

Manitoba  
Soccer  
Association



***The Rules of Indoor Soccer***

***Half-Field Competitions***

***2017-2018***

# ***The Rules of Indoor Soccer***

## ***Preface***

The rules contained within this document shall be applicable for all competitions sanctioned by the Manitoba Soccer Association which play using the indoor half-field configuration. This includes Senior, Coed and Youth competitions. When a situation is not mentioned in these rules the applicable FIFA LOTG interpretation apply.

## ***Competition Specific Rules and Modifications***

Provided the principles of these Rules are maintained, the Rules may be modified in their application for matches for players of under 12 years of age, for women footballers, for veteran footballers (over 35 years) and for players with disabilities.

Any or all of the following modifications are permissible:

- size of the field of play
- size, weight and material of the ball
- width between the goalposts and the height of the crossbar from the ground
- duration of the periods of play
- substitutions

Further modifications are only allowed with the consent of the Manitoba Soccer Association.

Competition Specific Rules and Modifications shall be made available separately, outside of information provided within this document.

## ***Male and Female***

References to the male gender in the Rules of Indoor Soccer (herein "Rules") in respect to referees, referee assistants, players and team officials is for simplification and applies to both genders.

# **The Rules of Indoor Soccer Half-Field Competitions 2017 - 2018**

## **Table of Contents**

<b>Rule 1:</b>	<b><i>The Field of Play</i></b>	<b>1</b>
<b>Rule 2:</b>	<b><i>The Ball</i></b>	<b>1</b>
<b>Rule 3:</b>	<b><i>The Players</i></b>	<b>1</b>
<b>Rule 4:</b>	<b><i>The Players' Equipment</i></b>	<b>2</b>
<b>Rule 5:</b>	<b><i>The Referee</i></b>	<b>3</b>
<b>Rule 6:</b>	<b><i>The Other Match Officials</i></b>	<b>3</b>
<b>Rule 7:</b>	<b><i>The Duration of the Game</i></b>	<b>4</b>
<b>Rule 8:</b>	<b><i>The Start and Restart of Play</i></b>	<b>4</b>
<b>Rule 9:</b>	<b><i>The Ball In and Out of Play</i></b>	<b>5</b>
<b>Rule 10:</b>	<b><i>Determining the Outcome of a Match</i></b>	<b>5</b>
<b>Rule 11:</b>	<b><i>Offside</i></b>	<b>6</b>
<b>Rule 12:</b>	<b><i>Fouls and Misconduct</i></b>	<b>6</b>
<b>Rule 13:</b>	<b><i>Free Kicks</i></b>	<b>8</b>
<b>Rule 14:</b>	<b><i>The Penalty Kick</i></b>	<b>9</b>
<b>Rule 15:</b>	<b><i>The Throw-in</i></b>	<b>9</b>
<b>Rule 16:</b>	<b><i>The Goal Kick</i></b>	<b>9</b>
<b>Rule 17:</b>	<b><i>The Corner Kick</i></b>	<b>9</b>
<b>Appendix A:</b>	<b><i>The Playing Area – WSF Facilities</i></b>	<b>11</b>

# ***THE RULES OF INDOOR SOCCER***

## ***RULE 1: THE FIELD OF PLAY***

1. The playing area shall conform to the field plan (See Appendix A).
2. The playing area shall be marked with clearly visible lines, which measure from 5.1 to 10.2 centimetres (2 to 4 inches) in width. Whichever size is used, all shall have the same dimensions. The lines are part of the area which they encompass.
3. The goals shall be placed on the centre of each goal line. The width of the goals shall be 5.64 metres (18 feet 6 inches) measured from the inside of each goalpost. The height shall be 1.98 metres (6 feet 6 inches), measured from the floor to the underside of the crossbar. The thickness of the goalpost, the crossbar and the lines shall be the same. Nets shall be attached to the goalposts, crossbar and the ground behind the goals, and properly supported to not interfere with the goalkeeper.
4. For matches where offside will be enforced, flagposts, not less than 1.5 m (5 ft) high, with a non-pointed top and a flag must be placed on a designated spot, located 15 metres from the nearest goal line, not less than 1 m (1 yd) outside of each touch line.

**Note:** The bench and warm-up areas are for players and registered team personnel only. Spectators are not permitted to use or watch from these areas.

