

Western Cincinnati Soccer Association Supplemental Rules



1. Scheduled Matches

- a. Teams must be ready to play at the scheduled start time. Matches will begin if teams have the minimum number of players according to SAY Laws (Passers/Wings 5, Strikers 6, Kickers 7).
- b. Matches may ONLY be rescheduled in situations where church, school, or organization obligations (not previously identified) require players to attend AND the number of players available to play will be less than the minimum. Other sporting events, even if related to the school, will NOT be considered a school obligation.
- c. The coach or team representative must notify their District Representative of the need to reschedule the match. The District Representative must notify the opposing team's District Representative, WCSA Scheduler, Head Referee **and** President so a new schedule can be worked out.
- d. A coach may not pre-arrange a forfeit with an opposing team in advance of a match. Should a team have to forfeit because it cannot play at the scheduled date and time, the coach or team representative must contact their District Representative who will then be responsible for notifying the WCSA Scheduler, Head Referee and President. Coaches must receive confirmation by WCSA before the game will be officially considered forfeited. Notification of forfeits should be at least 48 hours in advance but does not free a team of consequences.
 - i. The team that forfeits the match must pay the entire referee fees for the forfeited match.
 - ii. Any team that cancels/forfeits 2 games in a season will forfeit all remaining games on their schedule.
 - iii. A forfeit will be considered a game played and 3 points awarded to the opposing team

2. Legal Team

- a. No player is permitted to play on an official SAY team unless they are on a validated roster. Players listed on the official roster are where they should be based on registration information. Validated and signed WCSA rosters must be available at all matches (electronically or paper copy).
- b. Roster checks may only be requested prior to the start of a game, with no reason to be given for the check.
- c. Not having a valid roster available will result in a warning. A second offense will result in a one match suspension.
- d. Coaches are required to ensure all players play half of each game. If a player arrives after the start of the game, then he/she is only required to play half of the remaining time left in the match.
 - i. Referees are NOT responsible for ensuring all players play at least half of each game.

3. Special Passers Rules

- a. All free kicks are INDIRECT and will be taken at the spot of the offense with the exception inside the goal area pursuant to Law 13.2 of the SAY Playing Laws Rulebook.
- b. Goal kicks will be taken from the smaller goal area box. The ball is in play once it is kicked & clearly moves and build-out area rules are still in effect pursuant to Law 8.4 of the SAY Playing Laws Rulebook.
 - i. Rule 3a & 3b are restating the SAY Playing Laws Rulebook, as the free kick and goal kick spots are new changes to WCSA rules as of 2025
- c. If a bad throw-in is made then the referee shall stop play, explain the proper procedure to the player and allow that player two (2) more chances to make a proper throw-in. After a third (3rd) bad throw-in, the ball shall be turned over to the opposing team for a throw-in.
- d. When a player denies an obvious goal-scoring opportunity (DOGSO), the offending player must be removed from the field of play until the next substitution opportunity. The offending player WILL NOT receive a red card. However, the team of the offending player MUST play short a player for the remainder of the game as if a red card was issued.

4. Misconduct & Red Cards

- a. The head coach is responsible for the actions of their players, assistant coaches, parents and spectators. Failure to abide by the Codes of Conduct by any of the individuals above may result in sanctions by the WCSA Disciplinary Review Committee. Furthermore, a WCSA Board member or coach can remove parents and spectators from a field for failure to follow these rules.

- b. There is zero tolerance for any inappropriate, foul or abusive language by players, coaches, or spectators.
 - i. Players - Inappropriate language used but not directed at anyone will result in a yellow card. Foul or abusive language directed at another player, coach, spectator, or referee will result in a red card.
 - ii. Coaches - Foul or abusive language used by a coach will result in a red card and ejection from the game.
 - iii. Spectators - Foul or abusive language used by a spectator will result in leaving the field of play. Coaches are responsible for the conduct of their spectators and assisting in removal of spectators.
- c. Any coach or player who receives a red card will be suspended (at a minimum) for the next match. When the coach or player receives their red card, they may no longer be actively involved in the administration of the game. The coach must leave the surrounding field area. The team will also play short if a field player has been ejected via red card. Players that have been ejected from a game are permitted to remain on the bench.
- d. In addition, the WCSA Disciplinary Board will review the circumstances surrounding the offense and may, at their discretion, issue additional penalties including but not limited to probation, suspension, and/or expulsion.

