



## Central Wisconsin Soccer League

# CWSL Rules and Regulations

**Procedure # V2** (updated: 6.9.2023)

**Effective: 2010**

### **1. Scope**

- a. This policy is to give guidance of rules and regulations for all involved in Central Wisconsin Youth Soccer.

### **2. Definition & Explanation of Terms**

- a. CWSL – Central Wisconsin Soccer League with teams from: Marshfield, Rhinelander, Stevens Point, Waupaca, Wausau, Wisconsin Rapids and potential other local cities.

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FIFA Laws shall apply to all players, substitutes, coaches and bench personnel for all cautionable and sending-off offenses.

The official FIFA “Laws of the Game” shall be used except when modified by the following:

**1. PLAYER AND COACH BEHAVIOR REGULATIONS**

**A. Suspensions:**

Red card suspensions must be served in the environment in which they were obtained, that is; red cards obtained in League play must be served in League play: and tournament red cards will be served in tournaments.

- i. As you know, when a player receives a red card in league play, the referee must notify the Home team Referee Assignor. The CWSL president will determine the appropriate length of suspension.
  - a. Remember, players cannot play in any game (league or tournament) without being on a roster.
  - b. As always, the following hold true:
    - i. *Players must serve suspensions in games by the team on which they are rostered.*
    - ii. *Players must be present at games served for suspension.*
    - iii. *Multiple league game suspensions cannot be served in tournament games. Also, players are eligible to play in tournaments, even though they are ineligible to play in league games.*
- ii. The CWSL League President has the power to suspend players and coaches. Any player that is ejected and/or suspended may choose to have a hearing. This request for a hearing to review the suspension/ejection must be done in writing. This subsequent hearing will take place within 30 days. During this time the player may not be able to participate without the player pass. All league appeal options must be exhausted before legal, civil action can be taken. Multiple game suspensions may

occur due to repeated red card/ ejections incidents and/or severity of the event. Red card incidences that are determined to be a result of “Violent Conduct or Spitting at someone” will result in a game suspension determined by the CWSL President.

- iii. Suspensions received near the end of the season which will not be fully served by the end of the season will be carried over to the next CWSL playing season. Failure to complete prior year suspensions will result in additional suspensions and may result in team, club, or association fines.
- iv. A team, club, or association using a suspended player or players in any sanctioned game will be assessed a fine of \$100.00 and will forfeit the game involved.

#### **B. Player Ejection Suspensions**

- i. A suspension will be imposed on any player who is ejected from a game for any of the following offenses. The severity and circumstances of the offense will be taken into account when handing down the suspension.
  - a. *Serious Foul Play*
  - b. *Violent Conduct*
  - c. *Spitting at someone*
  - d. *Deliberate handling of the ball to prevent a goal*
  - e. *Fouling a player with an obvious goal scoring opportunity*
  - f. *Offensive, insulting, or abusive language*
  - g. *Receiving two cautions in a match*
  - h. *Serious Foul Play occurs when attempting to play the ball*
  - i. *Violent Conduct is inappropriate contact when the ball is not in the immediate area.*
- ii. **Fouls and Misconduct:** U10-12 Conform to FIFA with the exception that in indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air from his/ her penalty area into the opponents penalty area.
  - The CWSL will utilize the following regarding Yellow/Red cards
    - a. *Yellow cards received during regular season or playoff games must be counted*
    - b. *Once a player has accumulated three yellow cards during the regular season, the minimum penalty is the player suspended for the next league game.*
    - c. *Once the player accumulates five (5) yellow cards, the minimum penalty is the player suspended for the next two (2) league games.*
    - d. *All yellow cards must be reported to the CWSL through the referees report and reporting on CWSL website.*
    - e. *The accumulation of yellow cards is for the CWSL league and playoff games.*
    - f. *Any player who receives a red card shall be suspended for the number of league games decided by the League President. Any further penalties shall be determined by the league president.*
    - g. *All coaching misconduct will be reviewed by the League President and disciplined from a reprimand up to and including expulsion from the league may be applied.*
- iii. **A substitution after cautions (Yellow Cards).** The CWSL encourages coaches to

substitute players who receive cautions, immediately at the time they were given the yellow card.

