

## Playing Time

In Recreational Leagues, it is required (except for disciplinary reasons) that each player have the opportunity to play at least one-half of each game

In Classic Leagues, there is no minimum playing time requirement.

## Player Uniforms and Equipment

- All players **MUST WEAR SHINGUARDS!**
- Players should be properly attired in the correct team jersey. ALL players, regardless of the league in which they are participating are required to wear matching, numbered, jerseys. Additionally, Members of Classic teams are required to wear matching socks and shorts.
- The home team must provide alternative jerseys with numbers if a color conflict arises. This is why contacting the opposing coach the night before the game is so important. MAYSA recommends the use of t-shirts (white for example) as a simple solution. Numbers on these alternate shirts is not required *for recreational teams*.
- Soft molded cleats are recommended. Cleats should have no sharp edge.
- WI Youth Soccer Association rules do not allow jewelry to be worn.
- **Splints and or any kind of casts are not allowed.**

The Home team provides:

- Six field markers : Four corner flags and one cone (or flag) marker for each side of the field at midfield (one yard off the sideline)
- Nets for goals if they are to be used (The use of nets at all level is strongly encouraged.)
- A properly inflated ball, in good condition
  - U-6 through U-8: Size 3
  - U-9 through U-12: Size 4
  - U-13 and older: Size 5

## Player Safety

Soccer is a relatively safe sport. However, as with any activity, the chance for injury does exist. If a player should become injured during a game, the following procedures should be used for game management purposes:

- a. The referee is charged with the responsibility of stopping play. They are to use their best judgment in evaluating the severity of the injury and game situation that exists. For example, if a player twists his or her ankle and an opponent has a breakaway attempt, the referee may, in his or her opinion, allow play to continue until there is opportunity for a logical stoppage (i.e. Team with injured player has possession, ball goes out of play, etc). Conversely, if the injury appears to be severe, the referee may immediately stop play.
- b. The coach of the injured player is the only team personnel allowed on the field. Furthermore, that coach must wait for the referee to beckon him or her on to the field.
- c. All players presently on the field must remain on the field while the injured player(s) is (are) being attended to. There is no requirement that the players sit down, etc. only that the players remain on the field.
- d. The clock does not stop in USSF sanctioned play. The referee may however, at his or her discretion, add an appropriate amount of time to the game.