OUR GOAL

The Southwest Super League's goal is to provide United States Southwest and its youth soccer leaders the opportunity to have an equal say and guide the overall development and well-being of the league. The Southwest Super League will strive to serve all its clubs and players to excel in competition, player development, and player placement.

OUR MISSION

The Southwest Super League's mission is to provide a premier regional platform giving its member clubs the ability to provide holistic player development and a pathway to competitive consistency and collegiate exposure.

NEW MEMBER CLUB APPLICATIONS

All member clubs must meet our criteria for membership as outlined in the application and be accepting of our rules, policies, and procedures. The New Member Application can be found at: https://southwestsuperleague.com/new-member-application

TEAM APPLICATIONS

The season application must be submitted by the club's Director of Coaching or Club Administrator. The Team Applications can be found at: https://southwestsuperleague.com/new-member-application

FEES

Refundable Team Bond: $250 per team
Additional Elite League Application Fee: $1000 (for 2006 - 2012 teams)

INDEPENDENT TEAMS

New independent teams may be accepted into the Southwest Super League by joining a club in their area that participates in the Southwest Super League or affiliating with the Southwest Super League's Affiliation of Independent Teams.

TEAM WITHDRAWAL

The deadline for a team withdrawal with a refund is the same date as the league's registration deadline. Any teams that drops / withdraws before the league's registration deadline will have its league fees returned but not the team bond. Teams that withdraw after the deadline will forfeit their league fee and team bond. Should a team drop after the schedule is released, the club will be fined $1000 per team.

FIELD REQUIREMENTS

Each Club must provide permits for Saturday and Sunday field usage. Clubs should have at least one game-quality field for small-sided and at least one game-quality field for 11v11 each day.

Clubs can also utilize SWSL fields at no additional cost.

Fields shall conform to US Soccer's Field Dimensions and Requirements. The home Club is responsible for marketing and setup of the field. All fields must be properly marked, goals must be anchored down and be the appropriate size, and have corner flags. All concerns in regards to the quality and safety of the field must be addressed at the beginning of the game. Once the game begins, it will be considered a played game.

SCHEDULING REQUIREMENTS

All schedule change requests, regardless of when the request is submitted or received, must be submitted through the official SWSL Schedule Change Request Form and are subject to a $25 administrative fee.

Games may only be rescheduled due to approved scheduling conflicts, field permit issues, or weather conditions. Schedule change requests should be submitted no later than the end of business on Monday prior to the scheduled play weekend. Requests submitted on Tuesday or later during the week of play may be denied and may result in the game being recorded as a forfeit. Applicable forfeit fees and referee fees will be charged for forfeited games.

Each club is expected to work cooperatively to resolve coaching conflicts whenever possible.

All fields used for Southwest Super League games are required to have a current Certificate of Insurance on file.

CLUB REQUIREMENTS

In order for a Club to be considered a member of the Southwest Super League, the following conditions must be met:

1. All teams participating in the Southwest Super League must belong to the club's 501c3 and must have a board of directors.
2. All teams participating in the Southwest Super League must have a common club name, logo, and uniform with jersey numbers.
3. All teams participating in the Southwest Super League must answer directly to a single Director of Coaching and Club Administrator.
4. All players participating in the Southwest Super League must be registered under SAY Soccer or a sanctioning body within USSF.
5. All Clubs participating in the Southwest Super League must have field availability on all Saturdays and Sundays for home games during the season in which they participate OR must rent and pay for fields through the Southwest Super League.

REQUIRED CLUB CONTACT

Each club must have a Director of Coaching and Club Administrator. Club leadership must be current and up to date with contact information provided to the Southwest Super League staff.

ZERO TOLERANCE ABUSE POLICY

All parents, spectators, coaches, players, and officials must follow the Southwest Super League Code of Conduct.

Any person who touches, confronts, chases, cusses at, threatens, or assaults another individual will be permanently banned from the Southwest Super League and will be reported to SAY Soccer and US Soccer.

PARENTS AND SPECTATORS

If a parent/spectator is sent-off from a game, the individual will serve a minimum 3 game suspension to be enforced by the Club, team manager, and team coach. A suspended parent that comes to a game during their suspension will result in the game being forfeited and the coach and manager being suspended from the next 3-games.

If there is a second incident of a parent/spectator send-off from the same team, the team will be placed on probation for the remainder of the season. A third incident will result in the team being dropped from the league.

COACHES

If a coach is sent-off from a game, the coach will serve a minimum 3 game suspension from coaching ANY TEAM in the Southwest Super League. A second send-off for the coach will result in a 1 month suspension from coaching any team in the club.

PLAYERS

Referee abuse by a player will carry a 3 game suspension.

LEAGUE FINES

All fines are billed to the club, not individual teams.

Playing Illegal Players: $250 fine per instance.

Any games schedule change after Tuesday at 12pm the week of the scheduled game will be subject to forfeit fine.

Forfeits

1st Club Offense: $250

2nd Club Offense: $500 plus referee fees

No Show

1st Club Offense: $500

2nd Club Offense: $1000 plus full referees. Club will be placed on probation and subject to a disciplinary hearing with the Southwest Super League technical committee.