- iv. **Mandatory Attendance of Suspended Players** – A player who is serving a suspension must be present at the game of which is to count towards a suspension. All players that receive suspensions must serve their suspensions on the team they are rostered on.
- v. **Probation Policy** – Because of various behavioral problems stemming from actions by players, coaches, referees, and spectators per review of Referee Game Reports and CWSL Incident reports the CWSL Board, after a hearing may place a player, coach, team, spectators or club on a probation period to be determined by the governing body. After this period, and if the behavior on and/or off the field does not improve, the CWSL may ban from league play for a year a particular player, coach, team, spectator or club.
- vi. **Protest and Appeal Process**
  - a. *A player or coach suspension may be appealed and the outcome of a game may be protested to the CWSL Board. However, no dispute, claim protest or appeal will be considered unless it is presented in writing.*
  - b. *For appealing suspensions/or the outcome of a game, the “event” that initiates the five-day limit will be the date in which the letter notifying of the suspension is received. The appeal must then be submitted to the CWSL President along with a \$75.00 appeal fee. The fee should be in the form of a check made out to the CWSL.*
  - c. *The CWSL President will within 30 days after being notified that the player wishes to have a hearing to appeal the suspension/ejection will inform all parties of his/her decision. The CWSL Board will review the information. If the appeal or protest is upheld, the fee will be returned. If denied, the fee will be forfeited to the CWSL treasury. The decision of the Board will be binding to all parties concerned, subject only to further appeal.*
  - d. *A denied protest or appeal may be further appealed to the Wisconsin Youth Soccer Association Appeals Board. This appeal process is covered under the Wisconsin Youth Soccer Association By-Laws, Rules and Regulations.*
  - e. *Any written communication to the CWSL President that does not follow the protest/appeal protocol will be considered informational only and may not be acted on or responded to.*
- vii. **Coach Send-off/Warning**
  - a. Any coach cited for a warning in an official game report or harassing a referee during the post-game “Verification Meeting” will be suspended at the discretion of the CWSL President. If a coach is ejected at any time during the game, that game may be declared a forfeit.
  - b. **Coach Misconduct:**
    - i. *Coaches in the CWSL 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. All coaches and Asst. Coaches are expected to hold a state issued*

*pass card and that the licensed level is appropriate for the age group they are coaching.*

- ii. 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”.*
- iii. Any time a coach is sent off the field, the referee must note it on the CWSL Game Day Report and this report is to be sent to the CWSL President.*
- iv. When a coaching send-off report is received by the CWSL President, the President will investigate the incident and recommend an appropriate response, in consultation with the coach’s club president. Repeat offenses will factor into the severity of the response. This response can take the form of one or more of the following:*
  - i. Suspension from one game (automatic) to lifetime dependent upon the severity of the incident.*
  - ii. Attending and completing an anger management course (Cost to be borne by the coach and /or club for which they coach).*
  - iii. Attending and completing an introductory referee training course (Cost to be borne by the coach and/or club for who they coach).*
  - iv. Probation*
- v. If the response (decision) includes anger management training or introductory referee training, these courses must be completed at the next opportunity or the coach will be suspended until the course has been completed.*
- vi. An investigation can be initiated by a signed letter or e-mail from a third party. The response to this investigation can take the same form as a send-off report.*
- vii. Decision may be appealed per the CWSL process with a \$75.00 appeal fee being posted within 48 hours of being advised of the decision. The appeal will be heard within 20 days of the appeal being accepted. If the decision is overturned or modified the appeal fee will be returned to the appellant.*

**viii. Referee**

The referee must report all player cautions, ejections, and official coach warnings or send-offs at the Game Officials web site. An additional written explanation must be provided for all ejections/red cards/send-offs by using the Red Card Report. The reports must be forwarded to the appropriate ref assignor immediately. Coach pass cards should not be collected when coaches are sent-off.

**C. FORMS**

**i. CWSL Game Day Report**

At all age groups, Each coach/manager must submit their WYSA roster to the referee prior to their teams check-in. In the event a team is using a club pass player

this game day roster must include all club pass players hand written on the bottom and also needs to have the roster the player is originally on. The referee needs to utilize this report to properly “check-in” the teams. Actual scores will be posted within 48 hours in Demosphere.

**ii. Red Card Report**

This report must be used by the head referee in reporting to the CWSL President the details of any red card/ejection situation(s). Report located on the CWSL web

**iii. Player Transfer**

If a player seeks to transfer to another team, they must contact their current club and district registrar. Intra-club transfer may be handled internally. Inter-club transfers WILL require approval from the state office

**D. GAME MANAGEMENT REGULATIONS**

**i. Field Changes**

If, for any reason, the home team is forced to change fields before a particular game, the home team must arrange to have the away team and referee notified prior to the game. Permanent field changes must be provided in writing to the League Schedule.

