



WISCONSIN YOUTH SOCCER ASSOCIATION
10427 W Lincoln Ave, Suite 1100 | West Allis, WI 53227
office: 414.328.9972 | **fax:** 414.328.8008
email: grosenthal@wiyouthsoccer.com

League Policies and Administrative Procedures Southwest Classic League 9U & 10U

NAME

Southwest Classic League and shall be referred to as the (SWCL).

PURPOSE

The purpose of the Southwest Classic League shall be to provide a competitive (Classic) level of competition for 10U–15U Southwest Wisconsin youth teams within their age division.

AUTHORITY

The SWCL is authorized by the Wisconsin Youth Soccer Association Board of Directors to operate as the Official Southwest Classic League. It shall be administered by the Wisconsin Youth Soccer Association, through the respective League. The League will be overseen by WYSA Competitions Manager. The Southwest Classic League shall be properly affiliated with the Wisconsin Youth Soccer Association, Wisconsin Soccer Association, US Youth Soccer, and U.S. Soccer.

LEAGUE OFFICE

Wisconsin Youth Soccer Association
10427 W. Lincoln Avenue, Suite 1100
West Allis, WI 53227

Phone number | 414-328-9972

Fax number | 414-328-8008

Toll free number | 1-888-328-9972

Email | grosenthal@wiyouthsoccer.com

APPLICATIONS TO THE LEAGUE

Wisconsin Youth Soccer Association clubs may apply for entry to the Southwest Classic League twice a year in June/July (Fall League) and January (Spring). All applications must be made to the State Association in accordance with established deadlines. All league applications will be done online, payment is due at the time of application. Teams not accepted will receive a refund of the application fee. No paper copies of the application will not be accepted

TEAM PLACEMENTS

Team placement will be determined by the State technical committee. Teams will have 48 hours to request an explanation of their placement or correct any error regarding a specific team.

- Team Name
- Team Age
- Team Gender

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- Teams Contacts
- Team Blackout dates.

REGISTRATION

To participate in the Southwest Classic League, a team must be affiliated with a recognized Wisconsin Youth Soccer Association club in “Good Standing” status. All players may only be placed on one official State roster, players used as club pass players must appear on a permanent team official State roster. All players must be registered with US Youth Soccer.

TEAM CREDENTIALS

Each team must have approved USYS team roster with player photos, and each coach and team administrator must register with the State Office and have in his/her position a valid coaching pass. All Southwest Classic League coaches must have in their possession a current Wisconsin Youth Soccer Coach Pass. A minimum completed 1 In-Person Grassroots Module OR a Y1 or Y2 coaching certificate. All coaches will be expected to comply with this requirement.

22 PLAYER ROSTER

The Wisconsin Youth Soccer Association and all recognized leagues within the Association shall recognize roster limits of up to 22 players on the official State roster for players at the 13U through 19U age group levels. Pool rostering is an alternative option for 9U-12U teams in the respected age group. Pool rostering has no limit to the number of players pooled in the age group. However, the game day roster limits per age group still apply.

- The game day roster 9U–10U shall have a maximum of 14 players and a minimum of seven players.
- The game day roster 11U–12U shall have a maximum of 16 players and a minimum of seven players.
- The game day roster 13U–19U shall have a maximum of 18 players and a minimum of seven players.

CLUB PASSES

A SWCL team may elect to add players for league games. The club pass is designated as an intraclub player arrangement and is not intended to be used as an interclub arrangement between two different clubs. Teams that make use of club passes must supply a copy of the official State roster for that player. Players can play at any competition level within the SWCL if they are age appropriate for the competition division. For WYSA competitions (SWCL) clubs are allowed an unlimited number of club pass players for a league match. No male players will be allowed to participate in a female league unless designated as a co-ed league which permits male and female players on the same team and within the same league.

SCHEDULE OF GAMES

The SWCL Administrator shall be responsible for preparing the league schedule of games. The SWCL Administrator shall set the parameters of the dates that the league games will be played. Teams will be provided the opportunity on the league application to “BLOCK OUT” dates they cannot attend. These dates are due at the time of application, no dates will be accepted once the scheduling draft is completed.

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1. The schedule will be prepared with dates, times, and field locations.
2. This first draft will be distributed to the club leadership.
3. The reschedule window will then be open for the designated time by the league administrator.
4. Once the reschedule window is closed the schedule will be sent to the league referee assignor(s).
5. The schedule is considered final once the schedule is posted online on the WYSA website.

SCHEDULE OF FINES

Teams that fail to play a league game or drop from the league shall be fined as follows:

1. Drop after placements - forfeit entry fee
2. Drop after scheduling has begun - entry fee plus \$25.00 per game
3. Unauthorized reschedule of league game - \$50.00 per team
4. Use of ineligible club pass player - forfeit game plus \$150.00 plus coach suspension
5. Forfeit League game - \$250.00

The club will assume the responsibility to see that the team pay any fines assessed, in the event the fine is not paid the league will request the club be placed in “not good standing” status by the State Association.

FIELDS

It is the responsibility of the host site to have corner flags and proper goals (with nets) for all home games. It is also the host site responsibility to make sure that the field is properly marked (lined) based on the appropriate age group sizing. The participating club must provide fields that meet the standards at these age levels.

UNIFORMS

Each player on a team must have shirts of the same color, and each player must have a different jersey number. Each player on a team must have shorts of the same color. A player may wear a long sleeve shirt under the uniform jersey. A player may wear leggings under the uniform short provided the color of the leggings is the same as that of the uniform shorts. All players must wear matching socks. The home team shall wear light colors and in the event of a color conflict, the home team shall change to an alternate set of uniforms. If the away team is wearing light colors then the away team must change.