Non-payment of forfeits will be subject to a $35 late fee after 10 business days. An additional $35 late fee will be added each business day after the 10 business days.

LEAGUE TO CLUB & CLUB TO LEAGUE COMMUNICATION

In order to streamline for efficient communication, communication between the club to league will come from the club's Director of Coaching and/or Club Administrator. Communication should be via email and must allow for 2 business days for a response.

All communications should include game # on the subject line fo the email. Emails from parents, managers, and coaches will be forwarded back to the club.

ELITE LEAGUE

The Elite League is available for elite level boys and girls teams U13 - U19. The Elite League will offer an extended season for meaningful competitive games year round.

All new teams will be bracketed into the Elite League at the discretion of the Southwest Super League's technical committee. The Elite League is an invitational league only and teams must qualify through winning Tier 1 the season prior or through justification during the application process.

PLAYERS, ADMINISTRATORS, AND COACHES REGISTRATION REQUIREMENTS AND DOCUMENTATION

All allegations or indications of falsification or invalid proof of age will be handled solely by Southwest Super League's staff. The Southwest Super League may request proof of a player's age, proof of coaching license, proof of live scan certifications, and other necessary documentation.

All allegations or indications of falsification will be turned over to SAY Soccer.

All players, coaches, and team officials must have a laminated player/coach/administrator card.

PLAYER TRANSFER AND CLUB PASS

Players within the same club may **club pass** in a league game providing the following requirements are followed by the team using the club pass player.

1. Club pass player must be on the team's Gotsport roster. No write in's are allowed.
2. The club pass player must already be registered to the same Club and with a team participating in the Southwest Super League.
3. Club pass players may not be passed to a team that is younger age group than the player's age group.
4. No players shall play more than two games on the same day.
5. A maximum of five players may be club-passed per game.
6. For Elite League bracket, players may not be club passed for National Playoffs.

PLAYER TRANSFER RULE

The Southwest Super League Transfer Policy goes into effect July 1st of the current year. Players do NOT need a transfer if they are moving post State Cup or Nationals to June 30th.

Players wanting to transfer from one Southwest Super League club to another must meet one of the following conditions:

Option 1. The player must be paid in full (per the player agreement signed with the outgoing club).

OR

Option 2. The outgoing DOC or Club Administrator must approve the transfer.

MATCH DAY REQUIREMENTS

COACH, MANAGER, AND CLUB STAFF REGISTRATION AND REQUIREMENTS

All club staff, including coaches, managers, and staff must complete all SAY Soccer requirements. All staff must be registered with SAY Soccer each year. All coaches and managers must have a current SAY Soccer card. For assistance, you can contact registrar@southwestsuperleague.com

SAY SOCCER REQUIREMENTS

1. Copy of Government Issued ID (Driver's License or Passport)
2. USSF Coaching License
3. Headshot

SAY SOCCER PLAYER PASSCARD

All players and coaches must present their SAY Soccer cards to the referee prior to the match. Physical card or photo of cards are accepted forms of player card.

MATCH REPORT

Players must be listed on the official match report to be eligible to play in Southwest Super League matches. Write in's are not permitted.

View instructions to print a match report: www.gotsport.zendesk.com/hc/en-us/articles/4407013542551-How-to-set-a-Match-Day-Roster-Add-Club-Pass-Players-Coach-Manager

All match reports for the current season must be collected after every match and saved for the rest of the season.

PLAYING RULES & GUIDELINES

	U7-U10	U11-U12	U13-U14	U15-U16	U17-U19
Field Size (yds)	55/65 L 35/45 W	70/80 L 45/55 W	100/120 L 55/80 W	100/120 L 55/80 W	100/120 L 55/80 W
# of players	7v7	9v9	11v11	11v11	11v11
Minimum # of players	5	6	7	7	7
Roster Limits	12	16	26	26	26
# of players allowed to play each game	12	16	18	18	20
Goalkeeper	Yes	Yes	Yes	Yes	Yes
Playing Time	2x30	2x30	2x35	2x40	2x45
Half-Time	10 mins	10 mins	10 mins	10 mins	10 mins
Ball Size	4	4	5	5	5
Goal Size (ft)	6.5x18.5- 7x21	6.5x18.5- 7x21	8x24	8x24	8x24
Offside	Yes	Yes	Yes	Yes	Yes

PLAYING RULES & GUIDELINES

	U7-U10	U11-U12	U13-U14	U15-U16	U17-U19
Substitutions	Unlimited - Flights 1 - 4 on any possession, or if other team subs				
Elite League Substitutions	3 moments per half. Re-entry allowed. Half-time does not count as a moment				
Fouls (free kicks)	Indirect & Direct Free Kicks				
Free Kick clearance	8yd	8yd	10yd	10yd	10yd
Throw-in	Normal	Normal	Normal	Normal	Normal
Penalty Kicks	Yes (mark at 10 yds)	Yes (mark at 10 yds)	Yes (mark at 12 yds)	Yes (mark at 12 yds)	Yes (mark at 12 yds)
Penalty Area (yds)	12x24	14x36	18x44	18x44	18x44
Goal Area (yards)	4x8	5x16	6x20	6x20	6x20
Heading	NO As per the Laws of the Game	YES As per the Laws of the Game			
Build-Out Line	Yes	No			

MATCH OFFICIALS

The Home team shall be responsible for providing match officials. SWSL shall provide match officials for matches played at an SWSL-provided field or when three or more matches are scheduled on the same day at the home team's field. All match officials must be certified through the USSF. If a referee is not present within the 15-minute grace period, the two teams may agree to play the match with a volunteer parent referee from each team or reschedule the match.