5. Unsportsmanlike Coaching

- a. Running up the score is considered unsportsmanlike coaching. Any coach found to have run up the score will be warned with a yellow card by the WCSA Disciplinary Review Committee and if it is warranted, suspended for the next match. If the goal differential exceeds six (6), it will be considered running up the score without further information.
- b. Coaches who believe the opposing coach is acting in an unsportsmanlike manner (which includes not actively limiting scoring) should notify their District Representative. A written complaint must include the details of the match and must be sent to the District Representative within 48 hours of the match.
- c. The WCSA Disciplinary Review Committee will have jurisdiction in determining if unsportsmanlike coaching has occurred and the severity of any sanctions.
- d. There is no gain in points or league standings for goal differential

6. Lopsided Scoring

- a. If a team is leading by 4 goals or more, the opposing team can add a player.
- b. If the score differential becomes 5 or more, the opposing team can add another player for a total of 2 players.
- c. If a team is playing with added players and the goal differential drops below 5, a player should be removed, and below 4 the second player removed.
- d. Keep in mind, coaches can choose not to add a player. Leading teams may not remove players.

7. Match Protest

- a. To avoid official protest, every effort should be made by both team's coaches and the referee in charge to correct a misapplication of the law immediately following the contested call.
- b. It is the coach's responsibility to make the opposing coach and the referee in charge aware of the contested call and potential for a protest. This must be done by using the word "PROTEST" to the closest referee before play resumes, when at all possible, but in no case will a protest be allowed once the next quarter starts. Please try to fix any problem on the field immediately to avoid a protest and rescheduling of a game.
- c. If you are the opposing coach and know that a contested call is incorrect, please do the right thing and assist the referee and other coach with the correct call.
- d. The only protest that can be made involves misapplication of the law. Judgment calls are non-protestable.
- e. Only properly filed protests will be considered. If unresolved at the field, match protests must be submitted in writing to your District Representative within 48 hours of the match. The protest must include all the details surrounding the match and the basis for the protest. In addition, the protest must include a \$100 match protest fee which will only be refunded if the protest is upheld. The District Representative must submit the protest to the WCSA President and WCSA Head Referee.

8. Reporting Scores

- a. The winning coach or home team coach (in the event of a tie) must report the score within 48 hours. Head coaches will receive an email from wcsasoccer.com to report the score at the completion of the game.
- b. Any coach can report the score of a game. If a coach is responsible for reporting the score but it has already been reported, and the score is correct, then no further action is needed.

- c. Failure to report scores on time will result in a one (1) point deduction from your standings

9. Field Guidelines

- a. Both teams are to be on the same sideline of the field and on opposite halves of the sideline. Teams must remain between the halfway line and the top of the penalty area on their side of the field.
- b. Coaches are not permitted to coach beyond the top of the penalty area to the corner of the field.
- c. All spectators must be on the sideline opposite of the teams. Spectators are not permitted to be behind the goals, goal lines, or on the team sidelines.
- d. Spectators must remain far enough away from the field to allow players and referees enough room to run on the sidelines. Coaches may not be on the field and far enough off the sideline to allow referees to see the entire sideline without obstruction.
- e. A WCSA Board member can remove parents from a field for failure to follow these rules.

10. End of Season Tournament

- a. October 12th & 13th at Delhi Park - Passers first round.
- b. October 17th & 18th at Cleves Community Park - Weekend #1.
- c. October 24th & 25th at Cleves Community Park - Weekend #2.
- d. Team Qualification
 - i. Girls / Boys Passers - Top 4 teams from 5 divisions (20 teams)
 - ii. Girls / Boys Wings - Top 4 teams from 4 divisions (16 teams)
 - iii. Girls / Boys Strikers - Top 4 teams from 3 divisions (12 teams)
 - iv. Girls / Boys Kickers - Top 4 teams from 2 divisions (8 teams)
- e. Brackets will be predetermined prior to qualification based on division placement.

