I. GENERAL RULES

WDDOA (or the Association) will be responsible for organizing, scheduling, and supervising Division 1 and Super 2 competitions within the Western District of the South Texas Youth Soccer Association (STYSA).

1.1 Age categories will conform to STYSA age categories.

1.2 The Association will be responsible for organizing, scheduling, and supervising the league. Additionally, the Association may organize and administer secondary competitions in the Spring and/or Summer of each year.

1.3 Regular league shall begin in August/September of each seasonal year and end in April, including scheduled rainout weekends.

1.4 All competitions sponsored by the Association shall be planned and administered in accordance with WDDOA, STYSA, USYS, and/or USSF rules, regulations, and policies whichever is applicable.

1.5 All teams planning to participate in any competition under the jurisdiction of the Association shall be registered with WDDOA. For the purposes of qualification for inclusion in the next WDDOA League, WDDOA may accept applications from teams already registered in other Member Associations which will be reviewed through a pre-determined published process, or may accept teams into any competition administered by WDDOA, including but not limited to tournaments, leagues, and playoffs, where the ultimate outcome of standings in those will determine whether or not those teams may be included for play in the next WDDOA League.

1.6 A team participation fee shall be paid at the time each team registers for each seasonal year. The amount of this fee shall be determined prior to the registration of teams for the upcoming competition.

1.7 A player shall be free to register with any team regardless of the location of their residence.

1.8 Any group, organization, or individual participating in the Association must be in good standing with the Association, STYSA, USYS, and the USSF.

1.9 Team formation shall be the responsibility of each group or organization interested in participating in the Association. Each such group or organization will determine the method to be used for formation of its team(s) subject to compliance with the rules, regulations, and policies of the Association.

1.10 A team is permitted to have a maximum of sixteen (16) registered players for the U11-U12 age groups, and twenty-two (22) registered players for the U13-U19 age groups on the official roster at any one time for regular season play, as permitted by the governing rules of the competition.

1.11 Each team shall be responsible for maintaining a record of age certification for its players. Proof of age shall consist of an original birth certificate, passport, or alien registration card issued by the U.S government. A copy of proof of age must be provided to the Club and verified at the time of the player's initial registration with the Association.

1.12 A player's age for registration purposes shall be defined by USYS and shall conform to STYSA rules and regulations.

1.13 Any player desiring to be free of obligations to an Association registered team before the end of the seasonal year must abide by the Association Transfer/Release Policy and submit a written release in accordance with STYSA and USYSNC Rules. The official player Transfer/Release form must be completed and submitted to the Association Registrar. The form must be fully processed by the Association Registrar prior to the player playing in any competition with a new team.

1.14 A player may be released from an Association team by the Coach only if the player is unable to play for one of the following reasons:

- 1.14.1 The player has violated USSF, USYS, or STYSA disciplinary rules
- 1.14.2 The player has moved beyond a reasonable travel distance
- 1.14.3 The player is injured in such a manner that the player will not be able to participate for the remainder of the seasonal year

1.15 Player Tryouts:

- 1.15.1 Player tryouts for the following year U-11s and older may begin in May.

II. RULES OF PLAY

2.1. GENERAL REQUIREMENTS:

2.1.1. FIFA Laws of the Game as approved by the USSF and modified by USYS and STYSA are applicable with any exceptions noted in these Rules of Play.

2.1.2. All clubs, team officials, parents, and players, by participating in WDDOA, agree that they are bound by these rules.

2.1.3. All games played by Association member teams shall be under the jurisdiction of this Association.

2.1.4. Teams are expected to be available to play at any time on WDDOA published Play Dates.

2.1.5. Each member team is responsible for the actions of its players, officials, and spectators on or off the playing field before, during, and after a game. Any team refusing or failing to play a game in compliance with Association rules, regulations, and policies may be required but not limited to forfeit the game, be assessed a fine, and receive a deduction of points from the overall team standings.

2.1.6. With respect to administrative matters including but not limited to disciplinary actions, player, team, adult KidSafe/SafeSport/CDC Concussion compliance, and STYSA and USYS administrative rules shall apply unless otherwise noted herein. Discipline, Protest, and Grievance procedures and associated fees shall be in accordance with STYSA published rules unless otherwise noted herein.

2.2. PLAYER ELIGIBILITY:

2.2.1. At every game, each team coach or manager must have proof of their players' registration available for inspection by the match referee. Proof of registration is a virtual player pass identification card generated from the STYSA official registration system for each player with the player's current picture (electronically attached), STYSA team code, and the association/club registrar's signature appearing on the card. Any player or players not supplying the proper proof of registration will not be allowed to compete. The player identification number on the player card must match the identification number on the official roster signed by the registrar.

