets**

- A game sheet is to be supplied by each team.
- No photocopies of used game sheets are permitted.
- Game sheets are to be fully completed by each team and given to the referee prior to the game start time or the game is forfeited by the offending team.
- A late player must ask the referee's permission to enter the field play and this player must be added to the game sheet (if not already listed on it) before the referee signs off on the game sheet.
- The coach should verify the score and all cards recorded on his/her copy of the game sheet are legible before leaving the field.
- All yellow and red cards issued during a match must be reported by the match official on the game sheet. Cards are not to be given out during the game and not recorded on the game sheet.
- The 30/30 rule for lightning will be enforced. When you can count 30 seconds or less between lightning and thunder, head for safe shelter. If a game is called for lightning all players will leave the fields. Depending on when the game was called will determine whether the game needs to be rescheduled or the score stands.
- Games terminated for darkness or inclement weather will be decided as follows:
 - More than 1/2 of the game played – the score will stand
 - Less than 1/2 of the game played – the game will be rescheduled

Items Not Allowed

- **Jewelry** - The League has a ZERO tolerance for jewelry. Using tape to cover up jewelry is not allowed. Barrettes and bobby pins are also prohibited. Medical alert bracelets are allowed but they must be fully taped to the satisfaction of the referee. Hair band/sweat bands must stay in place on the head, not around the neck or over the eyes. Referees are also prohibited from wearing jewelry except for a watch or similar device for timing the match.
- **Only prescription glasses** - (including prescription sunglasses) may be worn by any player on the field.
- **Casts** - Hard casts of any type are considered dangerous and are no longer permitted. Any braces or soft cast material containing metal are not permitted. **Hard casts cannot be wrapped to make them safe.** The referee has sole discretion over what equipment is deemed safe, appropriate and allowable including the uniform of the players and all soft casts.



West London Soccer League Manual

Official West London Soccer League Rules

Rules revised as of April 1, 2016.

No addition or omission without League approval.

Mission Statement

**Our purpose is to organize and provide recreational soccer for youth.
To promote health, fitness and fair play.**

- This is an ongoing educational League for players, coaches, referees and parents.
- Be patient.
- Help others to understand.
- Be positive with comments at all times.
- Encourage good play from the side lines for both teams.

Unless otherwise specified in the West London Soccer League Manual, FIFA rules apply.

DEFINITIONS

- Referee refers to centre referee and assistant referee.
- Coaching Staff refers to coaches, assistant coaches, team representative, manager or anyone acting on behalf of the team.
- League refers to West London Soccer League (WLSL) and its subcommittees.

LEAGUE RULES

1. Game Duration and Ball Size

All games start at 6:30 p.m. For games that start after 6:30pm by League approval only.

- 12 & under: two 35 minute halves. Size 4 ball
- 14 & under: two 40 minute halves. Size 5 ball
- 16 & under: two 45 minute halves. Size 5 ball
- 18 & under: two 45 minute halves. Size 5 ball

Above times apply provided the game starts on time. In the event of a late start each half will be one half of the time remaining to the curfew after allowing for a minute break. Please check schedule for proper game times.

2. Hand Shaking

Shaking of hands will take place at the start of each game, thru the centre line.

3. Forfeited Games

Forfeited games will be recorded as a 3-0 loss and will not be rescheduled. Reason for a forfeited game can include but are not exclusive to:

- Not enough players (less than 7).
- A team is a no show.
- No nets provided by home team.
- Eligibility of Player(s).

4. Terminated Games

Game may only be terminated by the referee and/or field proprietor for the following reasons:

- Severe weather conditions which prevent the safe playing of the game.
- Field conditions and legalities.
- Loss of control.

Note: Game to be rescheduled only by League if deemed necessary.



Games terminated for darkness or inclement weather will be decided as follows:

- More than 1/2 of the game played – the score will stand.
- Less than 1/2 of the game played – the game will be rescheduled.

5. Player Exchange (player substitutions)

Player exchange may be made with the referee's permission thru the centre of the pitch:

- After a goal is scored.
- When a goal kick has been awarded.
- At a throw in (on either team's possession).
- When a player has been injured (injured player only).
- Player issued a yellow card will automatically be substituted off the field (no other substitution can be made at this time).

6. Assistant Referee (formerly linesmen)

Each team will be required to provide one person to act as a lines person, unless lines people are provided as part of the refereeing contingent. Their sole duty, unless otherwise assigned by the referee, will be to flag for a ball out of play. The referee will be the sole judge of the rules governing the game. In addition, the referee will be the sole authority on offside.

