

SCWSL

RULES TO BE FOLLOWED BY REFEREES, MANAGERS & PLAYERS

Before the Game.....

- If the referee is not at the field for check in, contact: **Rafael Nunn at 707-494-6698**
- Teams will be checked in 15 minutes prior to game time by the referee.
- Teams are required to have nets up with enough time for the referee to inspect prior to game time.
- Teams are required to have corner flags and center cones at every game and nets for the fields that require them.
- Referees are required to check in all players closely against the Sports Engine app at every game. If requested, players must provide additional identification. If a player does not have additional identification, they will not be eligible to play.
- If a player does not have a picture on the Sports Engine app, they are not allowed to play in the game without a written exception from the board or a verbal exception from the board directly to the referee.
- The clock for every game will begin at the scheduled start time. If the game is delayed, the play time for the 1st half will be reduced by the amount of time that the game was delayed. The 2nd half will not be affected unless both teams agree. **Game times will not be reduced if the referee arrives late to the game or delays checking in teams. The play time will begin once the whistle is blown.**
- Games must start within 15 minutes of the start time with a minimum of 7 players or game will be forfeited. A team must take the field once they have 7 players. If the team is able to field 7 players before the 15 minute cut off, the play time will be reduced by the amount of time that the game was delayed. The 2nd half will not be affected unless both teams agree.
- A team may request shorted halves, but both teams must agree to the adjusted play time.
- All players must be wearing the same color and have different numbers on their jerseys. Goalies must wear colors that are distinguishable from either team. The home team is required to have alternative jerseys in case there is a conflict in color.
- Shin guards are mandatory. Hard knee braces must be covered with one thickness of ace bandage or similar coverage.
- Jewelry is not allowed and should be removed prior to game time. If a ring or earrings can't be removed, they must be taped. If a player does not remove jewelry prior to the game, the referee will ask the player to leave the field to remove or tape the jewelry and a yellow card should be issued. Players ARE allowed to wear clips in their hair.
- Exercise tracking devices must be covered with a sports band.

During the Game.....

- Substitutions:
 - Your teams throw in
 - The opposing team's throw in, if the team with possession initiates substitution
 - Either teams goal kick
 - After either team scores, prior to kickoff
- If a team does not start with 11 players, additional players may only be added during legal substitution periods.
- It is the referee's responsibility to control the game to eliminate dangerous play.
- Referees must protect the goalies against dangerous play.
- Player(s) slide tackling near another player will be given a yellow card and then a red card if repeated. Player (including the goalie) slide tackling from behind will be given an **AUTOMATIC RED CARD**. A player sliding with no other players in the vicinity or any chance of causing any type of collision is not a tackle.
- Goalies may slide tackle feet first as long as they are not sliding cleats up and their feet are together and not above the ball. Goalie must be in the penalty box or it will be a yellow card.
- If a player receives a yellow card (the 1st yellow card), player shall be substituted off the field for 5 minutes and must serve the entire 5 minute penalty. Both teams are allowed to substitute other players involved **IF** a cooling off period is needed. A second yellow equals a red.

- A player that receives a red card must leave the field promptly and the offending team will not receive a substitution and must play short for the remainder of the game. If the referee asks the player to leave the premises they must do so immediately. If the player refuses to leave the premises or continues to cause a negative distraction the referee may call the game, resulting in a forfeit for the offending team.
- Referees are strongly encouraged to card players and fans for any abuse that is verbal or physical.
- Team Managers are responsible for their players and their sidelines and must assist in controlling situations that arise. If the team manager does not assist in controlling players or sidelines, they can be held responsible and disciplined appropriately.
- If a team forfeits a game, it is no longer a league sanctioned game for the referee and they are required to leave the field. The referee MAY NOT referee the game even if both teams agree to scrimmage.
- A score differential of 8 or more goals is an automatic forfeit of the game.
- Referees must record name of any player receiving a yellow or red card with infraction or the reason a player is not allowed to play a game. If a red card is given the referee coordinator needs to be notified as soon as possible.
- Referee must record any uniform violation, game delay if the team has 7 players, or missing equipment.

After the Game.....

- Both teams are required to complete the “Report your Scores” on the front page of the website: **scwsl.net**
- Manager should send any serious concerns about the referee to:
 - Game Scheduler at scwslscheduler@gmail.com
- Manager should send any serious concerns about a player or team to:
 - Vice President at scwslvicepresident@gmail.com
- Referee to email the following information to ralphnunn55@gmail.com within 24 hours. Game information is required in order to receive payment for games.
 - Teams played
 - Score
 - Any cautions or ejections given with the following information
 - Team, player, jersey #, reason for the caution or ejection
 - Any serious concerns about individuals or teams
 - Any serious injuries and the cause of the injury
 - Any field concerns
 - Any game delay, uniform violation or missing equipment