

# HWSA League Rules of Play

NOTE: All FIFA Laws of the Game apply unless amended within these rules.

**\*\*\*\*A reminder to all players- This is a recreational league. We all have real jobs to return to. You will experience a wide variation in age, experience, and skill level. Please behave accordingly!\*\*\*\***

In addition, HWSA will not tolerate violent or abusive behavior, physical or verbal, towards referees, opponents, or teammates. Foul or offensive language, spitting, excessively aggressive play, threats, racial or other slurs will result in a fine and suspension up to and including \$100 and a lifetime ban from HWSA. Repeated poor behavior will require a hearing before the D&P Committee. Spectators are expected to adhere to these same guidelines.

Players should know the general rules of soccer (throw-ins, offside, etc.) They should also be familiar with HWSA specific rules. For a full list, please consult the HWSA Constitution, By-laws and General Rules and/or FIFA Laws of the Game:

<https://img.fifa.com/image/upload/khhloe2xoigyna8juxw3.pdf>

HWSA specific rules are listed below.

Please notify your league commissioner if you see out of date or incorrect information listed here.

## **All HWSA Leagues:**

1. All players must be registered in HWSA to play in a league sanctioned game. All players must be registered for the team they are playing for\* prior to the start of the game, must be included and marked eligible on the game day roster, must

have acknowledged the league waiver and must have a clear picture uploaded to their profile. Picture ID will be required at check-in.

Ex:



NO!

NO!

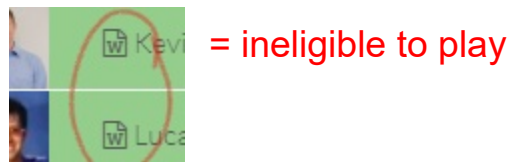
NO!

NO!

YES!

= ineligible to play

Waiver not acknowledged will look like this on the roster:



2. All players must be in reasonably matching uniforms with minimum 5" numbers. Teams should have an alternate set of jerseys in the event of a conflict. Pennies are acceptable. The home team is responsible for changing; however, the away team is expected to wear the primary color listed on their team page. Goalkeepers do not require a number.

3. All players must wear shin guards. Braces and other protective equipment must be approved by the referee. No jewelry is allowed (smooth wedding bands are ok). Fitness trackers may be worn if adequately covered by a sweatband or similar.

#### 4. Substitutions

- Free substitution only with the consent of the referee.
- By the team controlling the ball on a throw-in, or by either team on a goal kick, at the start of the half, after a goal has been scored, and after play has been stopped for injury. No substitutions may be made on a corner kick or penalty kick,

although a field player may change places with the goalkeeper with the permission of the referee.

5. Fair Play- A player should use skill, not physical size, to win the ball from another player. To do otherwise may be considered a cautionable offense (yellow card).

6. Any team playing or attempting to play an illegal player will forfeit the match (if play has started the match will be abandoned immediately upon discovery of an illegal player). A 3-0 win will be awarded to the other team. The offending team and its manager will be subject to punishment up to and including fines, suspension and expulsion from the league.

7. Any player receiving a yellow card must exit the game for 10 minutes. The player may be replaced by an eligible player (female for female, male or female for male). If no eligible player is available, the team will play short. If a team drops below the minimum number of players for this period, the game can still be played and will not be considered a forfeit for lack of numbers.

### **All COED Leagues**

1. Slide tackling is not permitted in coed league games.
  - A “clean” slide tackle, as deemed by the referee, may be issued a verbal warning and indirect free kick (dangerous play).
  - Subsequent slide tackles or tackles that are careless, reckless and/or endanger the safety of an opponent result in a yellow or red card and direct free kick.
  - Additionally, coed league players may slide to control the ball (e.g., to keep it from going out of bounds) as long as

no other players are nearby and endangered in the judgment of the referee.

- Goalkeepers may slide to tackle the ball if, in the referee's judgement, the tackle is properly executed (i.e., does not carelessly or recklessly endanger the attacking player). No feet first slides are allowed. Players should be aware that the keeper may slide and proceed accordingly.