7. Minimum number of players for a team for a legal game

A minimum consist of seven (7) players, including the goalkeeper. If within 10 minutes of the scheduled start time, one of the teams cannot field the minimum numbers of players, the game will be declared a forfeit. Refer to rule # 3.

8. No Referee

If a referee fails to arrive within 15 minutes of the scheduled start time for a U12 or U14 game, the 2 coaches will agree upon an acceptable individual to act as a substitute referee. No protest will be allowed in this situation. If the choice of referee is unacceptable to either coach then the game is rescheduled. The League will reschedule the game. Notification MUST be given to the scheduler within 48 hours of the original game for it to be rescheduled. Failure to do so will result in a default for both teams. U16 and U18 must have a League approved centre referee. Assistant referees are also to be used and assigned by the home club. Centre referees can play the game if home club does not provide assistant referees. Centre referee decision is final.

9. Protest

Protests go to the Club Representative (Rep). Only a protest from a Club Rep will be heard. If the Club Rep feels there is just cause to continue, they will forward the protest to the League disciplinary committee; who will make a decision on the protest in a timely manner. All protests require a \$50 fee to be paid to the League for them to be reviewed. NO PROTEST will be considered if received before 24 hours or after 72 hours. ALL PROTEST decisions are final.

10. Yellow and Red Cards

All yellow and red cards violations will be written directly on the completed game sheet by the referee only. Both coaches must complete the card report form from the WLSL webpage within 48 hours. Failure to report a card by coaching staff within 48 hours, will result in a 1 game suspension to the coach.

- Yellow card violations require the immediate substitution of the player charged with the infraction. The carded player may return to the game on the next opportunity for a player exchange.
- A second yellow, to the same player, in the same game, is counted as a red, player is removed from that game and pitch area (removed to the parking lot) at that time.
- Any player receiving a 2nd red card, in a season, will be suspended from play until reviewed by the League disciplinary committee.
- Any player receiving a 4th yellow card in a season will be suspended from play until reviewed by the League disciplinary committee.
- All red cards result in an automatic one game suspension served in the next game regardless of regular season or challenge cup.
- **No card can be protested.**



- **Card Reporting:**

- Referees for U12, U14 and U16 games must report any cards issued to their Referee Coordinator within 48 hours of the match being completed.
- It is then the responsibility of the Club (either through the Referee Coordinator or the Affiliate Convenor) to report through the WLSL email address on the website all cards given out each week.
- League assigned referees (U18 games) will report cards directly to the WLSL email address on the website.
- It is also the responsibility of both coaches to report all yellow and red cards to the WLSL email address on the website for both teams cards received.

11. Coaching Staff to Referee Incident

In the event that a referee is abused in any way by a member of a coaching staff, the referee may terminate the game. The coaching staff member will receive a 1 game suspension. This automatically requires a formal review by the discipline committee that may result in further sanctions. Under no circumstances are referees to be badgered or otherwise abused by a player, coaching staff and/or spectators. If in the opinion of the referee the game is out of control he/she may terminate the game.

12. Protest and Disciplinary Committee

The committee will be made up of 3 members selected from the executive. Protests will be initiated when the individual presents his/her club rep with a concise written statement of the facts. The committee will arrange to convene in a timely and practical manner. Rule violation which requires a player or coaching staff suspension will remain in effect until an alternate decision is rendered by the committee. It is the duty of the club rep to collect and submit information to the committee, so that the committee can make a proper and informed decision. Once the decision is communicated to the club rep the decision is final.

13. Spectator Conduct

All coaching staff are responsible for the conduct of their spectators. The referee expects the support of each coaching staff in maintaining order throughout the game. The referee can stop play of the game and request the coaching staff to address disruptive behaviour of spectators. The referee has the authority to request removal of spectator(s) from the field and vicinity through the coaching staff.

Failure to do so can result in any or all the following:

- Banishment of the problem spectator(s) from future games
- Termination of the game
- Forfeiture of points

14. Call ups

Teams are permitted to call up players from a younger age division house league team only. These players must be registered with the home club. Teams may call up players to field a team of a maximum of 18 players. Call ups have no restriction on number of times called up. All call up must be clearly marked on the game sheets with CU. Call ups must wear the same shirt as the team they are being called up to as well as soccer shorts, socks and shin guards.

