



SWOT - OUTDOOR SOCCER LEAGUE RULES

THESE RULES WILL BE STRICTLY ADHERED TO AND MAY NOT BE CHANGED.
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

- 1.1. All games will start at 10 am according to the schedule. Games will end within two hours of start time.
- 1.2. Teams will be allowed a ten-minute grace period to field the minimum number of players before forfeiting the game.
- 1.3. Teams failing to have a minimum number of players to start will lose by forfeit 1-0. (See Section 2)
- 1.4. Games will have 2 x 45-minute halves with a five-minute break in between halves.
- 1.5. Teams must change ends at half-time.
- 1.6. All games will be played as scheduled unless:
 - At the discretion of the referee, postponement is necessary due to bad weather or field conditions.
 - A game is postponed at the discretion of the league.
 - A game is postponed at the discretion of the park official.
- 1.7. 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.
- 1.8. Under no circumstances will teams be allowed to postpone games.

2. Forfeit Rules

- 2.1. As per rule 1.3 above, any team failing to field the minimum number of players to start will lose by automatic forfeit and the opposing team will be awarded a 1-0 win,
- 2.2. If a team has enough players to field a team and declares a forfeit the score will be 2-0 for the opposing team.
- 2.3. Any forfeit after kick-off will award the opposing team a 2-0 win or the score as it stands, whichever is higher. A forfeit after kick-off negates rule 1.7 above.

3. Number of Players on the Field

- 3.1. Teams will field no more than 10 players out and 1 Goalkeeper (Total 11).
- 3.2. Teams must have a minimum of 7 players to start.
- 3.3. Teams can only field a 2-player advantage when the opposing team is playing short.

4. Player Equipment

- 4.1. The Club will provide each player on a team with identical jerseys with differing numbers on their back.



- 4.2. Players are to wear their team jersey, shorts, socks, shin-guards and either running shoes or rubber studded soccer shoes.
- 4.3. Socks must cover the full shin-guard.
- 4.4. Players without shin-guards will not be permitted to play.
- 4.5. Goalkeepers must wear a contrasting sweater, which must also be different from the opposing team.
- 4.6. Metal or any other type of hard material health accessories.
 - 4.6.1. knee brace(s) with hard parts must be covered
 - 4.6.2. Hard Casts are NOT permitted, covered or not
 - 4.6.3. Soft Casts must be covered.
 - 4.6.4. Players must have shin-guards when using these accessories.
- 4.7. Jewelry is not allowed (including hairpins of any kind). TAPING jewelry does not equal NO jewelry, so it is not allowed either. Players on the field with jewelry will be removed from the field immediately and not permitted to return to active play until all jewelry is removed.

FIFA rules regarding jewelry are as follows:

- 1) Player must not use equipment or wear anything that is dangerous to herself or another player (including any kind of jewelry).
- 2) All items of jewelry are potentially dangerous. The term “dangerous” can sometimes be ambiguous and controversial, therefore in order to be uniform and consistent any kind of jewelry has to be forbidden.
- 3) Players are not allowed to use tape to cover jewelry. Taping jewelry 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.

5. Referee Decisions

- 5.1. All Referees decisions are final.
- 5.2. 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.
- 5.3. 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.
- 5.4. Any Coach, Assistant Coach and/or Player wishing to complain in regards to the performance of any Referee may do so in writing to the SWOT Chair. A response will be given prior to the next scheduled game.

6. Fouls and Rough Play

- 6.1. If a player commits a foul outside of the goal crease, as determined by FIFA rules, a free kick will be awarded.
- 6.2. Rough play in a game will result in the following penalty (in the order specified):



6.2.1. First offense – a yellow card

6.2.2. Second offence – red card, expulsion of the player for the remainder of the game, and possibly also additional post-game disciplinary action (see SWOT discipline procedures).