## ***RULE 2: THE BALL***

FIFA LOTG shall apply with the addition of the following:

1. Game balls are to be supplied by the home team.
2. Should the ball become defective, the game shall be stopped. Play shall be restarted with a dropped ball in accordance with Rule 8.4.
3. All indoor matches shall be played using game balls designed for outdoor soccer unless facilities dictate that the use of outdoor balls is prohibited.
4. A size 5 ball will be used.

## ***RULE 3: THE PLAYERS***

FIFA LOTG shall apply with the addition of the following:

1. The game shall be played by two teams, each consisting of not more than 9 players, one of whom shall be the goalkeeper. A game shall not commence or continue if either team has less than 7 players.

2. Teams may have a roster of 25 players and can dress a maximum of 20 players. Teams may have up to four (4) registered non-playing personnel (team officials) on their team's bench, e.g. coach, manager. All players listed on the game sheet, along with the non-playing personnel, shall be under the jurisdiction of the referee.

In order to participate in a match, all players are required to have valid identification cards unless an official "Permission to Play" letter from the MSA or the specific Member League has been issued for any given match for a specific player. Cards must be submitted to the referee prior to the start of each game. All players on a given team must appear as an approved player on a team's approved roster unless they are a guest player.

3. Registered team officials are responsible for the conduct of team members and supporters. They must bring such individuals under control when asked to do so by the match official. Failure to do so will result in termination of the game with possible disciplinary action against the team.

All team officials are required to have identification cards. Only team officials with a valid identification card are allowed in the team's bench area. Cards must be submitted to the referee prior to the start of each game.

4. A player, who is sent off from the playing area or its vicinity in accordance with Rule 12, may not re-enter the game. The team of the offending player shall play one (1) player "short" for the remainder of the match.

## SUBSTITUTIONS

5. The rules of the competition must state how many substitutes may be nominated from three up to a maximum of twelve.

Unlimited substitutions will be permitted during matches including at half time. All substitutions shall take place at a stoppage in play with the referee's permission. There is no limit to the number of players that can be substituted during a substitution. The use of return substitutions is permitted.

## ***RULE 4: THE PLAYERS' EQUIPMENT***

FIFA LOTG shall apply with the addition of the following:

1. Only indoor soccer shoes or shoes specifically designed for artificial turf shall be allowed. Molded soccer shoes may only be worn on FIFA approved third generation turf. Screw-in or metal studded soccer shoes are not permitted unless facilities permit their use.
2. Goalkeepers are permitted to wear tracksuit type pants. Caps are not allowed.
3. When the referee believes a colour conflict exists the Home team must change their jerseys.

4. All players' uniforms should have a different number on the back, including scrimmage vests when used. Each player must have a different number than his teammates. The number on the jersey or shirt shall be distinct and visible.
5. A player must not use equipment or wear anything, which is dangerous to themselves or another player. Any kind of jewellery, bands or rings must be removed. Taping is not allowed. Knee and leg braces must be completely covered by a protective sleeve (e.g. Neoprene or similar material). The referee shall decide on player participation relating to all matters of safety.

*Exception: Players are permitted to wear a plastic ear retainer, which is deemed safe, that is taped over and covered as per the MSA Directive Regarding Stretched Ear Holes.*

6. If undergarments are worn, the colour of the sleeve must be the same main colour as the sleeve of the jersey or shirt. If undershorts or tights are worn, they must be of the same main colour as the shorts or the lowest part of the shorts - players of the same team must wear the same colour.
7. If tape or similar material is applied externally it must be the same colour as that part of the stocking it is applied to.

### ***RULE 5: THE REFEREE***

FIFA LOTG shall apply with the addition of the following:

1. Only MSA certified officials will be assigned.
2. In cases of emergency where no official is available, the teams may agree on a having a non-certified person officiate the game. Once both teams agree and the game commences, the game and the result shall be considered valid.
3. Each match is controlled by a referee who has full authority to enforce the Rules of Indoor Soccer in connection with the match to which he has been appointed. This includes any incident that occurs before, during or after the match.
4. The referee may only change his decision on realizing that it is incorrect or, on the advice of the neutral assistant referees, provided he has not restarted play or terminated the match.

### ***RULE 6: THE OTHER MATCH OFFICIALS***

FIFA LOTG shall apply with the addition of the following:

1. An MSA certified official may be appointed in the role of Assistant Referee (AR). The AR

shall be under the jurisdiction of the referee.

2. For competitions where no MSA certified official is appointed, each team is responsible to supply one individual to assist the referee. They shall not perform all the duties of an appointed AR but will be asked to perform only those tasks assigned by the referee.