11. Season Standings

- a. Assuming all teams in a division play the same number of games, total points will determine the division standings.
- b. If teams in a division do not play the same number of games by the end of the regular season, total points will NOT be used to determine end of season standings. The league will use an average number of points per game played.
 - i. For example: If teams in division A have the following records: Team 1: 4-0-4 (12 points in 8 games, 1.5 points per game) & Team 2: 3-2-2 (11 points in 7 games, 1.57 points per game) (W-L-T); Team 2 will be determined to be higher in the standings
- c. Tiebreak procedures (if tied on total points and/or points per game)
 - i. Head-to-head winner (if more than 2 teams are tied, then go to (ii) below, unless one team has beaten all others)
 - ii. Most points per game only considering opponents played the same number of times
 - iii. Coin flip (for seeding purposes only, not to determine entry into tournament)
 - 1. Playing cards will be used if more than 2 teams are tied
 - iv. Entry into the tournament tie will be determined by a play-in game if no other tiebreaker can settle the tie
- d. Tiebreakers are to be used in order. When 3 or more teams are tied, utilize the process above until one team emerges as the better of the teams, then start the process over with the remaining tied teams, as necessary.

12. Concussion Protocol

- a. Any player involved in a serious collision or taking a hit to the head will be removed from the game for a minimum of 10 minutes of game time as a precaution.
- b. Player(s) may not return to the game until cleared by the head referee or a member of the WCSA board (if applicable) at the next break in the game (quarter, half, etc.) following the 10-minute wait period
- c. There is no guarantee a player will be permitted to return to the game, or after returning to the game they will not be removed again. Safety is our highest priority.
- d. The decision of the referee or WCSA board member is final. Decisions cannot be appealed, and disciplinary action will be taken when necessary. Again, safety is our highest priority.
- e. If a player is struck in the face or head at close range, play will be stopped immediately regardless of if there is a drive on goal. Players will be removed from the game as stated above. Play will resume with the appropriate restart.

- f. This does not replace or override State Concussion training or protocol. If a player is believed to show signs & symptoms of a concussion, they must be removed from the game and cannot return until they are medically cleared as per State laws & regulations. The intent of this precaution is to see if the player is hurt and provide them with time to recover before possibly returning to the game.

13. Lightning / Thunder Policy

- a. Any lightning or thunder requires a 30-minute delay of the game and removal of teams from the field area
- b. If there is a second occurrence of thunder or lightning, the game will be canceled unless it is the last game of the day.
- c. The following restarts or cancellations will take place (unless the last game of the day) when lightning or thunder occurs:
 - i. First half of the game: Game will be canceled to avoid further delays
 - ii. In the 3rd Quarter: Game will be restarted with the beginning of the 4th quarter
 - iii. In the 4th Quarter: Game will be played to completion following the 30-minute delay
- d. A game canceled in the first half will be rescheduled in its entirety. A game canceled in the second half will be considered final at the time of stoppage. Half time is considered the second half of the game.
- e. If lightning or thunder strikes within 30 minutes prior to the start of a game, the game will be delayed 30 minutes from that point. If there is a 2nd occurrence the game will be canceled and rescheduled unless it is the last game of the day
- f. If the last game of the day:
 - i. Passers/Wings: Total delayed time more than 60 minutes = Game will be rescheduled
 - ii. Strikers/Kickers: Total delayed time more than 75 minutes = Game will be rescheduled.
- g. Please notify your District Representative of any game cancellations that need to be rescheduled so the league can ensure that all games are properly rescheduled.

14. Heat Policy

- a. Up to 90 degrees on the heat index (as reported by weather.gov ONE HOUR BEFORE GAME TIME) games will be played as normal, unless certain exceptions / allowances detailed below are agreed upon by both coaches
- b. A heat index of 90-95 (as reported by weather.gov ONE HOUR BEFORE GAME TIME), games will be played as normal with the addition of MANDATORY 1 minute water breaks (with running clock) and free substitutions (substitutions may be made at any stoppage of play: corner kick, opponent's throw in, penalty, own team's goalkeeper possession).
- c. A heat index of 96-100 (as reported by weather.gov ONE HOUR BEFORE GAME TIME), games will be played as normal with the addition of MANDATORY 2-minute water breaks (with running clock) and free substitutions (substitutions may be made at any stoppage of play: corner kick, opponent's throw in, penalty, own team's goalkeeper possession).
- d. A heat index greater than 100 (as reported by weather.gov ONE HOUR BEFORE GAME TIME) will result in the cancellation of the game for safety
- e. Parents have the final say in whether their children play. The league, districts, and coaches cannot and will not compel a child to play if a parent feels it is unsafe

15. Weather Rescheduling

- a. The league will explore all avenues to reschedule any games canceled / postponed due to weather related activities such as lightning, rain and heat. Depending on the quantity of rescheduled games in a season, it may not be possible to reschedule all weather-related cancellations.