2.2.2. The manager, coach, or captain of each team shall furnish the referee with a game card roster of their players prior to the start of the match. A player not properly printed from the WDDOA official league scheduling system on a team's game day roster (game card) shall not play in the match. The game day roster will also serve as the official game report of those players who participated in the match. The game day roster should include the player's last name, first name, month/year of birth. The player's uniform number will be the only player information allowed to be handwritten on the game day roster, should the uniform number not be input correctly into the league scheduling/pre-printed from the system.

2.2.3. Additional players may be eligible to participate based on the published WDDOA Club Pass Policy and STYSA guidelines, provided they are properly printed from the WDDOA official league scheduling system on a team's game day roster.

2.3. REFEREES AND RESPONSIBILITIES:

2.3.1. All WDDOA games shall be officiated under the policy established by the USSF for outdoor soccer games. The policy requires the diagonal system of control consisting of three officials – one referee and two assistant referees. This policy will be in effect for teams participating in an 11v11 format. For teams participating in a 9v9 format, one referee may be assigned.

2.3.1.1. Officials shall be certified through USSF. Assignors shall be USSF current year certified. Referees shall be USSF current year certified. Assistants will be USSF current year certified; however, in an emergency, per USSF policy and with the concurrence of the WDDOA Field Coordinator, non-registered club linesmen may be utilized in order to allow the game to proceed.

2.3.1.2. Unless agreed upon by both coaches, no official may be related in any way to either team. Such an agreement will be noted on the game card.

2.3.2. The match referee will make the official record of the game on the game card consisting of:
2.3.2.1. complete roster of players from each team
2.3.2.2. all goals scored
2.3.2.3. all disciplinary actions taken before, during, and after the game
2.3.2.4. report of any apparent serious injuries
2.3.2.5. the result of the match

2.3.2.6. the printed first and last names of all referees
2.3.2.7. the signatures of team representatives
2.3.2.8. notes of any protests or agreements by or between the teams
2.3.2.9. a separate auxiliary USSF Supplemental Report may be prepared by the officials for actions warranting a D&P filing, the report shall be sent to the Association within 48 hours of the match

2.3.3. Protest Requirements. No protests will be allowed unless they are made known to the referee and opposing coach immediately after the game. The referee and opposing coach must be advised at this time as to the alleged basis for the protest. Notes of any protest must be written on the official record of the game (game card). Within forty-eight (48) hours, the protesting coach or team official must provide the Association with a written report stating the basis for the protest, along with the required protest fee of $250 payable in cash or money order in U.S. Currency.

2.3.4. The game card shall be the only and final record of the match and must be received by the Association office within seventy-two (72) hours of the match.

2.3.5. Electronic Communication Kit: WDDOA, a "Competition Authority" as outlined by US Soccer on a case-by-case basis, will approve the use of active or passive electronic communications between members of the referee crew(s) with the following parameters.

2.3.5.1. All members of the referee crew must approve AND actively participate in electronic communications.

2.3.5.2. The referee assignor for the site and/or the WDDOA Commissioner of Referees must approve each instance of electronic communication equipment use. Before use is approved, the owner of the electronic communication equipment must accept in writing the following conditions.

2.3.5.2.1. If the 4th official communications device is being monitored by a mentor, the crew and the mentor will not communicate during the game itself.
2.3.5.2.2. If voice communications between the referee crew were recorded, all parts of the recording will be made available to WDDOA administration within 24 hours of the WDDOA Commissioner of Referees requesting it.

2.3.5.3. The referee and/or site coordinator will note on the official game report what type and brand of equipment the entire crew used during the match.

2.3.5.4. After each use of said equipment, an email report must be submitted to the WDDOA Commissioner of Referees. The report must include the "owner" of the equipment, the type of communication (flags, coms, etc.), and the brand of equipment used.

2.4. PLAYING RULES:

2.4.1. Players and spectators:

2.4.1.1. Teams will occupy one side of the field, and spectators will occupy the opposite side directly across from their team. A team may have up to four adults on the team sideline. The adults on the team sideline must be affiliated with the team/club and registered with the Association. KidSafe passes must be displayed by the adults on the sideline for the duration of the match.

2.4.1.2. Everyone is required to be a minimum of five feet from the touchlines on both sides of the field. Teams and team officials shall occupy only the space between the top of the penalty area and ten feet from the halfway line on their designated half of the field.

