

- Section 1. LWSL Board of Directors
- Section 2. League Seasons and Schedules
- Section 3. Registration
- Section 4. Payments to the LWSL
- Section 5. Game Roster
- Section 6. Fielding a Team / Guidelines for Playing on Other LWSL Teams
- Section 7. Referees
- Section 8. Game Rules and Procedures
- Section 9. Uniforms & Playing Equipment
- Section 10. Facilities
- Section 11. Standings
- Section 12. Disciplinary Matters
- Section 13. Severe Weather Policy

Section 1. LWSL Board of Directors

The LWSL Board shall consist of the following (all volunteer positions):

1. LWSL Commissioner
2. LWSL Treasurer
3. LWSL Web Admin
4. LWSL Team Captains

The LWSL Board will meet twice per year, before the start of each season, to set season dates, vote on new rules and/or amendments to the rules, and review/assign new players.

Section 2. League Seasons and Schedules

The LWSL will play two seasons per year, Fall and Spring. The Fall season will run from mid-August into November. The Spring season will run from late March into June. For any given season, only 1 regularly scheduled league game will be rescheduled due to weather cancellation.

The LWSL Commissioner will present a season schedule to the LWSL Board in the pre-season meeting. Each team will have an equal number of league games. A tournament schedule will be determined mid-season, dependent on the number of teams in the league and the availability of fields and referees.

Section 3. Registration

Eligible Players

A player playing in a LWSL game must be registered with LWSL. Youth players must be at least sixteen (16) years old and must submit a "Minor Release Waiver" before being eligible to play.

Registration Requirements

Each player must be registered each season, and may only be registered with one primary team. If a player is registered with a second team as an Alternate Player, she must play on her primary team in Tournament play.

A returning player is expected to register and play with the team with which she played during the prior season. If a returning player wishes to move to a new team, both captains of the teams directly impacted must agree on the change. If both captains agree on the change, see bullet 1, and if they don't agree see bullet 2:

1. Once approval has been given, the player must pay a \$20 change fee and pay the full price for the new jersey.
2. If captains do not agree, it will go to the board to vote.

Switching teams is not encouraged and Captains are expected to refrain from recruiting players from other LWSL teams.

Dual Player Registration

A player may join a second team as an Alternate Player by paying a dual registration fee (set annually by KSA). An Alternate Player is approved to play on an additional team by the LWSL Commissioner. She is identified as appearing on the Alternate Team's roster. A "Guest Player" is considered a sub and does not need to appear on the team's roster. See Section 6 below.

Method of Registration

The method of registration shall be determined by the LWSL Board.

Cost of Registration

The cost of registration shall be set before each season by the LWSL Board. Every player must be registered and paid in full prior to playing. Failure to pay player fees by the established deadline will result in removal from the roster.

Section 4. Payments to the LWSL

All payments to the LWSL shall be made by check or money order or equivalent electronic means with an accompanying memo noting the purpose of the payment.

If a payment is made by check, and that check is returned for having "insufficient funds", the payment will not be considered to have been made. Future payment must then also include the cost of processing the returned check.

Section 5. Game Roster

The LWSL Commissioner will create Team Rosters/Waivers for the LWSL Team Captains. All players MUST sign the roster/waiver before they play their first game. A final, complete copy of the signed roster/waiver must be submitted to the LWSL Commissioner each season.

For league games, a copy of the roster should be kept available if needed, however it is not required by the referee.

For tournament games, a copy of the roster must be provided to the referee. All players must bring photo IDs and the referees will check rosters.

Section 6. Fielding a Team / Guidelines for Playing on Other LWSL Teams

LWSL Games are 11 v 11. A Team must have a minimum of 7 players to play an official game. Teams must be dressed and ready to play at their scheduled time. There is a maximum 15 minute grace period. The game clock will be started by the referee at the scheduled game time, regardless of when the game actually begins.

If a team is expecting to start with less than 11 players, that team may use players registered on other LWSL teams. These players must be identified as "guest" players.