**ii. Field Markings**

Regardless of private arrangements between clubs, it is still the sole responsibility of the home team to see that the field is adequately marked to the satisfaction of the referee. Home team sets corner flags. Referees have already exercised the option to refuse to have the game played if the field is not adequately marked. This results in a forfeit by the home team.

**iii. Goals**

Clubs must maintain safe goals. Proper anchoring is mandatory. If a coach refuses to play a game due to unsafe goals, the CWSL President MAY declare the game a forfeit against the home team.

**iv. Additional Responsibilities of the Home Team:**

1. Put up four (4) corner flags
2. Supply game ball
  - i. No 4 for U10/U12
  - ii. No 5 for U13/U-19
3. Insure proper field markings.
4. Portable goals must be anchored, according to proper guidelines.
5. There will be no advertising allowed on goal nets.

**v. Game Rescheduling and Cancellations**

1. Objectives
  - i. *All Scheduled games shall be played in a season and scores be posted to the standings.*
  - ii. *All teams must be willing to find alternate dates in case of rescheduling.*
2. Definitions
  - i. *Fee of \$150.00 per game shall be assessed to the team that forfeits the game*
  - ii. *Forfeit*
    - a. A forfeit is declared when a team fails to show up or

- cancels a game in advance
    - b. The forfeiting club pays full referee fees
    - c. A forfeit is recorded as a 1-0 favor of the team that is present or willing to play the game.
  - iii. *Game cancellation reasons*
    - a. There should be no cancelling of games within 24 hours of the game except for instances of inclement weather.
    - b. There is no valid reason for cancelling a game
  - iv. *Before you can cancel a game you need to contact League President and Treasurer*
- 3. Rescheduling Procedure
  - i. *Need approval from League President and Treasurer to reschedule game.*
  - ii. *Upon approval you will fill out the Rescheduling Form that will be emailed to you*
  - iii. *The team rescheduling must initiate the rescheduling process*
  - iv. *The team rescheduling must notify the home field scheduler and the referee assignor immediately.*
  - v. *The League scheduler must cancel the game in Demosphere*
  - vi. *The League scheduler must notify the referee scheduler whom must cancel the game in Game Officials.*
  - vii. *If you do not notify the referee assignor for that game immediately your club will be responsible for paying the referees in full.*
  - viii. *Teams will work on a new date to reschedule*
  - ix. *Once a new date is firmed, then the Demosphere schedule must be updated by the League Scheduler.*
  - x. *The Field scheduler must notify the referee scheduler whom must make the change (new game date) in Game Officials*
  - xi. *The change in Demosphere will notify all parties involved (players, coaches & managers)*
- 4. Rescheduling process
  - i. *The rescheduling team could provide three (3) alternate playing dates/times as soon as possible*
  - ii. *The team being rescheduled upon shall:*
    - a. If the rescheduling team provided alternate playing date/times pick one new date within one week
    - b. Both teams shall agree on the new date one (1) week after the alternate dates are presented: so there is a maximum of two (2) weeks to reschedule from the time of the rescheduling notification
- 5. Actions
  - i. *Inclement weather*
    - a. Players should be checked-in only if weather conditions are favorable to play the game
    - b. If both teams are checked-in when the referees decide not to play the game the referees are to be paid.
    - c. Upon rescheduling the paid referees must make every

attempt to attend the rescheduled game.

- d. No additional pay will be given to the already paid referees.
- e. New referees will be paid for their position

**vi. Coaches/Managers Pass**

All Head and Assistant Coaches must hold a state issued coach pass card to be present on the sidelines during any competition. All coaches must present their coaching license to referees prior to the start of a game. If they do not present their pass, the following will be implemented. For the first offense, the referee will make note of the offense and report it to the ref assignor. Karen Stashek will report the offense to the appropriate club president. Upon the second offense, the club will be fined \$25 payable to CWSL via Karen Stashek. If the club did not receive notification of the first offense prior to the second offense, then no fine will be assigned. Clubs will determine independently whether the club or the coach is responsible for the fines. If you are coaching a U10 or below team you are required to have a Y1 License or to have completed one Grassroots Module. If you are coaching at U11 and above you are required to have completed the Grassroots Module requirements or have a USSF E License. All Managers, Board members and club personnel (volunteers/administrators) also must complete the Risk Management process.

