

OYSA Winter Competitive League Rules - 2010

FIFA Laws of the Game apply with the following modifications:

A. Substitutions

Unlimited substitutions allowed, with the consent of the Referee, on any dead ball.

B. Length of Games

U15, U16	40 minute halves	10 minute halftime
U17, U18, U19	45 minute halves	10 minute halftime

*No overtime or tie-breaking kicks from the penalty mark during League matches.

C. Ball Size

ALL AGE GROUPS = #5

*Home team shall provide 3 game balls.

D. Field Preparation

Home Team is responsible for field preparedness: Mowing, lining, goal & net set-up, and corner flags. All goals, including portable goals, must be securely anchored to the ground. It is further the responsibility of the home team to provide a playing field with at least the following min. dimensions: 50 x 100 yards.

E. Game Start Time

Teams are expected to play games at the scheduled time and location. Referees must complete the player/coach credential check-in process (with valid member passes and official rosters) prior to scheduled game time. If an unofficial roster or invalid member pass is accepted by the referee, OYSA still reserves the right to declare a post-game forfeit. For emergency situations, call the OYSA weekend hotline phone for guidance, 503-706-5450.

F. Minimum Number of Players/Adults

A team must have at least seven players and one rostered adult to start a match.

G. Team Sidelines

If space permits, coaches, spectators, and players not on the field of play must remain at least 6 feet behind the touchline and at least 18 yards from the corners of the field. Teams must be on one side of the field, spectators on the other side, if space permits. A "team" consists only of those players, coaches or managers who are on the official roster and have valid member passes (roster limits: 18 players and 4 adults per team). Coaches, players and spectators are not allowed behind the end line for any reason.

H. Official's Report

Coaches should verify with the referee at the game's conclusion that their score matches his/her report. All officials must submit online game reports and official rosters to OYSA within 48 hours after the match.

I. Cautioned or Sent Off Participants

YELLOW CARDS (CAUTIONS): Referees will note all cautioned players/coaches in their game report, but will not retain the specific member passes.

RED CARDS (SEND OFFS): Referees will retain and submit with their game report the member passes of any sent off player/coach.

Referees will not show yellow or red cards to coaches, but will inform them clearly in conversation what action is being taken. If a coach is sent off, the assistant coach or an adult with valid member pass belonging to the team's club will be appointed. If no one is available, the game will be forfeited.

J. GAME SUSPENSIONS: minimum that will apply

2nd caution received in the same game = 1 game
Serious foul play = 1 game
Violent Conduct = 2 games
Foul & Abusive Language = 1 game
Referee Abuse = 3 games
Referee Assault = 3 months or per USSF policy

Additional Suspensions

- 1 game for refusal to give name to the official.
- 1 game if the Coach is sent off.
- Accumulation of penalty points in the competition according to the OYSA penalty point document.
- Coaches serving suspensions cannot participate in any game activities related to the team from which they were suspended. Coaches
- are prohibited from participating in any pre-game activities and must remain out of game sight during matches from which they are

- suspended. The use of cell phones for team contact is expressly prohibited.
- Players who are serving suspensions may sit on the team bench during the game(s) from which they have been suspended. They
- must wear non uniform apparel and must conduct themselves in an appropriate manner. Misbehavior may result in removal from the
- team area at the request of the game and/or league officials and additional sanctions are possible.

Note: Red card suspensions not served in League play will carry over into State Cup. OYSA policy on referee abuse will be applicable to all games played during this competition.

K. Sanctions

A team must have at least seven (7) players and one (1) coach/manager and submit to the referee an official OYSA game roster and valid member passes by the official game start time or the game will be forfeited.

All forfeits will also result in a fine. Fines will range from \$50-\$1500 for each infraction. The amount of each fine will depend on the circumstances and severity of the infraction(s) and in all cases will be determined by the league director. Additional club and/or team sanctions may also be imposed for failure to comply with OYSA rules, bylaws, policies or procedures relating to a competition. Failure to pay fines within 15 days of receipt of the official notice may result in a club being removed from "good standing" and could effect the club's eligibility to participate in OYSA sponsored or sanctioned activities.

"No Show" Forfeits are when a team fails to appear for a scheduled match by the official game start time. A "no show" is a serious infraction of the rules and fines will be levied accordingly.

L. Players Equipment

1. All players on the field must be attired in matching uniforms (except the goalkeeper) to the satisfaction of the referee. All numbers will appear on the back of the jerseys and all team players must have a different number (except the goalkeeper). The goalkeeper will be attired in an outfit that is different from the opposing keeper, all other players on the field and the referee.
2. Each team must have alternate color of numbered jerseys. In cases of color similarity, the designated home team (listed first) will change jerseys.
3. Games are played on artificial and natural turf. All players must be prepared to play on either surface independent of schedule. OYSA reserves the right to switch the game location due to adverse field conditions or scheduling conflict.
4. **No equipment shall be worn that is dangerous to another player (any cast constructed of hardened material, whether padded or not, is defined as being dangerous equipment).**
5. Shin guards, covered by socks, are mandatory in all OYSA sanctioned games. Players not wearing shin guards will not be allowed to play.
6. **No jewelry is permitted.** Taping of jewelry is not permitted. Medical alert and religious bracelets/necklaces are allowed, if taped.