GAME REPORTS

Teams must submit a WYSA League roster, referee payment and the coach pass. The referee is expected to complete the online game report through game officials within 48 hours of the completion of the match. The league will recognize the score provided by the referee as the official result if teams don't agree on the game score. The referee must also note any yellow or red cards shown during the match.

YELLOW AND RED CARDS

All yellow and red cards issued during play will be reviewed by the WYSA and recorded. The club shall be responsible for ensuring that the player has satisfied all penalties issued by the Wisconsin Youth Soccer Association. All penalties shall be subject to the Wisconsin Youth Soccer



Association appeals process. Players that receive a red card during participation in a league game shall receive a minimum of one League Game suspension. This includes two yellow cards received in one contest equating to a red card. The Competitions Manager may assess a longer suspension subject to the severity of the offense and prior history of misconduct of the offending player.

COACH MISCONDUCT

Coaches in the Southwest Classic League are expected to exhibit the highest level of sporting behavior and are responsible for the attitudes and behavior of their assistant coaches, players and spectators. In the event the referee determines the conduct of the coach is detrimental to the game, the referee may ask the coach to leave the immediate vicinity. Immediate vicinity shall be defined as sufficient distance from the playing field where the offending party cannot cause additional disruptions to the game. This is considered the “Out of Sight and Out of Sound principle.” In the event the referee completes a report of “Physical or Verbal Abuse” the matter will be directed to the Competition Manager. All coaches asked to leave by the referee may be subject to additional sanctions, those sanctions can include completion of the referee training course, additional game suspension, probation or loss of coach pass subject to the severity of the reason resulting in the coach’s dismissal from the game.

OTHER MATTERS NOT PROVIDED FOR

The Competition Manager has authority to make decisions and resolve conflicts for matters not otherwise provided for elsewhere in the SWCL rules of play.

GAME DAY RULES

All SWCL league games will be played under the parameters of FIFA Laws of the game. Below are potential variants in rules for the SWCL in 10 and under games.

- 7v7 including keepers
- 50-minute game with 10 min halftime (2 x 25 minutes)
- 1 referee per field
- Regular Throw-Ins if a foul throw is committed the player is allowed a second attempt. If a foul throw is committed on the second attempt the throw-in is awarded to the other team.
- Substitutions are unlimited and can occur at any stoppage
- Recommend a Max of 9-11 players per match/per team. We want players to play as much as possible, try to avoid too many subs per team.
- Coaches need to manage the substitutions for equal playing time.

SWCL Mercy Rule

The “Mercy Rule” is exclusively for ages 10 and under in the SWCL. A team behind a difference of 5 or more goals can add an additional player to the field and can add another player once more with a difference of 8 or more goals. Once the difference in goals is under 8 you will remove one of the two added players, and once the difference is under 5 goals you will remove the second additional player.



Build Out Line

- On a goal kick the opposing team's players must be outside the build out line until the ball is in play.
- When the GK has the ball in his/her hands during play, the opposing team must move behind the build out line until the ball is put into play.
- Once the opposing team is behind the build out line, the GK can pass, throw or roll the ball into play (punts and drop kicks are not allowed)
- Ideally, the GK will wait to put the ball into play once all opponents are past the build out line but the GK can put the ball into play sooner accepting the positioning of the opponents
- After the ball is put into play by the GK, the opposing team can cross the build out line and play resumes.
- Into play is classified as dropped onto the ground, thrown, or played by the GK
- Coaches are responsible for addressing issues with their players regarding intentional delays or encroaching over the build out line
- Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line

Punting & Heading

For ages 10 and under: no deliberate heading of the ball

- All Players 10 years of age and under shall not head the ball directly from the air in any match or competition, nor shall these players practice heading the ball in any organized team setting.
- Indirect free kick will be awarded to the opposing team at the spot of the infraction if a player deliberately heads the ball during a game
- If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line and the nearest point to where the infringement occurred.
- GKs are prohibited from punting the ball and drop kicking the ball
- If the GK punts the ball an indirect free kick shall be awarded and should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred
- Any Head injury-remove from the field player should not return until evaluated by a Health Care Professional, player can be replaced immediately

Offside

- The build out line will also be used to denote where offside offenses can be called
- Players cannot be penalized for an offside offense between the midfield line and the build out line
- Players can be penalized for an offside offense between the build out line and the opposing goal line



Field Size

- Length – 55 -70 yards Width – 35 – 45 yards
- Goal size – 6.5 x 18.5 or 7 x 21
- Goal Area: Length 4 yards, Width 8 yards
- Penalty area: Length 12 yards, Width 24 yards
- Penalty Arc and Center Circle – 8 yards
- Build out line – Marked equidistant between the penalty area line and the midfield line (on turf)

COACH/ DIRECTOR CODE OF CONDUCT

- Before, during and after the game, be an example for your club, players and staff
- Before the game, introduce yourself to the opposing coach and to the referee.
- During the game, you are responsible for the sportsmanship and conduct of your players and parents. It is imperative to explain acceptable player and parent behavior.
- Encourage parents to applaud and cheer for good plays by either team and discourage them yelling at players and the referee.
- After the game, thank the referee and ask your players to do the same.
- WYSA will monitor the sportsmanship of all clubs during these play dates and any clubs who fail to meet the expectations listed above may be removed from the Program.

REFEREES

Especially young and inexperienced ones - are like your players and yourself, in that they need time to develop. You can play an important role in helping them to improve by letting them concentrate on the game. You can help by encouraging them, by accepting their inevitable, occasional mistakes and by offering constructive post-game comments. On the other hand, you could discourage and demoralize the referees by criticizing their decisions, by verbally abusing them and inciting - or even accepting - your own players' overly aggressive behavior.