

SWOT - OUTDOOR SOCCER LEAGUE RULES

THESE RULES WILL BE STRICTLY ADHERED TO AND MAY NOT BE CHANGED BY THE COACHES. THE REFEREES HAVE BEEN INSTRUCTED TO FOLLOW THESE RULES TO THE LETTER.

Unless otherwise noted, FIFA Laws of the Game will be in effect. These laws can be accessed on the official FIFA web site: <http://www.fifa.com/aboutfifa/officialdocuments/doclists/laws.html>

1. Game Times

- All games will start at **10 am according to the schedule**. Games will end within **two hours of start time**.
- Teams will be allowed a **10** minute grace period to field the minimum number of players before forfeiting the game.
- Teams failing to have a minimum number of players to start will lose by forfeit **1-0**.
- Games will have **2 x 45** minute halves with a **5** minute break in between halves. Teams **must** change ends at half-time.
- All games will be played as scheduled unless:
 - 1) At the discretion of the referee, postponement is necessary due to bad weather or field conditions.
 - 2) A game is postponed at the discretion of the league.
 - 3) A game is postponed at the discretion of the park official.
- A game is deemed to be complete if 60 minutes has been played when called by a game official due to weather or playing conditions.
- Under no circumstances will teams be allowed to postpone games.

2. Number of Players on the Field

- Teams must have a **minimum of "7" players to start**.
- **"10"** Players out and **"1"** Goalkeeper (**Total 11**). Minimum is 7
- Teams can only field a 2-player advantage when the opposing team is playing short.

3. Player Equipment

- The Club will provide each player on a team with identical jerseys with differing numbers on their back.
- Players are to wear their team jersey, shorts, socks, shin-guards and either running shoes or rubber studded soccer shoes.
- Shirts might be tucked in and socks must cover the full shin-guard.
- Players without shin-guards **will not be permitted to play**.
- **Jewellery is not allowed (including hairpins of any kind). TAPING jewellery does not equal NO jewellery, so it is not allowed either. Players on the field with jewellery will be removed from the field immediately and not permitted to return to active play until all jewellery is removed.**

FIFA rules regarding jewellery are as follows:

- 1) Player must not use equipment or wear anything that is dangerous to herself or another player (including any kind of jewellery).

- 2) All items of jewellery are potentially dangerous. The term “dangerous” can sometimes be ambiguous and controversial, therefore in order to be uniform and consistent any kind of jewellery has to be forbidden.
 - 3) Players are not allowed to use tape to cover jewellery. Taping jewellery is not adequate protection.
 - 4) Rings, earrings, leather or rubber bands are not necessary to play and the only thing they can bring about is injury.
- Goalkeepers must wear a contrasting sweater, which must also be different from the opposing team.
 - Metal or any other type of hard material health accessories – i.e. knee brace(s) WITH HARD PARTS MUST BE COVERED, HARD CASTS ARE NOT PERMITTED COVERED OR NOT – SOFT CAST must be covered. Players must have shin-guards when using these accessories.

4. Referee Decisions

- **All** Referees decisions are final.
- The Referee **has the right** to eject any Coach, Assistant Coach, Player and/or Spectator from the field if they are abusive towards the referee or players, should they **persist** in arguing any decision or should they deliberately interfere with the progress of a game.
- Referees do not have 360 degree vision, nor do they have an aerial view of the game, so it is possible that a spectator may see something that is out of view of the referee. Referees are attentive to the game and call what they actually see, not what anyone else sees. No one should display opposition to the referee's call (**which, in any event, cannot be changed after play has resumed**). Coaches are responsible to inform players and spectators of this requirement.
- Any Coach, Assistant Coach and/or Player wishing to complain in regards to the performance of any Referee may do so **in writing** by completing a “Thumbs up/Thumbs Down” suggestion form and submitting to the SWOT Chair. These forms are available on the website. A response will be given prior to the next scheduled game.

5. Fouls and Rough Play

- Excessively rough play in a game will result in the following penalty (in the order specified):
 - 1) First offense – a yellow card.
 - 2) Second offence – a red card, expulsion of the player for the remainder of the game, and possibly also additional post-game disciplinary action (see SWOT discipline procedures).
- The following serious infractions may result in game suspensions and/or the immediate dismissal of any Coach, Assistant Coach, Spectator, and/or Player for the remainder of the outdoor season:
 - 1) Fighting
 - 2) Foul language directed at any Coach, Assistant Coach, Parent, Player, or Referee
 - 3) Direct attempt to injure another player
 - 4) Repeated excessive roughness

- For more details refer the SWOT discipline procedures.