M. Player/Coach Member Passes & Rosters

Each team must submit valid OYSA 2009-10 Competitive member passes AND an official OYSA game roster printed from the Affinity gaming program to the referee prior to each game. For a pass to be valid, it must have photo of the player/coach, club registrar's signature and be laminated. Valid passes are also mandatory for coaches, asst coaches and managers, limit 4 per team.

Maximum Roster size U15: 18 Players, 4 Coaches

Maximum Roster size U16-U19: 22 Players, 4 Coaches

Any team that plays an ineligible player will forfeit all games in which he/she participates and will face other possible sanctions from OYSA. Failure to submit valid member passes and/or official game roster prior to the scheduled game time will result in a forfeit. A maximum of 18 players on a U16-U19 22 player roster will be allowed to play in a given match or allowed to be in the team's technical area during a given match.

Guest Club Players are allowed to play on any team within **their club** in games from January 23 thru February 21, 2010. Guest players cannot play 'down' in age. Each player's name and birth date must be added (handwritten) to the team's official roster AND his/her member pass presented to the referee. If a guest player appears on the roster he is considered to have participated.

Guest Club Coaches are allowed to participate on any team within **their club** during the entire Winter League. Each guest coach's name shall be added by hand to the roster and valid member pass presented to the referee.

N. Responsibilities of Coaches

1. Each coach is responsible for the conduct of his/her team players, staff and spectators. Failure to control conduct will result in the forfeiture of the game.
2. Coaching is permitted from the touchline by ONE coach at a time. All valid coaches/managers must be on the team's roster and present valid member passes to the referee prior to the game.
3. Coaching is understood as giving directions to one's own team on points of strategy and position. No mechanical or electronic devices permitted. The tone of voice must be informative; no coach is to make derogatory remarks or gestures to the referee, players or spectators.
4. **The following are considered irresponsible behavior and can result in dismissal from the match:**
 - **Throwing objects in protest**

- Speaking insulting words or making offensive gestures
 - Kicking chairs
 - Making unwanted contact with opponent
 - Striking advertising boards
 - Persistently and flagrantly protesting decisions of an official
 - Interfering with the performance of assistant referee or fourth official duties
 - Entering the field of play without the permission of the referee
5. The referee may caution or send off a coach if he/she is in violation of any of the rules of competition, including these responsibilities.

O. Scoring Method and Tie-Breakers

Team Points for Game Results:

3 Points for a Win (*includes forfeit)

1 Point for a Tie

0 Points for a loss

*A team shall be awarded a forfeit win when its opponent does not play or is declared ineligible. The game will be recorded as a 1-0 score.

If two teams are tied for league champion based on total points earned, the following tiebreaker rules will be applied.

1. Head to head competition.
2. The cumulative difference between goals scored and goals allowed against teams played in your league with a max. difference of plus or minus four goals per game.
3. Fewest goals allowed.

If three or more teams are tied for league champion, the above tie breaker rules will apply to first advance or second eliminate one team. The remaining teams will then restart the sequence with #1 until the tie is broken.

P. Safety

In the interest of everyone's safety, please observe the following: no one may play if they are bleeding or there is blood on their uniform. The player must leave the field and may be substituted at the coach's discretion. The uniform must be changed. The player may return to the game after bleeding is stopped and the wound is covered.

Q. Protest and Appeals

The League Director will appoint a Protest and Appeals Committee to deal with issues related to the Laws of the Game that may arise from the competition. Referee judgment decisions during the game are final, not appealable.

To be valid and eligible for consideration, each protest must be:

1. Must be orally lodged by a team official listed on the team roster and involved in the game with the referee and with the opposing coach at the game site before entering the field of play or leaving the game site..
2. Verbally lodged to the League Director or OYSA emergency phone (503-706-5450) within 2 hours of the end of the game.
3. Filed in writing, on the OYSA protest form, clearly citing the law of soccer or league rule violated.
4. Written report, accompanied by a \$100 protest fee (no personal checks), submitted to the OYSA office by the end of the first business day following the protested game. The protest fee will be returned if the protest is upheld; if not, the fee will be forfeited to OYSA.

R. Powers of the League Director

The League Director is responsible for all competition rule interpretations. All decisions of the League Director are final.

Warning: Consumption of Alcoholic beverages and any use of Tobacco products is strictly prohibited at all Fall League game sites.

LEAGUE DIRECTOR:

Scott Enyart Director of Leagues and Tournaments

OYSA Weekend Hotline 503-706-5450



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