2.4.2. Uniforms:

2.4.2.1. Uniforms must have numbers on the jerseys. Numbers on shorts, if any, must match the jersey number.

2.4.2.2. Alternate jerseys must be available for each match, with the same number as the primary jersey.

2.4.2.3. In case of a color conflict, the home team must change jerseys. Failure to resolve a color conflict may result in a forfeiture being awarded against the team.

2.4.2.4. Uniforms must consist of a jersey, shorts, socks (both the same color), shoes, and appropriately sized shin guards. Jerseys are required to be tucked in at all times. Compression shorts or sliding pants shall be the same predominant color as the shorts.

2.4.3. Number of Players: A team must have a minimum of six (6) players for 9v9 or seven (7) players for 11v11 to start or continue in a match. If a team cannot maintain at least the minimum number of players, the referee must abandon the match, with the appropriate notation on the match report/game card. It will be up to WDDOA to decide if the match will be replayed, rescheduled, stand as played, or if a forfeit will be awarded. The maximum number of players in uniform and eligible to play at any one game shall be sixteen (16) for 9v9 and eighteen (18) for 11v11.

2.4.4. Match Balls: The home team shall provide the match ball for the referee's inspection prior to the match.

2.4.5. Substitutions: Substitutions will be allowed in accordance with STYSA rules and shall be unlimited. The referee has full discretion to allow substitutions at appropriate stoppages to best serve the game.

2.4.6. Scores: the score reporting process may be different depending on level of play:

2.4.6.1. WDDOA Flight 1 - Prime: the Prime level of play is comprised of WDDOA (Neutral Site) assigned games.

2.4.6.1.1. WDDOA (Neutral Site) assigned games: the game report shall be given to the Association's Field Coordinator by the match referee. If a Field Coordinator is not available, the game report shall be given to the winning team (Home team in case of a tie and should be mailed within 72 hours of the match to the designated address).
2.4.6.1.2. Scores and yellow/red cards must be entered online by both team representatives within 24 hours of the match

2.4.6.2. WDDOA Flight 2 - Challenger: the Challenger level of play may contain WDDOA (Neutral Site) assigned games as well as Home Club (Home / Away) assigned games.

2.4.6.2.1. WDDOA (Neutral Site) assigned games: The game report shall be given to the Association's Field Coordinator by the match referee. If a Field Coordinator is not available, the game report shall be given to the winning team (Home team in case of a tie).
2.4.6.2.2. Home Club (Home / Away) assigned games: The game report shall be given to the winning team (Home team in case of a tie).
2.4.6.2.3. Scores and yellow/red cards must be entered online by both team representatives within 24 hours of the match.
2.4.6.2.4. Game reports must be mailed within 72 hours of the match to the designated address.
2.4.6.2.5. Failure to submit game reports to the league coordinator within 7 (seven) days of the match may result in a forfeit being awarded.

2.4.6.3. WDDOA Flight 3 - Alpha: the Alpha level of play is comprised of Home Club (Home / Away) assigned games.

2.4.6.3.1. The game report shall be given to the winning team (Home team in case of a tie).
2.4.6.3.2. Scores and yellow/red cards must be entered online by both team representatives within 24 hours of the match.
2.4.6.3.3. Game reports must be mailed within 72 hours of the match to the designated address.
2.4.6.3.4. Failure to submit game reports to the league coordinator within 7 (seven) days of the match may result in a forfeit being awarded.

2.4.7. Inclement Weather Procedures:

2.4.7.1. Teams must appear at the playing site ready to play unless otherwise officially notified. Notifications for WDDOA (Neutral) assigned games will occur on the website, www.wddoa.org, on the Neutral Site Field Location/Status page(s) and/or through phone conversation/email from the WDDOA Scheduler. Notifications for Home Club (Home / Away) assigned games will occur through phone conversation/email from the Home team per instructions from the Home Club. In many instances, the referee will make the decision as to the playability of the field based on the condition of the field at the start of the match. If a match is suspended because of inclement weather prior to completion of the first half, it shall be replayed in its entirety. If a match is suspended after completion of the first half, it shall be considered to be a completed match.

2.4.7.2. In the event of cancellation of matches at the designated sites, Association officials may move matches to other locations in an attempt to have the matches played. All teams will adhere to this type of relocation or face possible forfeiture of matches and/or fines.

2.4.8. Match Scheduling:

2.4.8.1. The Association shall schedule all matches in accordance with established guidelines.

2.4.8.2. Team conflicts will be considered during the initial scheduling phase. Once the official schedule is final and published on the Association website, teams are expected to play as scheduled.

