

WYSA



Winnipeg Youth Soccer Association
Winnipeg, Manitoba, Canada

2022-2023

WYSA League Specific Rules

Quarter-Field

WYSA Indoor Quarter-Field Competition

The information contained within this document provides additional or specific rules and regulations for matches scheduled by WYSA for their Indoor Quarter-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 Quarter-Field Competitions 2021-22” as sanctioned by the Manitoba Soccer Association.

RULE 2: THE BALL

1. For U9 & U10 Recreational and Developmental League matches, it is recommended that a size 4 “Super Light” ball be used although a standard size 4 ball may be used should a “Super Light” ball not be available. “Super Light” balls shall have a reduced weight of 290-310 grams. “Super Light” size 4 balls should have a pressure equal to 0.6 – 0.8 bar (8.1 lbs/sq in – 11.6 lbs/sq in).
2. For U11 & U12 Recreational matches, a size 4 soccer ball will be used. 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:

1. In WYSA D-League U9 & U10 matches, teams will consist of not more than six (6) players per team, one of whom shall be the goalkeeper. Teams may have a maximum roster size of 12 players and can dress a maximum of 12 players.

In WYSA, U9-U12 Rec matches, teams will consist of not more than seven (7) players per team, one of whom shall be the goalkeeper. Teams may have a maximum roster size of 14 players and can dress a maximum of 14 players.

In WYSA, U13-U18 Rec matches, teams will consist of not more than six (6) players per team, one of whom shall be the goalkeeper. Teams may have a maximum roster size of 18 players and can dress a maximum of 18 players.

2. 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.

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.
- High School Team Officials are not required to have ID cards.

Player ID Cards

The following divisions require valid player ID cards: D-League U9 & 10. Only players with valid ID cards will be allowed to play. Recreational players, as well as High School team players are not required to have ID cards.

- 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 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.

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:

- U9 – U10 Developmental players are required to have grey 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

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 four (4) 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.

The referee may, at his discretion, signal for the start of the time clock, 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.

RULE 12: FOULS AND MISCONDUCT

1. In WYSA matches, when a player is sent off, the player must immediately go to the dressing room area accompanied by either a team official of the same gender or the team's same gender adult. The game will resume only when the player has left the playing area. The player may not return to the playing area at any time while the same game official is present. The adult must ensure that the player will not continue to commit further misconduct. Once this is done, only then may the adult return to their bench. The player may watch the remainder of the game from a designated area. Failure by the player or team officials to comply with this rule shall result in the immediate abandonment of the game, followed by possible disciplinary action taken against the team.
2. In WYSA, U9-U12 Rec matches, if a team has three time penalties and receives another time penalty, the fourth time penalty shall not commence until the first time penalty has expired. In this situation, the dismissed player must leave, and he must be replaced on the playing area by another substitute in accordance with Rule 3.1.

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:

- In WYSA D-League U9 & U10 competitions extra time will not be played.
- In WYSA U9-U12 Rec competitions extra time will not be played.
- In WYSA U13-U18 Rec 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.

RETREAT LINE

The Winnipeg Youth Soccer Association will continue with the use of a "Retreat Line" for the U9 and U10 Recreational & Developmental League divisions.

The Retreat Line will be used when the ball goes out of play for a goal kick. When this happens, the attacking players must back up to the Retreat Line. The players of the team taking the goal kick can position themselves anywhere on the pitch and any player

may take the goal kick. The opposing team retreats to the middle third of the field and may not cross the Retreat Line until:

1. The ball is touched by the player receiving the goal kick; or
2. The ball leaves the field of play; or
3. The ball is played directly into the middle third of the field.

If the defending team encroaches across the retreat line before a teammate receives a pass, play will be stopped, and the goal kick will be retaken. If the opposing team repeatedly encroaches the retreat line, then an indirect free kick shall be awarded from the place where the offence occurred for not respecting the restart of play. However, if a team wants to play quickly, they can, and, if the goal kick is played before the opposing team players have moved behind the Retreat Line, the ball is considered live for all players.

U of W Indoor Facility: The Retreat Line will be marked with cones at 18 yards/paces from each goal line. **It will be the coach's responsibility to put down the cones before each match.**

WSF North & WSF South Indoor Facilities: The Retreat Line will be marked with cones at 18 yards/paces from each goal line. **It will be the coach's responsibility to put down the cones before each match.**



As the facilities we use are multi-purpose, there will not be an actual line painted across the field. The facilities will have a small marking of paint on the touchlines where the cones will be placed by the coaches prior to every match.