1. a team may add "guest" players up to a maximum roster of 11 players. The opposing team captain must first agree to play the team with the "guest" players.
2. The "guest" players must leave the field if additional rostered players arrive and join the game.
3. The "guest" players must leave the game if the team is leading by 3 goals.
4. A "guest" player may only play for any given team once per season.

"Guest" Players will NOT be allowed in any Tournament games.

Section 7. Referees

Game assignments of referees will be coordinated by the LWSL's Referee Assignor. Referees assigned to LWSL games will have current USSF certification. LWSL has the authority to direct the Referee Assignor that certain referees not be assigned to LWSL games.

The referee is required to complete the game report and send it to the LWSL Commissioner.

The referee will enforce all LWSL and FIFA rules and decide any disputed point. The referee's decision on points of fact connected with the play will be final so far as the result of the game is concerned. The captains of both teams are the only players that may query rule applications made by the referee. Once the referee has replied, any further talking to, at or about the referee regarding a ruling may cause the team to be penalized.

Section 8. Game Rules and Procedures

1. All games sponsored by the LWSL will be conducted in accordance with the most current version of the USSF and/or FIFA Laws of the Game, and in accordance with the rules of the LWSL.
2. The game is played over 2 x 45 minute halves, with a 10 minute break, with the result being determined by the team scoring the most goals.
3. The game ball must be a Size 5 soccer ball, supplied by the home team.
4. There shall be unlimited substitution during the game, but substitutions will only be allowed at the following points:
 1. after a goal by either team
 2. after a goal kick has been awarded to either team
 3. at half-time
 4. when a player leaves the field with an injury
 5. at a throw-in; if both teams are subbing then both teams may enter regardless of which team is taking the throw-in
5. A match will be considered Final if it reaches halftime. If called because of weather prior to halftime, the game shall be rescheduled through the LWSL Commissioner.
6. Both teams are responsible for submitting a Captain's Game Report to the LWSL Commissioner within 48 hours after game time. Referee no-shows, player injuries, misconduct, unusual conditions or problems are part of the results that must be reported.

Section 9. Uniforms & Playing Equipment

All players on a team will wear shirts that match in color, except the goalkeepers, who shall wear colors that contrast with their own team and with the visiting team.

Each player will wear a shirt with a number on the back. Each team member must have a different number. The goalkeeper is exempt from this rule – it is understood the goalkeeper's number is 0. Should a field player substitute as a goalkeeper, the field player's original jersey number shall be noted in the event of any incident.

When the referee determines that the color of the shirts of competing teams is too similar to play the game, the home team must change. The jersey number rule is exempt for the home team if a change of shirt is required, however each player must be able to give the referee her jersey number in the event of any incident.

Shinguards are mandatory and must be covered by socks.

Players may wear any type of shoe, cleat, turf, or flat, provided they do not have metal cleats.

Section 10. Facilities

All games will be played at Masterson Station Park, unless otherwise noted on the schedule. LWSL will pay Lexmark an assessment for the fields for every season, to cover the cost of maintenance.

Restrooms are available near both fields.

LWSL does not have access to any first aid devices and ice is not available at the fields. Captains should make sure their team supplies include cold packs and/or other first aid supplies. If First Aid is required, a member of the LWSL Board will call EMS for the player.

Section 11. Standings

Points will be awarded as follows:

- Win – 3 points
- Tie – 2 points
- Loss – 1 point
- Loss by forfeit – 0 points

In the event of a forfeit, the non-offending team will receive 3 points for a win, and the score will be recorded as 4-0.

A maximum Goal Differential of 4 will be allowed.

League Standings shall be calculated by:

1. Total Points
2. If any teams are tied in points, the first tie breaker is Goal Differential (Goals For minus Goals Against).
3. The next tie breaker is most Goals For.
4. The next tie breaker is least Goals Against.
5. The next tie breaker is most Wins.