2.4.8.3. After schedules have been prepared, WDDOA competition takes priority over all outside competitions. Teams participating in WDDOA are expected to attend and play all scheduled WDDOA matches as assigned. A WDDOA match may not be rescheduled, postponed, or canceled because of a team's participation in another league, tournament, or outside competition unless WDDOA provides prior approval through the published reschedule request process and all applicable fees have been paid to the Association, or in the case of inclement weather, or as required by WDDOA.

2.4.9. Duration of Matches: The duration of season matches is as follows:

2.4.9.1. U11 & U12 - Two 30 minute halves
2.4.9.2. U13 & U14 - Two 35 minute halves
2.4.9.3. U15 & U16 - Two 40 minute halves
2.4.9.4. U17 & U18 - Two 45 minute halves

If deemed necessary for WDDOA (Neutral) assigned games, the referees, in concurrence with the WDDOA Field Coordinator and/or the Association may adjust the length of games due to weather conditions (i.e. water breaks, inclement weather) or may adjust based on the nature of the competition.

2.4.10. If for any reason other than inclement weather a game is not played the full length for that age group, the Association shall have the power to:

2.4.10.1. Order the game rescheduled, or:

2.4.10.2. Order the game to stand as played, provided that at least one half has been completed unless the match is called for gross misconduct by either one or both teams, coaches, or parents, or:

2.4.10.3. Declare the game a forfeit.

2.4.11. Scoring: All Association sponsored competitions will be scored using the following system to determine standings:

2.4.11.1. Three (3) points for a win
2.4.11.2. One (1) point for a tie
2.4.11.3. Zero (0) points for a loss

Points may be deducted in accordance with the WDDOA Sideline Conduct Policy and/or Team Forfeiture as outlined in 2.4.14.2.2

2.4.12. Forfeits:

2.4.12.1 Final judgment of forfeits rests with the Association. The Association will determine if a match was willfully or purposefully forfeited by a team and may assess a fine of $250 minimum. Forfeiture of said match may occur at any time prior to the publication of the following Fall's Pre-Qualified List in May. The reason for such forfeiture may be brought to the attention of the Association by any interested party.

2.4.12.2 The score of a forfeited game shall be 4-0. A team that forfeits a match may lose its qualification status and may be fined. Qualification status and fines will be determined by the Association.

2.4.12.3 Willful forfeits will not be accepted nor tolerated. At the discretion of the Association, any team that willfully or purposefully forfeits a match is subject to immediate and indefinite suspension, and all games played by the team that willfully or purposefully forfeits may be scored as 4-0 losses or be completely removed from the standings.

2.4.12.4 Multiple forfeits for the same team are subject to increasing penalties. (See 2.4.14.2.2)

2.4.12.5 Any of the following may result in a forfeiture of a match:

2.4.12.5.1 An ineligible, suspended, or unregistered player participating in a match. A player whose name clearly appears on the game report is considered to have participated in that match.

2.4.12.5.2 A handwritten player on the game report, regardless of the circumstances or who wrote the player. (The referee does not have the authority to approve a player(s) not pre-printed on the game card from the official league scheduling system)

2.4.12.5.3 A suspended coach violates the terms of his suspension.

2.4.12.5.4 Falsification or in any way altering of a game report.

2.4.12.5.5 Failure of a team to field the minimum number of players to begin a match within twenty (20) minutes of the scheduled starting time of the match.

2.4.12.5.6 A coach or other responsible adult not present with the team during competition or failure of such adult to be present within twenty (20) minutes of the scheduled match start time.

2.4.12.5.7 Forfeitures may not be declared at the field by the referee or by an agreement between coaches.

2.4.13. Tie-breaking Procedures: In the event ties exist in the standings at the end of a competition or a stage of a competition and the ties must be broken to determine the order of finish for seeding and/or advancement, the following procedures will be used until the tie is broken:

2.4.13.1. Result of head-to-head competition during the competition or a stage of the competition. (This criterion is not used if more than two teams are tied. If more than two teams are tied, start the tie-breaking procedure with 2.4.13.2)

2.4.13.2. Highest goal difference (goals for minus goals against) in all matches, with a maximum of four (4) goals difference per game counted both for and against; for example, if the score is 9-3, the calculation would be +4 goals for the winning team, -4 goals for the losing team.

2.4.13.3. Most goals scored in all matches (maximum of four (4) goals scored per game to be considered in the tie-breaking procedures).