## ***RULE 7: THE DURATION OF THE MATCH***

1. The duration of the game shall be two equal periods of 30 minutes unless otherwise mutually agreed between the referee and the two teams. Any agreement to alter the duration of the periods of play (e.g. to reduce each half because of unexpected delays or facility issues) must be made before the start of play and must comply with competition rules. A maximum half time interval of four (4) minutes will be permitted.

If a team does not have the minimum number of players required after the seven (7) minute grace period of the scheduled start, the match will not be played. If a team arrives late for the game but within the grace period, the game may be shortened to allow the following games to begin on time.

2. No allowance is made in either period for all time lost. However, the referee may, at his discretion, stop his watch as he deems fit in cases such as serious injury or excessive wasting of time. Time shall be extended at the end of any half of play to allow the taking of a penalty kick to be completed.
3. The referee may, at his discretion, start the time on his watch, if in his opinion one or both teams are delaying the kick-off. The kick-off will not be delayed any longer than seven (7) minutes past the scheduled kick-off time.
4. The public clock at the facility governs time of day.
5. If for any reason a game is not completed, the League or Competition Coordinator shall determine the outcome of the game.

## ***RULE 8: THE START AND RESTART OF PLAY***

FIFA LOTG shall apply with the addition of the following:

1. At a kick-off, the opponents of the team taking the kick-off are in their own half, at least 6 metres (6.6 yards) from the ball until it is in play. The ball is in play when it is kicked and clearly moves.
2. If a player taking the kick-off touches the ball again before it has touched another player, an indirect free kick, or for a deliberate handball a direct free kick, is awarded. For any other infringement of this rule the kick-off shall be re-taken.
3. A goal may be scored directly against the opponents from a kick-off.

4. For any stoppage not mentioned elsewhere in these rules, the referee shall restart the game with a dropped ball. The ball shall be dropped closest to the place where the ball was when play was stopped unless play was stopped inside the goal area, in which case the referee drops the ball on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped. The ball shall be dropped again if the ball is touched by a player before it touches the ground or the ball leaves the field of play after it has touched the ground, without a player touching it.

If a dropped ball enters the goal without touching at least two players play is restarted with:

A goal kick if it enters the opponents' goal

A corner kick if it enters the team's goal

5. When the ball makes contact with the ceiling or fixtures above the playing surface, play shall be stopped and the match shall be restarted with a dropped ball from the location closest to where the ball struck the ceiling or fixture when play was stopped, unless play was stopped inside the goal area, in which case the referee drops the ball on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped.

## ***RULE 9: THE BALL IN AND OUT OF PLAY***

1. The ball is out of play when:

- it has wholly crossed the goal line or touch line whether on the ground or in the air
- it has made contact with any part of the ceiling or fixtures above the playing area
- play has been stopped by the referee

2. The ball is in play, at all other times including when:

- it rebounds off a goalpost, crossbar or corner flagpost and remains in the field of play
- it rebounds off either the referee or an assistant referee when they are on the field of play
- in the event of a supposed infringement of the Rules until a decision is given

## ***RULE 10: DETERMINING THE OUTCOME OF A MATCH***

FIFA LOTG shall apply including the following:

1. During the course of the game, should an outside agent assist the ball into goal or prevent the ball from entering into goal, play shall be stopped. The referee shall restart the game with a dropped ball (see Rule 8.4).



## **GAMES REQUIRING A WINNER**

Extra time and kicks from the penalty mark are the two methods approved for determining the winning team where competition rules require there to be a winning team after a match has been drawn.

### Extra time:

Competition rules may provide for two (2) further equal periods, not exceeding 15 minutes each, to be played. The conditions of Rule 8 will apply.

### Procedure for kicks from the penalty mark:

- Unless there are other considerations the referee tosses a coin to decide the goal at which the kicks will be taken. The goal where the kicks from the penalty mark are taking place may be changed only if the goal or the playing surface becomes unusable.
- The referee tosses a coin again and the team that wins the toss decides whether to take the first or the second kick.
- The referee keeps a record of the kicks being taken.
- Subject to the conditions explained below, both teams take five kicks.
- The kicks are taken alternately by the teams.
- If before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
- If after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
- A goalkeeper who is unable to continue before or during the kicks may be replaced by a named substitute or a player excluded to equalize the number of players, but takes no further part and may not take a kick.
- With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are eligible to take kicks from the penalty mark.
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.
- Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken.
- All players, except the player taking the kick and the two goalkeepers, must remain within the centre circle.
- The goalkeeper who is the teammate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.