Section 12. Disciplinary Matters

Misconduct: Card System

Misconduct will be monitored by applying the yellow and red card system as follows:

Yellow Card

A yellow card may be given to any player playing outside the spirit of the game and the code of behavior guidelines.

Red Card

When a red card is issued, the player is to be ordered off the field and the team will play short for the remainder of the game. A player, substitute or substituted player is sent off if she commits any of the following seven offenses:

- serious foul play
- violent conduct (A player is guilty of violent conduct if she uses excessive force or brutality against an opponent when not challenging for the ball)
- spitting at an opponent or any other person
- denying the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
- denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick
- using offensive, insulting or abusive language and/or gestures
- receiving a second caution in the same match

Suspensions and Fines

The LWSL Commissioner will review the Referee Game Report following each game. LWSL shall have the authority to levy fines, suspensions, and revocations of registration.

When any player is sent off the field by the referee, the following suspension rules apply:

1. A Red Card for denying an obvious goalscoring opportunity by a handball when not the keeper, by an offence punishable by a free kick or penalty kick, or a Red Card as a 2nd Yellow Card, will result in a one (1) game suspension.
2. A Red Card for serious foul play, spitting, or offensive/insulting/abusive language and/or gestures will result in a one (1) game suspension and \$25.00 fine.
3. A Red Card for violent conduct (striking with any part of body, any act of fighting, reckless fouls away from the ball) will result in a three (3) game suspension and \$25.00 fine.
4. A 2nd Red Card for violent conduct given in the same season will result in suspension from the league for the remainder of the season and an additional \$25.00 fine. A Red Card for violent conduct in the next season will result in suspension from the league for the remainder of that season and the following season (i.e. one year).

Suspensions will only apply to LWSL and NOT other local leagues (i.e. LYSA). The LWSL Commissioner will notify the Team Captain and the individual player of any suspension and/or fine within 48 hours of review of the Referee Report. All fines must be paid to LWSL before a player is allowed to return after serving a suspension.

Any suspensions applied to an individual playing in a game as an Alternate Player shall so apply to that individual in any games she may participate in, whether under primary or dual registration, and vice versa.

Referee Assault

If any person under the jurisdiction of LWSL physically assaults a referee, that person will automatically be suspended for one year from the time of the assault. If circumstances warrant, the period of suspension may be extended.

Cases of referee assault and abuse must be immediately referred to the Kentucky Soccer Association, which has original jurisdiction over such cases. The suspension of the player will be indefinite until the Kentucky Soccer Association ruling is provided.

Section 13. Severe Weather Policy

The LWSL severe weather policy is patterned after LYSA's:

Games shall be stopped and possibly terminated due to the presence of severe weather. Severe weather shall include but is not limited to:

1. the sighting of lightning.
2. the hearing of thunder.
3. the sighting of a funnel cloud.

If any of these are present during a game, then the referee in charge shall stop the game and instruct everyone to clear the field and seek shelter. After a wait of at least 30 minutes with the absence of any severe weather, the game may be resumed. If after 30 minutes the severe weather continues, the referee may terminate the game.

If any of these conditions are present during a practice or a scrimmage where no referee is present then the captain or captains are responsible for stopping the practice or scrimmage and instructing everyone to clear the field and seek shelter. After a wait of at least 30 minutes with the absence of any severe weather, the practice or scrimmage may be resumed. If after 30 minutes the severe weather continues, the practice or scrimmage shall be terminated.

In the case of multiple games, practices or scrimmages occurring at a single location, if there is a person or persons on site who has been vested with the authority for the whole site, such as is the case of a tournament director, then the individual referees and captains will be subordinate to that site authority's determination of the presence of severe weather and whether the activities should be stopped or terminated.

If there are no severe weather conditions present, but in the opinion of the referee or the site authority the threat of severe weather is sufficiently real then the referee or the site authority may suspend or terminate a game at their discretion.

If the Fayette County area is under a severe weather warning, then no activities shall be permitted to start or continue while that warning is in effect.