6.3. Infractions that are red card offences and 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:

- Fighting
- Spitting on someone (opponent, teammate, referee, spectator or anyone else).
- Repeated excessive roughness
- Violent conduct (e.g. punch, slap, kick someone).
- Insulting, abusive language and/or gestures.
- Direct attempt to injure another player (e.g. tackle or push someone into the wall with the intention of hurting them).
- Handle the ball to prevent an obvious goal.
- Commit a foul to prevent a goal scoring opportunity

6.4. Denial of an obvious goal-scoring opportunity

6.4.1. Where a player denies the opposing team a goal or an obvious goal-scoring opportunity by a deliberate handball offense the player is sent off wherever the offense occurs and receives a red card.

6.4.2. Where a player commits an offense against an opponent within their own penalty area which denies an opponent an obvious goal-scoring opportunity and the referee awards a penalty kick, the offending player is cautioned (yellow card) unless:

- The offence is holding, pulling or pushing or
- The offending player does not attempt to 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 the above circumstances the player is sent off (red card).

6.5. For more detail, please refer to the SWOT discipline procedures.

7. Referee No-Show

7.1. 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.

8. Injuries

8.1. 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.

8.2. The referee may also stop the game immediately if, in his opinion, a player is injured seriously and should go off.



- 8.3. 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.
- 8.4. 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.

9. Player Substitutions

- 9.1. 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.
- 9.2. 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.
- 9.3. Coaches are to complete their line changes with minimal delay.

10. Sliding

- 10.1. Slide and/or slide tackles are not allowed and will be treated as a foul.
 - 10.1.1. 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.
 - 10.1.2. 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.

11. Points – Regular Season

- 11.1. Points are awarded as follows:
 - 3 points for a “Win”
 - 1 point for a “Tie”
 - 0 points for a “Loss”
- 11.2. If both teams default, losses will be recorded against both teams.
- 11.3. The team with the most points at the end of the regular season will be SWOT Season Champions.
- 11.4. If teams are tied, their final standings will be determined by the following formula:
 - Goal difference
 - Goals for
 - Goals against
 - Head to head record
 - The result of the first head to head game
 - Coin flip

12. Points – Play-offs

- 12.1. Points are awarded as follows:
 - 3 points for a “Win”
 - 0 points for a “Loss”



12.2. The Round Robin games CANNOT end in a tie. In the event of a tie the winner is decided by a shoot-out as described below:

- a) Five shots per team with a goalie in the net. Team that scores most goals wins.
- b) One shot per team, with a goalie in the net, until “sudden victory” is achieved

12.3. If both teams default, losses will be recorded against both teams.

12.4. The standings for the playoff final games will be determined based on the points accumulated during the round robin games.

12.5. If any teams are tied after round robin play-off games, their standing will be determined by the following formula:

- o Goals difference
- o Goals for
- o Goal against
- o Coin Flip

12.6. The final Championship and Consolation games CANNOT end in a tie. In the event of a tie, the winner is decided by:

- a) A 10 minute (two 5-minute halves) in which the first team that scores is the winner.
- b) If the teams are still tied at the end of the 10-minute overtime, the winner is decided by a shoot-out as described below.
 - o Five shots per team with a goalie in the net. The team that scores most goals wins.
 - o One shot per team, with a goalie in the net, until “sudden victory” is achieved.

13. Attendance

13.1. Coaches/coordinators are required to record the attendance on the game sheets.

14. Weather

14.1. 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.

14.2. Games lost to the weather or other issues (e.g. Town of Ajax field closure) will not be rescheduled.

14.3. In the absence of a Referee, games can only be cancelled at the mutual consent of both coaches.

15. Standings for Game Cancellations

15.1. Regular Season

15.1.1. If all games are cancelled, all team have one less game.

15.1.2. If only some of the games are cancelled, those games result in a tied 1-1 score.

15.2. Playoffs – Round Robin

15.2.1. If all games are cancelled, the regular season standings will be applied for the finals.

15.2.2. If only some of the games are cancelled, those games result in a tied 1-1 score

15.3. Finals – Championship and Consolation matches



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

16. 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.