**vii. Team/Parent Field Assignments**

All CWSL games at all age levels should be played with teams, team coaches, and team volunteers with passes on one side line within team bench areas on the same side of the field separated by the midfield line and spectators on the other side line. We recognize that extenuating circumstances may prevent compliance at some field locations. The decision to allow exception will be made by the referee.

**viii. Uniforms**

1. Home jersey light color.
2. Away jersey dark color.
3. Where the colors of jerseys are similar, it is the responsibility of the home team to change jerseys.
4. At all age levels the uniforms of a team should be consistent in appearance (identical jerseys, same colored shorts and socks). Shirts shall be tucked in shorts. Sleeveless jerseys will not be allowed.
5. Any player with blood on his/her uniform (without regard for it being his/her own or someone else's and regardless of whether it is dry or wet) must leave the game immediately and change into a "clean" uniform. Substitutes can take the place of these players immediately as they would for any injury.
6. Undergarments appearing outside the uniform need to be the same color as the uniform.
7. Players who pull their jersey over their head will be subject to misconduct (yellow card).
8. Goalkeepers must wear a color that distinguishes them from other players and the referee. Goalkeepers may wear baseball caps as long as the bill of the cap is forward.
9. Wristbands and headbands will be allowed.



10. CWSL will approve sponsorship logos on uniforms with the following stipulations: logos representative of alcohol, tobacco, or other entities that are unbecoming to our youth clubs will not be allowed. Clubs should be selective when choosing their sponsors. Club should submit list of the sponsors to the Board for approval by the President, Treasurer and Secretary.

**ix. Jewelry**

No jewelry may be worn. This includes the following: bracelets (of any kind), earrings, necklaces, barrettes, or hair twists with metal or plastic. MEDICAL ALERT BANDS OR ANY NON- REMOVABLE BRACELET MUST BE TAPED TO THE BODY

**x. Casts**

Hard and unyielding items (guards, casts, braces, etc) on the hand, wrist, forearm, elbow, upper arm or shoulder unless covered must be padded with a closed-cell, slow-recovery foam padding no less than ½ inch thick. The Coach should present this player to the center referee prior to the start of the game for approval. The cast should pose no risk to the players of either team or officials. The final decision is left to the center referee of that game as to whether the player shall participate in that game. If the official observes risk during the game the player may be asked to leave for the remainder of the game.

**xi. Player Passes**

Coaches and managers of classic teams are advised that every player must be on a League Approved Roster at game time and hand it to the referee before the game in order to participate. In order to assure all teams receive rosters by the first play date, the league registrar will have to have all materials in hand by the 3rd Friday in April. This will allow for the adequate processing time necessary. This is not intended to prevent clubs from getting their materials turned in sooner.

Once this date has passed all agree to the following: All materials in the hand of the registrar may have a seven (7) day processing time. Inquires on completion will not begin until seven (7) full days has passed. The registrar may be able to process these things earlier, but will contact when they are complete. This will be left to the discretion of the registrar. Per the CWSL and WYSA age exemptions are not permitted for any competitive (select, competitive or premiere) team. For recreational teams you are only allowed two overage players per team. We follow the WYSA Age Exemption Policy.

**xii. Poaching Policy**

WYSA has implemented a Poaching Policy with violations. This document can be found on the CWSL Website for your reference.

**xiii. Club Pass and Guest Players**

The CWSL allows the use of club pass and guest players for league games under specific guidelines. A club pass player must be a player who is a registered player within their club and a member of a team that plays in the CWSL League. Players from "tournament only" teams cannot be used as a club pass or guest player. The only guest players allowed must be registered to a state league team at a younger age and playing up at least one age group on team in their home club. Under no circumstances (except those noted in the following paragraph) will a player be allowed to "play down". A player rostered to an age group older than their age is classified as being the older age and not eligible to club pass or guest on a lower

aged team.

Exceptions may be made in instances where a team is short players due to injuries/concussions. In those cases, the coach may appeal to the CWSL president and request that a player rostered to an older age group be granted temporary permission to play with a birth-age-appropriate team. The club making the request will need to provide a doctor's note confirming the injury. Decisions concerning the guest/club pass player, in these instances, will be made on a case-by-case basis. Only birth year age appropriate players would be allowed to serve as guest/club pass players.