- If at the end of the match and before or during the kicks one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the referee must be informed of the name and number of each player excluded. Any player thus excluded may not participate in kicks from the penalty mark (except as outlined previously).
- Before the start of kicks from the penalty mark, the referee must ensure that an equal number of players from each team remains within the centre circle and they shall take the kicks

Notes:

- The kicks from the penalty mark are not part of the match.
- Once all eligible players have taken a kick from the penalty mark, the same sequence does not have to be followed as in the first round of kicks.
- Each team is responsible for selecting the players from those on the field of play at the end of the match and the order in which they will take the kicks. The referee is not informed of the order.
- A player other than the goalkeeper who is injured may not be substituted during the taking of kicks from the penalty mark.
- If the goalkeeper is sent off during the taking of kicks from the penalty mark, he must be replaced by a player who finished the match.
- A player, substitute or substituted player may be cautioned or sent off during the taking of kicks from the penalty mark.
- The referee must not abandon the match if a team is reduced to fewer than the competition's required number of players during the taking of kicks from the penalty mark.

If for any reason a game is not completed, the League or Competition Coordinator shall decide on the outcome of the game.

### ***RULE 11: OFFSIDE***

FIFA LOTG shall apply with the addition of the following:

1. Offside offences shall only be in effect in the attacking third of the field. The attacking third of the field is defined as the area of the field, from touchline to touchline extending 15 metres from the goal line as indicated by flagposts placed 1 m (1 yd) outside the touch lines (see Appendix A).

### ***RULE 12: FOULS AND MISCONDUCT***

FIFA LOTG shall apply as follows:

1. A direct free kick is awarded to the opposing team if a player commits any of the following seven offences in a manner considered by the referee to be careless, reckless or using excessive force:

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent
- strikes or attempts to strike an opponent
- pushes an opponent
- tackles or challenges an opponent

A direct free kick is also awarded to the opposing team if a player commits any of the following four offences:

- holds an opponent
- spits at an opponent
- impedes an opponent with contact
- handles the ball deliberately (except for the goalkeeper within his own penalty area)

A direct free kick is taken from the place where the offence occurred.

A penalty kick is awarded if any of the above eleven offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

If an offence involves contact it is penalized by a direct free kick or penalty kick.

2. An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offences:

- controls the ball with his hands for more than six seconds before releasing it from his possession
- touches the ball with his hands after:
  - releasing it and before it has touched another player
  - it has been deliberately kicked to him by a teammate
  - receiving it directly from a throw-in taken by a teammate

An indirect free kick is also awarded to the opposing team if, in the opinion of the referee, a player:

- plays in a dangerous manner
- impedes the progress of an opponent without contact
- prevents the goalkeeper from releasing the ball from his hands or kicks or attempts to kick the ball when the goalkeeper is in the process of releasing it
- commits any other offence, not previously mentioned in the Rules, for which play is stopped to caution or send off a player.

The indirect free kick is taken from the place where the offence occurred.

3. A player is cautioned and shown the yellow card if he commits any of the following six offences:

- unsporting behaviour.
- dissent by word or action.
- persistent infringement of the Rules of Indoor Soccer.
- delaying the restart of play.
- failure to respect the required distance when play is restarted with a corner kick, free kick or throw-in.
- entering, re-entering or deliberately leaving the field of play without the referee's permission.

A substitute or substituted player is cautioned and shown the yellow card if he commits any of the following four offences:

- unsporting behaviour.
- dissent by word or action.
- entering or re-entering the field of play without the referee's permission
- delaying the restart of play.

4. A player, substitute or substituted player is sent off and shown the red card, if he commits any of the following seven offences:

- serious foul play
- violent conduct
- spitting at an opponent or any other person
- denying the opposing team a goal or an obvious goalscoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
- denying an obvious goalscoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick.
- using offensive, insulting or abusive language and/or gestures.
- receiving a second caution in the same match

A tackle which endangers the safety of an opponent must be sanctioned as serious foul play.

Where a player denies the opposing team a goal or an obvious goalscoring opportunity by a deliberate handball offence, the player is sent off wherever the offence occurs.