6. Referee No-Show

- In the event of a referee no-show, the game may continue with each coach providing a referee for one half of the game. Coaches should report the referee no-show to Referee Coordinator.

7. Injuries

- Players should stay down if they are injured to the point that they feel that they can no longer continue to play. The referee will stop the game at an appropriate point so that the coach may assess the extent of the injury. The player must leave as soon as they are able to do so, given the nature of the injury. A substitute player can then come on, with the permission of the referee.
- The referee may also stop the game immediately if, in his opinion, a player is injured seriously and should go off.
- Play will be restarted with a drop ball at the location where the ball was when play was stopped. Coaches should encourage players to let the team that had possession of the ball regain possession.
- Coaches should encourage players to stop the play by kicking the ball out when they see an injured player. When the play is restarted, the players should let the team that had possession of the ball, regain possession.

8. Player Substitutions

- **Each team may have up to 20 players (11 on the field and up to 9 substitutes). All players are entitled to equal game time.**
- Player substitutions will be allowed only at a kick-off, goals, goal kick, injury or own throw-in. The referee must be advised of all substitutions. If a team initiates a change on their throw-in the other team will also be allowed to change.
- Coaches are to complete their line changes with minimal delay.

9. Sliding

- Slide and/or slide tackles **are not allowed** and will be treated as a foul:
 - 1) If, in the opinion of the referee, the slide merely contravenes the league rule of not permitting ANY “slides” and there is no contact with an opponent, an INDIRECT free kick will be awarded to the opposing team from the point of the offense.
 - 2) If, in the opinion of the referee, the slide is from behind and/or results in contact with an opponent, the player committing the offence will be dismissed for “serious foul play” AND a DIRECT free kick awarded to the opposition – PENALTY kick if committed in the penalty area.

10. Points – Regular Season

- Points are awarded as follows:
 - 1) 3 points for a “Win”

- 2) 1 point for a “Tie”
- 3) 0 points for a “Loss”
- If both teams default, losses will be recorded against both teams.
- The team with the **most points** at the end of the **regular season** will be SWOT Season Champions.
- If teams are tied, their final standings will be determined by the following formula:
 - 1) Goal difference
 - 2) Goals for
 - 3) Goals against
 - 4) Head to head record
 - 5) The result of the first head to head game
 - 6) Coin flip

11. Points – Play-Offs

- Points are awarded as follows:
 - 1) 3 points for a “Win”
 - 2) 1 point for a “Tie”
 - 3) 0 points for a “Loss”
- If both teams default, losses will be recorded against both teams.
- The standings for the playoff final games will be determined based on the points accumulated during the round robin games.
- If any teams are tied, their final standings will be determined by the following formula:
 - 1) Goals difference
 - 2) Goals for
 - 3) Goal against
 - 4) Coin flip
- A tie will be settled by shoot-out, in all games EXCEPT the final game:
 - 1) Five shots per team with a goalie in the net. Team that scores most goals wins.
 - 2) One shot per team, with a goalie in the net, until “sudden victory” is achieved.
- For a tie **in the final game only**, the winner will be decided by:
 - 1) A 10 minute (two 5 minute halves) in which the first team that scores is the winner.
 - 2) If the teams are still tied at the end of the 10-minute overtime, the winner is decided by a shoot-out as described above.

12. Attendance

- Coaches are required to record the attendance on the game sheets.

13. Weather

- Games will be played in the rain and will only be cancelled in the event of lightning or other conditions that in the referee’s judgment could harm the participants.
- Games lost to the weather or other issues (e.g. Town of Ajax field closure) will not be rescheduled.
- If there is any question regarding game cancellations, it will be at the referee’s discretion. In the absence of a Referee, only at the mutual consent of both coaches.

14. Standings for Game Cancellations

Regular Season

- If all games are cancelled, all team have one less game.
- If only some of the games are cancelled, those games result in a tied 1-1 score.

Playoffs

Round Robin

- If all games are cancelled, the regular season standings will be applied for the finals.
- If only some of the games are cancelled, those games result in a tied 1-1 score.

Finals

- If all games are cancelled, the playoff round robin standings will be used to determine the standings for the finals.

15. Coaching Territory

- Coaches may select either side and should limit their movements to a single half of the field. They may not go into an opposing coach's territory. This will prevent players being confused by coaching calls coming from the same direction.