2. Should any male field player receive a red card, the maximum number of men allowed on the field shall be reduced by one for each red card received.

3. Women's goals will be scored as two (2) points, including penalty kicks

4. All goals awarded are based on the last offensive player to touch the ball. This includes all deflection or own goals.

### **11v11 COED only**

1. Minimum seven (7) players per side needed to play a match.

2. Only five (5) male outfield players may be on the pitch at any time. Keepers may be any gender. No limit on female players.

3. Two 40 minute halves.

4. Male players will be capped at three (3) goals per game. If a fourth goal is scored by the same male, a goal kick will be awarded to the opposing team.

### **11v11 Women's only**

1. Minimum seven (7) players per side needed to play a match.

2. Two 45 minute halves.



3. Slide tackling permitted.
4. Guest player system - Maximum 3 players from same or lower division.

### **7v7 COED only**

1. Minimum five (5) players (including at least one female) per side needed to play a match.
2. Maximum four (4) male players may be on the pitch at any time.
3. Two 30 minute halves.
4. No goalkeepers.
5. Goals are 4' x 6' wide. A rectangular crease will be chalked in front each goal.
6. No players may stand inside the crease.
  - A player may pass the ball through the crease, but may not contact the ball while either the ball or the player is inside the crease.
  - Should a defending player contact the ball while either the ball or the player is in the crease, a goal will be awarded to the attacking team.
  - Should an attacking player contact the ball while either the ball or the player is in the crease, a goal kick will be awarded to the opposing team.
  - Should the ball come to a dead stop inside the crease, the defending team will be awarded a goal kick.
7. No offside rule.
8. No throw-ins. Throw-ins are replaced by kick-ins.
9. All dead ball restarts are indirect (corner kicks, goal kicks, fouls)

10. Kick-off is also indirect and may be taken in any direction.
11. Goal kicks may be taken from any point on the end-line.
12. Penalty kicks will be awarded if, in the judgement of the referee, a goal-scoring opportunity was denied by a foul. Result is a direct kick to be taken from the 20-yard line. Failure to score a goal will result in a goal kick.
13. Substitutions may be made on any stoppage except free kicks, with permission of referee.
14. One guest player may be utilized from either division.

### **O40 Women's League**

1. Minimum five (5) players per team needed to play a match.
2. Two 25 minute halves.
3. No offside rule.
4. No throw-ins. Throw-ins are replaced by kick-ins.
5. Dead ball restarts follow the same laws as 11v11 and include both direct and indirect kicks.
6. Maximum three (3) goals per player. Additional goals scored by the same player will result in a goal kick to the opposing team.
7. Once a team reaches a four (4) goal lead, the opposing team may add a field player. Another player may be added at two (2) goal increments.
8. Slide tackling not permitted
9. Guest player system in effect.

\*Some leagues utilize a guest player system for intra-league play. Players currently registered in the particular league may fill in on another team in that league (ex. O40 players may play for another O40 team only). If a “guest” player scores, the goal is recorded to the keeper or the assisting player. Injuries or cautions should be noted in the comments section of the game report.

Referee fees are:  
\$40 team for 11v11  
\$25 team for 7v7 & 8v8

Have cash at the game, preferably correct change.

If you are unable to field a team, be sure to send notification to [forfeit@hwsa.org](mailto:forfeit@hwsa.org) as well as the opposing team manager by noon on gameday (8pm the previous night for Sunday morning women’s). If a team forfeits after the designated time, they will be responsible for paying the entire referee fee as well as be subject to a \$50 fine.

Teams will be given a 10 minute grace period from the listed game time to reach the minimum number of players for that league. At the 11th minute, the game will be deemed a forfeit, a 3-0 win will be awarded to the other team, and fines plus penalties will be assessed. The referee is not responsible for working a “friendly.”

No refunds are given after the first game of the season. Considerations may be made before the season begins.

No reschedules are allowed unless rained out or the team is attending a tournament.