Where a player commits an offence against an opponent within their own penalty area which denies an opponent an obvious goalscoring opportunity and the referee awards a penalty kick, the offender is cautioned unless:

- The offence is holding, pushing or pulling or
- The offending player does not play the ball or there is no possibility for the player making the challenge to play the ball or

- The offence is one which is punishable by a red card wherever it occurs on the field of play (e.g. serious foul play, violent conduct etc.)

In all of the above circumstances the player is sent off.

5. When a player is sent off, that player is dismissed from the game as well as the playing field area, including the spectator stands. The player must immediately go to his dressing room. He may not return to the vicinity of the field during the remainder of the game or while the same match official is present, even as a spectator. Failure to comply with this shall result in the immediate abandonment of the game, followed by possible disciplinary action against the team.

### ***RULE 13: FREE KICKS***

FIFA LOTG shall apply including the following:

1. Free kicks are either direct or indirect.
2. For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker must not touch the ball again until it has touched another player.
3. All free kicks are taken from the place where the infringement occurred except:
  - indirect free kicks to the attacking team for an offence inside the opponent's goal area are taken from the nearest point on the goal area line which runs parallel to the goal line
  - free kicks to the defending team in their goal area may be taken from anywhere in that area
  - free kicks for offences involving a player entering, re-entering or leaving the field of play without permission are taken from the position of the ball when play was stopped. However, if a player leaves the field of play as part of play and commits an offence against another player, play is restarted with a free kick taken on the boundary line nearest to where the offence occurred; for direct free kick offences a penalty kick is awarded if this is within the offender's penalty area
  - the Rules designate another position (see Rules 3, 11, and 12)

### ***RULE 14: THE PENALTY KICK***

FIFA LOTG shall apply with the exception of the following:

1. The players other than the kicker must be located:
  - inside the field of play
  - outside the penalty area
  - behind the penalty mark
  - at least 6 m (6.6 yds) from the penalty mark
2. Time of play shall be extended at the end of each half to allow a penalty kick to be taken

or retaken.

3. the penalty kick is completed when the ball stops moving, goes out of play or the referee stops play for any infringement of the Rules.

### ***RULE 15: THE THROW-IN***

FIFA LOTG shall apply.

### ***RULE 16: THE GOAL KICK***

FIFA LOTG shall apply.