The coaches for both inter-club teams must agree to the playing opportunity and the coach of the guest player must provide the coach of the team utilizing the guest player with the player card for referee inspection. Male players may not be guest players on a female team, however, female players may be guest players on a male or coed team. In the event that there are simultaneous games being played, a player may not play in both games. With the coach's permission, a player may play as a guest player in a game scheduled on the same night but scheduled for an earlier or later time.

The coach requesting use of a guest player must also obtain permission from the parent(s) of the guest player. The use of guest players should only be when a team may not be able to field a team due to absence of players, (illness, vacation, or similar excused absences). No more than four (4) guest players may be utilized by a team in a single game. The total of the guest players plus the available players of the scheduled team cannot exceed four players over the maximum allowed on the field. Example: A team playing 11 aside can dress a maximum of 15 players when "guest" players are used. This will allow games to be played full-sided and provide four substitute players for player safety.

Club pass/guest play limit: Each individual player is eligible to club pass and/or guest play in CWSL games a maximum of 4 times in a season.

Club pass reporting: All Midway/CWSL Club Presidents are responsible to monitor club passes for all games. Coaches using club pass players or state league guest players are responsible for reporting to their club president their participation including the date of the game.

**xiv. Referee/Referee Pay**

1. All Referees must be United States Soccer Federation Certified.
2. The three person/diagonal systems is mandatory for U11 and older.
3. Assistant Referees: If the home team fails to provide three referees (the assistant referee(s) may be club lines-persons who can only call out-of-bounds)
4. U10 – Are not required but recommended to have two assistant referees.
5. In the event that the brackets overlap (Example: U15-19 C) the game

length and Ref pay will be the higher bracket of time and pay

6. Referee Payment

The CWSL shall use the pay schedule put out by the WYSA as follows

Age Group	Center Referee	Assistant Referee (each)
U9-U10	\$22	\$16
U11-U12	\$34	\$24
U13-U14	\$46	\$34
U15-U16	\$58	\$42
U17-U19	\$68	\$48

7. Each coach/manager will pay ½ of center fee and ½ of each asst. ref fee for all games (home, away & neutral site). This payment should be given to the referee prior to the start of the game in THREE separate envelopes. Only USSF Certified Refs are to be paid, club linesman may not be paid as part of the referee crew. Unpaid fees due to referee no shows are to be returned to the club by the coach or team manager.
8. U10 Games: It is recommended that a 3 referee system be used at U10 to encourage young referee development. If only one certified center ref is used, that ref will receive payment for center referees (Total of \$22). The fees paid to the AR's shall be returned to the club by the coach or team manager. Club linesmen, if used, cannot be compensated.
9. Rescheduling: as stated in the rescheduling rules, if the same refs assigned for original date return for the rescheduled game(cancellation due to inclement weather) and have already been paid they will not be paid again. If new refs are assigned they will need to be paid for the rescheduled game. Every effort will be made to reschedule the same refs, but this may not always be possible, so be prepared to pay the new refs.

**xv. Game Start Time**

A team has 15 minutes grace period in which to be ready to play, after the scheduled game time. In the event of a field change, the visiting team should be given an additional grace period to be determined by the referee. The league commissioner will decide if the game is to be replayed or forfeited. A game can be started before the scheduled time if the referees and both coaches agree.

**xvi. Game Length**

- U10 - 25 minute halves
- U11 & U12 - 30 minute halves
- U13 & U14 - 35 minute halves
- U15 & U16 - 40 minute halves
- U17 thru U19 - 45 minute halves

1. Half-time is a maximum of ten (10) minutes.
2. Coaches may elect to shorten playing time to 30 minutes per half in the case of a double header or for the safety concerns.

**xvii. CWSL Playoff Games**

Championship games if tied, go directly to “kicks from the mark” to determine the winner of the game. Only players on the field may participate in the kicks.

**xviii. Rosters**

Both teams must give rosters showing the player name, WYSA and jersey numbers

to referees prior to each game. The referee will retain the roster for his/her records. If you have guest players or over roster you will have to provide a “game day roster” in addition to your state approved roster.