FIELD ETIQUETTE

Only coaches, team managers, and club DOC or administrators are allowed in the technical area given they have a card.

Teams sit across from their coach and players. Parents/Spectators share one sideline and players/coaches share one sideline. Home team sits on the north or west side of the field.

Each player participating in games must be in a complete uniform with permanent jersey numbers.

The Goalkeeper of each team shall wear a different color jersey than the rest of the team.

Home team is to wear white or lighter color. Visitor wears darker color. If a team's uniforms conflict, the home team changes.

POINT SYSTEM

All Southwest Super League games shall operate under the following point system.

- 3 points for a win
- 1 point for a draw
- 0 points for a loss

TIE BREAKERS FOR LEAGUE STANDINGS

In case of a tie on points in standings, the following will be used as tiebreakers:

1. Goal Differential
2. Goals For
3. Goals Against
4. Head to Head
5. Most Shutouts
6. Kicks from the mark, aka. Penalty Kicks

FORFEITS

Forfeits will be scored 0-3 against the forfeiting team.

INCOMPLETE GAMES/ABANDONED GAMES

In the event that a game cannot be completed, the game will stand if at least half of the game was played. If a team was directly responsible for the termination of the game due to poor sportsmanship, the team will be required to forfeit the match.

The referee may abandon a match if:

7. There are not enough players to meet the minimum number of players to start the match.
8. A team is a no-show after the 15 minute grace period.
9. The field or any of its equipment does not meet the requirements of the Laws or is deemed unsafe by the referee.
10. Interference by spectators.

If a team causes the match to be abandoned, the Southwest Super League will invoice the club of the forfeiting team the referee fees for the abandoned match.

SUBSTITUTIONS

Unlimited substitutions are allowed in all age groups for Tier 1, 2, 3, and 4.

- Substitutions are allowed during any stoppage.
- Substitutions are allowed with the referee's permission. Substitutes must wait at the halfway line until the field player has left the field of play.

SUBSTITUTIONS - ELITE LEAGUE

- 3 moments per half for substitutions. Halftime does not count as a moment. Re-entry is allowed per half.
- Head injuries will not count towards re-entry rules

EQUIPMENT

PLAYER UNIFORMS

Opponents must wear colors that distinguish them from each other and the referees. The home team wears light uniforms while the away team wears dark uniforms. Goalkeepers must wear colors that distinguish them from the other players and referees.

In case of conflict in the uniform color, the away team shall change uniforms.

Player numbers should be on the back of the uniform. Each player must have a number.

GAME BALL

The home team will provide three game balls.

PLAYER SAFETY

Players must not use equipment or wear anything that is dangerous to themselves or another player.

Casts - No hard casts, air splints, or metal splints may be worn. Soft casts are permitted at the discretion of the referees.

Long Nails - Long fingernails may not be worn with the discretion of the referee.

Jewelry - No jewelry is permitted. Medical alert warning bracelets are permitted as long as it is taped.

Shinguards - Players are required to wear shinguards at all times. Socks must cover shinguards.

Glasses - Players that must wear glasses are encouraged to wear sports goggles.

LEAGUE DISCIPLINE

VIOLATION OF LEAGUE RULES

The Southwest Super League Discipline Committee and the Southwest Super League Administration shall have authority to suspend, fine, disqualify, and impose sanctions on players, teams, coaches and directors for violating Southwest Super League rules, policies, code of ethics, or any action or conduct not in the best interest of the Southwest Super League. All decisions made by the Southwest Super league are final.

ILLEGAL PLAYER / FALSIFICATION OF DOCUMENTS

A team shall forfeit each and every game and be fined in which:

- An unregistered player/coach/manager participated in the game.
- A player was improperly entered on the team's roster.
- Any infraction of Club Pass rule.
- A player or coach serving a suspension attends the game with prior release from the Southwest Super League.
- Falsification of records, documents, player cards shall be grounds for suspensions from participation in the Southwest Super League.
- Fine for playing illegal players is $500 per instance.

PLAYER, MANAGER, COACH, SPECTATOR SEND OFFS

Spectator send offs must be reported to Gotsport under Red Cards. Email the match report to admin@ southwestsuperleague.com.

SUSPENSIONS

- If a suspended player is used during a game, the player will be considered as an illegal player and the team, coach, and club will be penalized.
- Players cannot play for any SWSL team while serving suspension.
- Individuals that receive a red card at the end of the season will serve their suspension the following season.
- Coaches may not coach any team until his/her suspension is served.

Thank you for your membership in the Southwest Super League!