



West Niagara Cup Tournament Rules

Please note: These rules apply to the West Niagara Cup Tournament only, and are not applicable to regular season games or final day games

Two signed game sheets must be submitted to the referee prior to the start of the game. Game sheets can be printed from the WNISL.com website. Two team captains are selected by the coach for each game. Captains will be called over by the referee prior to the start of the game to participate in the coin toss.

Division	U8 (Grimsby)	U8 (Lincoln & West Lincoln) U10	U12	U14	U18
Playing Strength	5 v. 5	7 v. 7	9 v. 9	11 v. 11	11 v. 11
Minimum Players ¹¹	5	5	6	7	7
Game Length	2 x 20 minute halves	2 x 20 minute halves	2 x 25 minute halves	2 x 30 minute halves	2 x 30 minute halves
Ball Size	4 or 5 light	4 or 5 light	4 or 5 light	5	5
Match Officials	Game Leader	Referee	Referee, 2 Assistant Referees	Referee, 2 Assistant Referees	Referee, 2 Assistant Referees
Call Ups	Call Ups are not permitted for tournament games	Call Ups are not permitted for tournament games	Call Ups are not permitted for tournament games	Call Ups are not permitted for tournament games	Call Ups are not permitted for tournament games
Retreat line ⁷	Yes ⁷	Yes ⁷	Yes ⁷	No	No
Offside called ⁷	No	No	Yes ⁷	Yes ⁷	Yes ⁷
Free Kicks ^{13, 14}	Indirect (except on penalty kick)	Indirect (except on penalty kick)	Indirect or Direct	Indirect or Direct	Indirect or Direct
Throw in or pass in when the ball leaves the field	Pass in	Pass in	Throw in	Throw in	Throw in
Substitutions	Unlimited substitutions at any game stoppage	Unlimited substitutions at any game stoppage	Unlimited substitutions after a goal, on a goal kick or on a teams own throw in ¹⁰	Unlimited substitutions after a goal, on a goal kick or on a teams own throw in ¹⁰	Unlimited substitutions after a goal, on a goal kick or on a teams own throw in ¹⁰

1. Game reports must be submitted through the WNISL website immediately following each game for standings to be calculated. Alternatively, scores for any Saturday games may be submitted in person to the central building of the park at which you are playing.
2. Standings will be determined in the following manner:
 - a. 3 points will be awarded for a win, 1 point will be awarded for a tie. Any team recording a shutout will be awarded an additional point. i.e. a shut out win is worth 4 points in the standings, a 0-0 tie is worth 2 points in the standings for each team.
 - b. In the case of a 2 way standings tie, (tournament) head-to-head record (if applicable) will be the first tie-breaker



West Niagara Cup Tournament Rules

- c. If more than two teams are tied, or if the tied teams have not faced each other in the tournament, (total tournament) goals against will be the next tie-breaker
- d. If teams are still tied, (total tournament) goal differential will be considered next.
- e. If teams are still tied after all tie breakers have been considered a coin toss will be used to determine the advancing team.
3. For divisions of 5 or less teams, the top two teams will advance to the championship game. For divisions greater than 6 teams, the top 4 teams will advance to a semi final round. Winners of the semi-final games will play in the championship game.
4. For championship or semi-final games only – if the two teams are tied after regulation time, two 5 minute “golden goal” periods will be played, followed by a 5 player shoot out. If the game is still tied, single players will continue with penalty shots until a winner is determined, please refer to “Laws of the Game” for clarification if necessary.
5. All players must wear shin guards, full uniform and athletic footwear, soccer cleats are recommended for all ages. No jewelry or piercings are permitted to be worn on the field by any player.
6. Unregistered players are not permitted to participate in a game under any circumstance. Registered travel players are not permitted to participate in Interlock games regardless of their age and division.
7. For a complete description of the retreat line and offside rules, please refer to “Laws of the Game” or “Small Sided Laws of the Game”. Consult your referee for clarification if necessary.
8. Corner Kicks are applicable for all interlock divisions, for a complete description of corner kicks please refer to “Laws of the Game” or “Small Sided Laws of the Game”. Consult your referee for clarification if necessary.
9. Slide tackles are not permitted in any WNISL interlock division. A clean slide tackle is still considered a foul under WNISL rules. For an explanation of other fouls please refer to “Laws of the Game” or “Small Sided Laws of the Game”. Consult your referee for clarification if necessary.
10. “Piggy-back” substitutions are allowed for all tournament games, coach’s concurrence is not required. The Referee must be notified prior to **all** substitutions.
11. If a team must play a game at less than full strength due to player absence, their opponent is NOT required to match their number and may choose to play at full strength. Coaches are reminded to NOT run up the score on any opponent that has to play at less than full strength..
12. Games can be canceled at the field (due to weather) by the referee only.
13. In small sided soccer a foul in the penalty area will still result in a (direct) penalty kick, all other free kicks are indirect.
14. Please refer to “Laws of the Game” for a complete description of the circumstances under which an indirect or direct free kick may be awarded in 11 v.11 soccer.

Regarding the “no slide tackle rule”

The purpose of this Rule change is to reduce the chance of injury and promote safe and fair play.

The League defines a 'Slide Tackle' as:

- i. Leaving your feet to CHALLENGE an opponent, contact with the opponent is not required*
- ii. Every Slide Tackle awards a Direct Free Kick or Penalty Kick*
- iii. Careless, Reckless or Excessive force standards apply, Cautions or Dismissal offences do not change*
- iv. Denying Obvious Goal Scoring Opportunity (DOGSO) considerations still apply - no changes.*

Exceptions to the Rule are:

- i. Goal Keeper challenging an Opponent to make a save in his own Penalty Area*
- ii. Player sliding to keep ball in play – no opponent nearby*
- iii. Player sliding to stop pass or shot – no opponent nearby*