1. U10 Rosters must rotate 50 percent of the players each season as this is recreational level focused on player development. Playing time at the U9-U10 level should be at least 50 percent of the game time. Playing time at the U11-12 level should be approximately equal if players are actively participating in practices.
2. USSF roster number guidelines will be used for all team and game day rosters. They are as follows:
 

U10	14 player maximum
U11-U12	16 player maximum
U13-and UP	22 players maximum /18 player roster on game day
3. Requests for over-rostering will be handled on an individual basis by the league president and coordinated with the WYSA office.
4. A match is played by two teams each consisting of the following, one of who is the goalkeeper:

	U10	U11 & U12	U13 thru U19
Maximum Players	7	9	11
Minimum Players to Start	5	7	7*

\*Start and/or continue

**xix. Substitutions**

The number of substitutes is unlimited, however, all substitution and exiting when allowed, must be made at the midfield side of the team bench areas. Substitutions may be made prior to a throw-in in favor of your team, prior to a goal kick by either team, following a goal by either team, following an injury to a player from either team, player given a yellow card or at half time. Substitutions may also be made for your team on the opposing teams throw-in if the opposing team also has a player at the half-way line. When substitutions are made, the player coming on to the field must have a material in hand that is passed off to the player leaving the field.

**xx. Complete Game**

In instances when the referee suspends or terminates a game due to weather conditions, darkness, etc. a game will be considered complete if the first half has been completed prior to the suspension or termination. If the first half has not been completed, the game must be rescheduled and played in its entirety.

**xxi. Post Game Conference**

In order to communicate accurate game information, the Board is requesting that the “center referee” and a representative from each team meet in a post-game conference. The purpose of this conference is to:

1. Verify the score and the number of cardings
2. Verify the identity of all players receiving the cards

**E. Other Regulations**

**i. Bad Weather**

Only the referee assignor, referee, field owner, or club field scheduler has the authority to postpone a game. In the event of inclement weather and a game must be suspended and consequently, can be resumed, the referee CANNOT declare a winner (or forfeit). Whenever thunder is heard, lightning is sighted or the lightning

detector shows a lightning strike within ten miles of the soccer fields all play shall be halted for thirty (30) minutes. The game will be suspended for 30 minutes from the last lightning strike or sound of thunder. All players, and spectators shall be instructed to return to their vehicles immediately, until play is resumed. If there are not further lightning strikes within 10 miles for thirty (30) minutes then play shall resume.

**ii. Disband Policy**

Subject of WYSA Rule 7.3.6, CWSL/Midway shall disband all fall teams provided they have been in existence for 60 days and the Club submits a request to disband to the CWSL/Midway Commissioner on or before December 1 of the respective year.

Guidelines to follow when a team is disbanded: 1) Disbanding a team requires that the club submit a written request to the League President asking for permission and stating the reason the club wishes to disband the team. 2) Rosters of team that is to be disbanded are turned into CWSL Commissioner. 3) CWSL commissioner will disband team once player cards are received. 4) State League teams cannot be disbanded. 5) Players can only be moved three times in a season per team.

**iii. Social Media**

When coaching, you may have a social media page enabling you to connect with your players. As a coach you have the responsibility of all content on your personal and team social media page. When having a social media page, regardless of team or personal you are not allowed to put any negative comments or post negative pictures about a CWSL game, clubs, players and game or league officials. Upon notification to the CWSL President of any coach not following this policy the CWSL President will investigate and determine the penalty.

**iv. Participation in leagues other than CWSL**

CWSL Club teams are allowed to have State League teams/players. State League players are allowed to club pass or guest play with their home clubs in CWSL games provided they are club passing or guest playing at least one age group higher than the age groups on their player pass. All other CWSL club pass rules apply to these players.

CWSL teams applying to the Western Wisconsin Classic Soccer must be registered as a CWSL team in order to play in the WWCS.

**v. Code of Conduct Statement**

To have any team sport run smoothly, we need joint effort and guidelines to follow. The responsibilities of coaches, players, parents, and spectators are as follows:

1. Players are expected to show a sportsman-like behavior.

*i. TOWARD TEAMMATE*

a. Teamwork and cooperation are absolutely essential for success in any group effort. Group spirit, unselfishness, a concern for others, and self-sacrifice are all necessary for the best team performance.

b. Criticism and sarcasm seldom accomplish anything beneficial. The end result, nearly always, is less relaxation, more tension, and a corresponding decrease in skill.

*ii. TOWARD OPPONENTS*

a. The other team members are guests and should be



**4. Approvers**

- a. CWSL Board

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