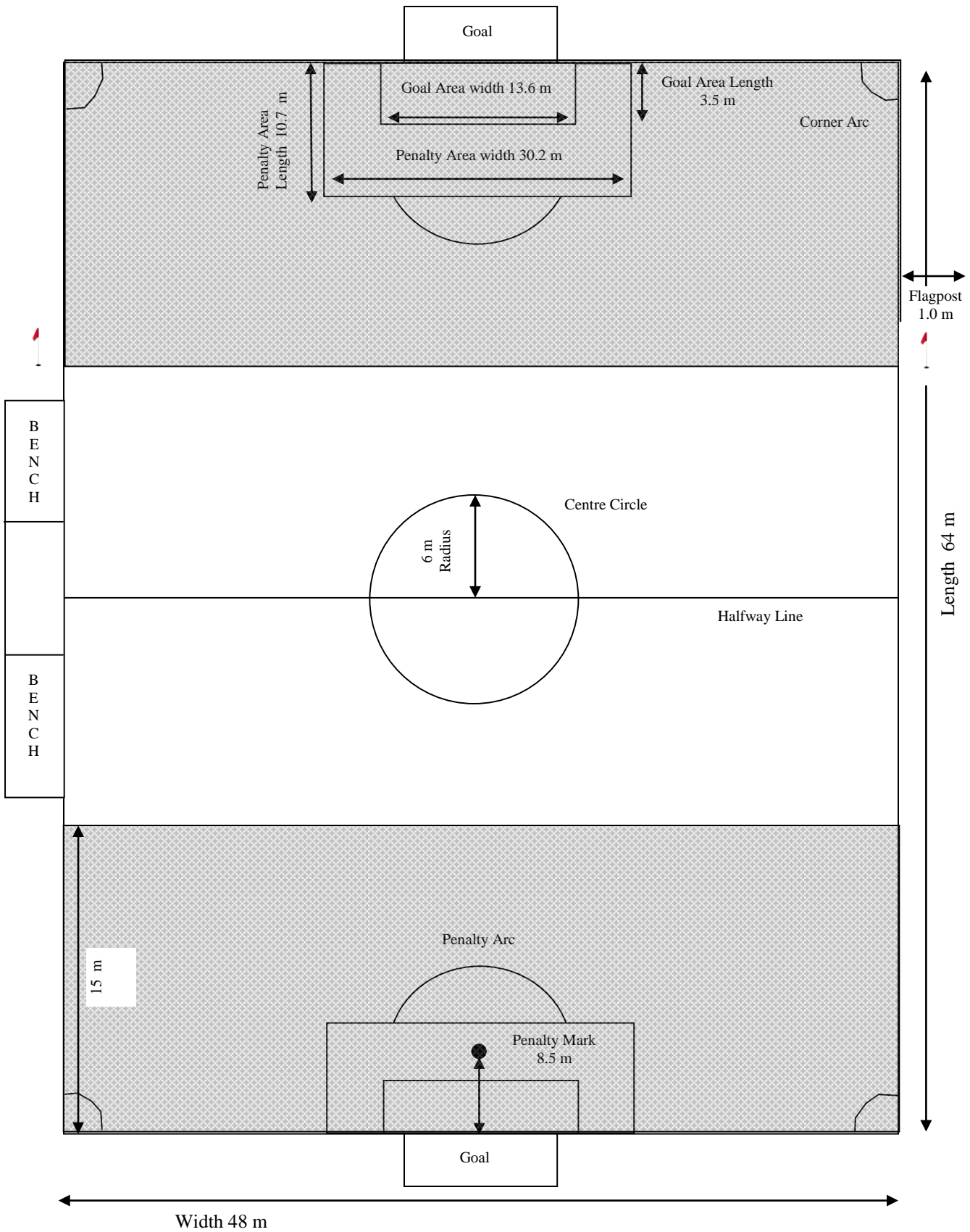
### ***RULE 17: THE CORNER KICK***

FIFA LOTG shall apply with the exception of the following:

1. Procedure
  - The ball must be placed inside the corner arc nearest to the point where the ball crossed the goal line
  - The corner flagpost must not be moved
  - Opponents must remain at least 6 m (6.6 yds) from the corner arc until the ball is in play
  - The ball must be kicked by a player of the attacking team
  - The ball is in play when it is kicked and clearly moves
  - The kicker must not play the ball again until it has touched another player

# INDOOR SOCCER (Half-Field Competitions)

## APPENDIX A: Winnipeg Soccer Federation Facilities 1/2 Field





*Winnipeg Youth Soccer Association*  
**Winnipeg, Manitoba, Canada**

# ***League Specific Rules***

## ***Indoor Half-Field Competition***

***2017-2018***



## **WYSA League Specific Rules**

### **Indoor Half-Field Competition**

The information contained within this document provides additional or specific rules and regulations for matches scheduled by WYSA for their Indoor Half-Field Competitions.

With the exception of league specific rules mentioned in this document, all matches shall be played in accordance with “The Rules of Indoor Soccer Half-Field Competitions 2017-2018” as sanctioned by the Manitoba Soccer Association.

### **RULE 2: THE BALL**

5. U11 & U12 D-League matches will use a size 4 soccer ball. Size 4 balls should have a pressure equal to 0.7 – 0.9 bar (10.2 lbs/sq in – 13.1 lbs/sq in).

### **RULE 3: NUMBER OF PLAYERS**

FIFA LOTG shall apply with the addition of the following:

6. The game shall be played by two teams, each consisting of not more than 9 players, one of whom shall be the goalkeeper. A game shall not commence or continue if either team has less than 7 players.
7. In WYSA D-League U11 & U12 matches, teams may have a roster of 16 players and can dress a maximum of 16 players. In WYSA Premier U13-U17 matches, teams may have a roster of 18 players and can dress a maximum of 18 players. Teams may have up to four (4) registered non-playing personnel (team officials) on their team’s bench, e.g. coach, manager. All players who are dressed to play, along with the non-playing personnel, shall be under the jurisdiction of the referee.  
Club Head Coaches (CHC) and Assistant Club Head Coaches (ACHC) will be permitted to occupy a spot in the technical area in excess of maximum of four (4) registered non playing personnel provided that the following conditions are met:
  - All CHCs / ACHCs MUST provide their card to the Referee Assistant
  - All CHCs / ACHCs MUST be listed on the game sheet.
  - No technical area shall be permitted to have more than 5 Team Officials during any match, which includes the CHC/ACHC.

CHCs and/or ACHCs are permitted to come and go at any point during a match, however, they must always follow the ‘hand in your card’, ‘be listed on the game sheet’ and ‘no more than 5 Team Officials’ protocols for any match they attend.