2.4.13.4. Least goals allowed in all matches.

2.4.13.5. Least amount of forfeited matches (for any reason).

2.4.13.6. The tie-breaking rules are to be applied progressively in any case of three (3) or more teams involved in a tie. That is, if three or more teams enter a sequence level tied, the top team will be identified with the tie-breaking progression. If two or more teams remain tied after the initial progression, then the process is to return to the first tiebreaker (2.4.13.1) and begin the tie-breaking process again for the tied teams.

2.4.13.7. If after having applied the tie-breaker rules above teams remain tied, the WDDOA Scheduler may elect at their discretion other options to break a tie including but not limited to Kicks from The Mark (KFTM), a play-off match, or a coin toss.

2.4.13.7.1. If a play-off match is used to break a tie, the play-off match time and site will be determined by the WDDOA Scheduler, STYSA play-off rules shall apply in all such play-off matches (two standard overtime periods following regulation time, followed, if necessary, by FIFA Kicks from The Mark).

2.4.13.8. In the event of extenuating circumstances where the scheduled game(s) cannot be reasonably completed (i.e. multiple rainout weekends), the Association will determine a method to calculate the final standings.

2.4.14 Progressive Disciplinary System: With respect to the Progressive Discipline System, the Association will follow STYSA published Rule 4.9. PROGRESSIVE DISCIPLINE SYSTEM unless otherwise noted herein.

2.4.14.1 Any matter brought forward to WDDOA that does not meet the requirements OF or FOR a Protest or Grievance will be reviewed. The determination to hold a formal hearing will be at the sole discretion of WDDOA. Should a formal hearing be held, all principal parties will be notified of the hearing and/or decision.

2.4.14.2 Teams:

2.4.14.2.1 Teams will be referred to the Association D&P Committee upon the conclusion of the game in which any combination of players accumulates the sixth (6th) ejection of the season for possible disciplinary action including but not limited to immediate and indefinite suspension from WDDOA sanctioned competition.

2.4.14.2.2 Teams with multiple forfeits may be subject to increasing penalties: if a team reaches two forfeits, the penalty may include the loss of 1 (one) standing point in addition to the possible fine; if a team reaches 3 (three) forfeits, the penalty may include the loss of 2 (two) standing points in addition to the possible fines; if any team reaches 4 (four) forfeits, the penalty may include the loss of 3 (three) standing points in addition to the possible fines and/or immediate suspension. Any team reaching more than 4 (four) forfeits will be immediately suspended from the league, all their remaining games canceled, and all scores removed from games already played.

2.4.14.3 Spectators:

2.4.14.3.1 Misconduct by Spectator (Fan/Supporter): the parents, fans, or supporters of any WDDOA team, by attending a WDDOA sponsored event, subject themselves to the jurisdiction of the member association, with possible referral to the Association D&P Committee, STYSA Appeals Committee, or STYSA Executive Committee.

2.4.14.3.2 Spectators must abide by the WDDOA Sideline Conduct Policy.

III. ADDENDUM

3.1. TEAM QUALIFICATION:

3.1.1. Any team that fails to return greater than fifty percent (50%) of club core from its qualifying roster will lose pre-qualified status and must re-qualify. An equal split is not a majority for teams with an even number of players on the roster the previous season.

3.1.2. The Association will determine what qualification requirements (i.e.. League Standings, Application Process, Qualification Tournament, Challenge Matches) will be needed based on one or more of the following criteria:

- The U11 age group competition shall be open.
- All teams in each age group, except U11, will qualify to compete in their current age group based on standings from the previous seasonal year.
- Any established promotion and relegation system between Prime, Challenger, and Alpha Flights.
- The top two (2) Division II teams from the previous STYSA Fall Western District Championships.

3.2. RECRUITING:

3.2.1. No coach, assistant coach, trainer, team representative, registered player, parent or advertisement may offer or provide any kind of inducement to recruit a player to their respective team.

3.2.2. Forms of inducement include but are not limited to offers of/or guarantees of college scholarships or Olympic Development Program team placement, free or discounted travel costs, free or discounted professional coaching etc. if such costs are normally paid by the majority of the players associated with that particular team, club, or organization.

3.2.3. Failure to comply with the provisions of these rules may result in not less than a one (1) year suspension from all Association activities for the offending party. Complaints regarding noncompliance must be filed with the Executive Vice President and the Association D&P Committee shall render a decision regarding the complaint. Either party may appeal the decision of the Association D&P Committee according to the rules of this Association, STYSA, and USYS.