15. Uniform Players

Players must wear their entire soccer uniform as supplied by their home club which may include a shirt with number, shorts and socks. Shin guards and proper footwear is to be worn at all times. Failure to do so can result in removal of the offending player(s) until the uniform problem has been corrected to the satisfaction of the referee. In the event of a colour clash the **away team** will be responsible for changing to an alternate colour or wearing bibs/pinnies.

Referees

Referees, including assistant referees, shall wear a coloured shirt that does not conflict with teams. In the event of a conflict and no alternate colour is available the referee shall wear a pinnie/bib.



16. Items not allowed:

- **Jewelry** - The League has a **ZERO** tolerance for jewelry. Using tape to cover up jewelry is not allowed. Barrettes and bobby pins are also prohibited. Medical alert bracelets are allowed but they must be fully taped to the satisfaction of the referee. Hair band/sweat bands must stay in place on the head, not around the neck or over the eyes. Referees are also prohibited from wearing jewelry except for a watch or similar device for timing the match.
- **Casts** - Hard casts of any type are considered dangerous and are no longer permitted. Any braces or soft cast material containing metal are not permitted. Hard casts cannot be wrapped to make them safe. The referee has sole discretion over what equipment is deemed safe, appropriate and allowable including the uniform of the players and all casts.

17. Scoring and standings

It is the responsibility of both coaches to post the score of their game within 48 hours of the game. Failure to post the score within 48 hours will result in the game being posted as a default and no points awarded. Each team has access to the WLSL website to enter the game score. In the event of a discrepancy the score posted on the game sheet is final. All rain out games must be reported by both coaches to the scheduler within 24 hours of the scheduled game. Failure to report the rain out results is a default.

If a tie exists between 2 teams or more, the final standings will be determined using the following tie breaking formula:

- Total number of wins.
- Lowest goals against
- Highest number of shutout
- Coin toss

The league will keep record of scores and standings as follows:

Win = 3 points
Tie = 1 point

18. Rescheduling games

Only the League is allowed to reschedule games. No protests are allowed. Coaches will be given 2 weeks' notice of the new game date, time, and location. Any games played that were not scheduled by the League will be defaulted.

19. Technical Area

Coaching staff and players are to stay 1 meter behind the touchline and 1 meter from the penalty box and 1 metre from their side of center. Spectators are to be 1 meter back from the touchline. Coaching staff and players are to be on the opposite side of the spectators. Coaching staff are not permitted to coach their team from the spectator's side of the field. The referee does not have to start the game until satisfied that all participants have complied with this rule.

20. Game sheets

A game sheet is to be supplied by each team. No photocopies of used game sheets are permitted. Game sheets are to be completed by each coach and made available to the referee prior to the start of the game. **Only the player who is present at the start of the game should be on the game sheet.** A late player must ask the referees permission to play and be listed on the game sheet. The referee must print and sign his/her name on the game sheet at the completion of the game and should include the Game Number on the sheet.

- White copy is for referee
- Yellow is for visiting coach
- Pink is for home coach

It is best that a coach verifies the score and cards on his/her copy of the game sheet are legible.

All yellow and red cards issued during a match must be reported by the match official on the game sheet for the match. Cards are not to be given out during the game and not recorded on the game sheet.

21. Goal nets

The use of goal net is mandatory. If you are the home team on any pitch you are responsible to mount goal nets by the time the game starts. The home team forfeits if nets are not mounted within a 15 minute grace period from the scheduled game start time.



22. Player eligibility and registration

Players must be registered with a club belonging to the League by June 1st of the registration year. Players registered with a competitive youth team are NOT permitted to play in the League. Use of an ineligible player will result in forfeiture of any game this player is listed on a game sheet for and may also result in suspension of a coach and/or suspension of the player.

23. Team application and dead lines

By March 1st each club must submit soft numbers to the League, as well as a list of the fields the teams will play on.

By April 1st each club must submit the number of teams in each age group, as well as coach information, team colours and team names. Only WLSL club rep submissions will be accepted. A reply email will constitute a received and accepted submission. Add-ons/withdrawals after the deadline will carry a surcharge of (+/-) 50% to accommodate changes.

24. Clubs belonging to the League

All clubs must be registered, insured, and in good standing with Western Counties Soccer Association to be a member of the League.

25. Club Discipline

The League reserves the right to discipline all clubs, coaching staff, and players as required to maintain fair play and in accordance with the rules of the League.