Teams may also have a same gender adult if needed. In all cases where a female team has all male personnel, a designated female adult must be present at the team bench. For male games with all female personnel, an adult male must be present on the bench. These designated same gender persons, if not registered, are not allowed to coach. The game will not be played if a same gender adult is not present. All persons in the bench area must be recorded on the game sheet. Each team must appoint a Referee Liaison (RL) to monitor their supporters' behaviour.

#### 8. Team Officials' ID Cards

- If any team official does not have their valid ID card with them they will not be allowed to be at the team bench.
- In the event all team officials do not have their ID cards with them, the referee will allow one (1) coach to be at the team bench during the match. All those without ID cards must go to the spectator side of the facility. The referee will ask to see a photo ID of the selected coach if no card is produced. The referee will write on the match sheet the name of the attending coach and indicate that they did not have a valid ID card.
- If at any point during the match a team official produces a valid ID card, they shall be allowed to be at the team bench, provided they are listed on the game sheet.
- If no registered coach is available at the beginning of the match, the team will be permitted to have one adult to act as coach. The referee will ask to see a photo ID of the selected adult and write their name on the game sheet and indicate "temporary coach – no card". If a registered coach arrives during the match with a valid ID card they will replace the temporary adult coach.

#### 9. Player ID Cards - The following divisions require valid player ID cards: D-League U11 & 12 and U13 – U18 Premier 1 & 2. Only players with valid ID cards will be allowed to play

- If any player registered with one of the above divisions does not have a valid ID card at the start of the match, they will not be allowed to play until they produce their ID card.
- If an entire team does not have their ID cards at the start of the match, the referee will allow the team to play. If the ID cards do not arrive before the end of the match the referee will write on the match sheet that the team in question did not produce their ID cards at any time during or at the end of the match. If the ID cards are not produced by the end of the match, the team does default the match.
- Guest players from any of the above divisions must produce their valid ID card prior to the match to be allowed to play. Players from a Recreational Team listed as a Guest Player on a D-League/Premier 1 & 2 team are also required to have a valid ID card which must be provided by their District to participate. All guest players' names must be identified by placing a GP next to their name on the game sheet.

#### 10. Valid ID Cards - Only team officials and players with a valid WYSA identification card are allowed to be at the team bench during the match. The following conditions constitute a valid ID card:

- Recognizable photo on the card.
- Clear written name.
- Coaches Club name
- District Registrar stamp
- Criminal screening completion date (valid for 3 years) from completion date (Team Officials)
- Respect in Sport Certification # (Team Officials)
- On the back side of the card, a current season dated stamp in the season space or 2 current season dated stamps if the card has no season designation (the latter are the old style cards we are phasing out)

**Failure to have all of the above conditions will result in the ID card being deemed invalid.**

The following valid ID cards will be in effect for the WYSA League:

- U11 – U12 Developmental players are required to have grey player cards.
- U13 – U18 Premier 1 players are required to have salmon player cards.
- U13 – U18 Premier 2 players are required to have yellow player cards.
- Team Officials, with exception of the same gender person, are required to have a green card. Same gender persons will not have an ID card.
- Club Head Coaches (CHC) and Assistant Club Head Coaches (ACHC) will be provided a goldenrod card, which says “Club Technical Staff Card” at the top of the card.

## ***RULE 7: DURATION OF THE GAME***

6. The duration of the game shall be two equal periods of 30 minutes with a one (1) minute half-time interval.

If a team does not have the minimum seven (7) players required after five (5) minutes of the scheduled start, the match will not be played. If a team arrives late for the game but within the five minute grace period, the game may be shortened to allow the following games to begin on time.

7. The referee may, at his discretion, start the time on his watch, if in his opinion one or both teams are delaying the kick-off. The kick-off will not be delayed any longer than five (5) minutes past the scheduled kick-off time.

## ***GAMES REQUIRING A WINNER***

Extra time and kicks from the penalty mark are the two methods approved for determining the winning team where competition rules require there to be a winning team after a match has been drawn.

Extra time:

1. In WYSA D-League U11 & U12 competitions extra time will not be played.
2. In WYSA U13-U18 Premier 1 & 2 matches, two (2) further equal periods of 5 minutes each will be played in full. The conditions of Rule 8 will apply. If still tied, kicks from the penalty mark will be used to determine a winning team.