



Portland Timbers and Portland Thorns Youth Soccer Leagues

RULES FOR
U11 – U19

Sanctioned by
Oregon Youth Soccer Association
www.oregonyouthsoccer.org



League Management Information

The Portland Timbers and Thorns Youth Soccer Leagues are sanctioned by Oregon Youth Soccer Association (OYSA). The leagues are open to teams that have all their players and coaches registered with US Youth Soccer (USYS) through either OYSA or Washington Youth Soccer Association (WYS) in accordance with the registration rules of USYS and their home state association.

The leagues are managed by the Portland Timbers and Thorns in accordance with the bylaws and policies of OYSA, USYS, and the US Soccer Federation (USSF). The League Director has operational and disciplinary authority in accordance with these rules over all participants in these leagues for the duration of the league season. All OYSA registered participants are subject to the disciplinary authority of OYSA and USSF for matters that warrant disciplinary actions that extend beyond the end of a league season. WYS registered participants are subject to the disciplinary authority of WYS and the USSF for matters that warrant disciplinary actions that extend beyond the end of a league season.

Match play in these leagues is governed by FIFA Laws of the Game, except as modified in these rules. These rules incorporate changes to the Laws to comply with the recommendations of the US Soccer Federation's Player Development and Player Safety Initiatives. Additional modifications regarding heading in 9v9 games have been made to comply with the requirements of US Youth Soccer Region IV that have been adopted by OYSA and all other state associations in the region. All league games are officiated by USSF certified referees assigned by a USSF certified referee assignor, except for emergency situations as allowed in these rules.

League Contacts

League President:

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League Director/Manager:

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League Scheduler:

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Referee Coordination:

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Referee Evaluation Form: <https://oysa.wufoo.com/forms/mzzpcwi08rlbe4/>

Day of Game and Emergency Contact Numbers:

Referee Issues: 503-737-8424

Other: 971-732-9897

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League Rules:

(A) Laws of the Game

FIFA Laws of the Game apply except as specifically modified.

[You can download a copy of the current edition of the Laws of the Game from the IFAB website -

<http://www.theifab.com/#!/document>. The Laws are available in English, Spanish, French, and German]

(1) Substitutions

Unlimited substitutions are permitted, with the consent of the referee, on any dead ball.

(2) Length of Games and Ball Size

Age	Length of Half	Halftime	Ball Size
U11-U12 (9v9)	30 minutes	10 minutes	Size 4
U13-U14	35 minutes	10 minutes	Size 5
U15-U16	40 minutes	10 minutes	Size 5
U17-U19	45 minutes	10 minutes	Size 5

A team is considered to be the age of the division in which the team is playing. When the league playing format groups teams together that would normally have a different game length or ball size, the rules that apply to the oldest team in the division will apply to all games for all teams in the combined group. For example, if a combined high school group includes both U16 and U17 teams, the game length for all games in the division will be 45-minute halves.

(3) Game Balls

The home team is expected to provide 3 game balls acceptable to the referee, although the referee may accept game balls from either team.

(4) Field Size

Age - Format	Minimum	Maximum	Goal
U11-U12 - 9v9	45x70 yds*	55x80 yds*	6.5x18.5 ft*
U13-U19 - 11v11	50x100 yds ‡	100x130 yds ‡	8'x24' ‡

*US Soccer Federation Player Development Initiatives

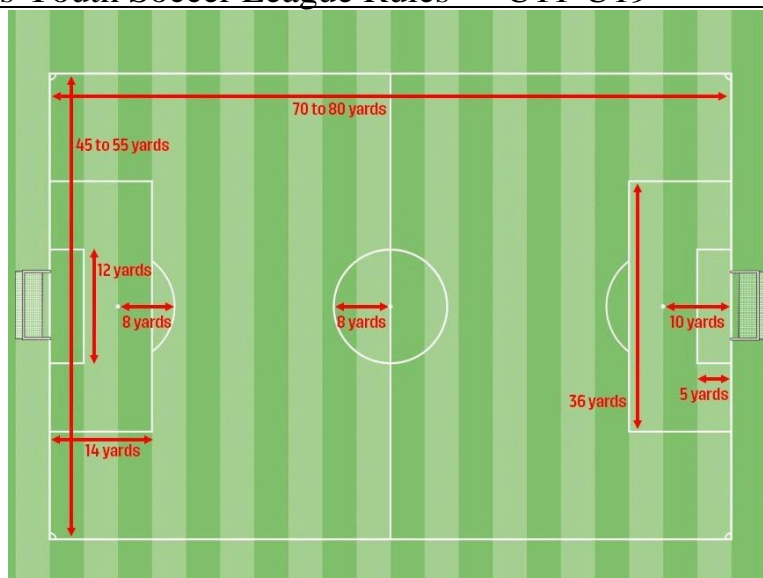
‡ FIFA Laws of the Game

[Note: The goal size for 9v9 is required for premier divisions and is highly recommended for all other divisions, but is not mandatory. The reduced field size for 9v9 matches is mandatory. Where the facility owner does not permit paint or other semi-permanent markings, field lines may be temporarily marked using flat discs or disc cones. The field inventory provided to the league scheduler should clearly identify field and goal dimensions. To the extent possible, 9v9 matches will be scheduled on appropriately sized fields where appropriately sized goals are available.]

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9v9 Field Diagram

[From US Soccer Player Development Initiatives]



(5) Heading Limitations

- (a) In the U11 and U12 age groups (all 9v9 games) a player may not use his/her head to play the ball.
- (b) The infraction consists in intentionally playing the ball with the head. If the referee determines that the ball struck a player in the head when the player is not trying to play the ball, the referee will allow play to continue.
- (c) The penalty for playing the ball using the head is an indirect free kick at the spot of the infraction.
- (d) If the infraction is committed within the goal area, the indirect free kick will be taken from the goal area line parallel to the end line at the nearest point to where the infraction occurred.

(6) Player's Equipment

- (a) All players on the field must wear matching uniforms (except the goalkeeper) to the satisfaction of the referee. The goalkeeper's uniform must be a different color from that of the opposing keeper, all other players on the field, and the referee. All players, including the goalkeeper, must wear jerseys with numbers on the back. Duplicate numbers are not allowed. The number on a player's jersey must match that player's jersey number on the match roster.
- (b) Each team must have an alternate color of numbered jerseys. In cases of uniform color similarity, the designated home team (listed first) will change jerseys.
**Recommendation: Home team wears light, away team wears dark.*
- (c) A player may not wear or use any equipment that is dangerous to himself or another player.
 - (i) The referee's decision regarding dangerous equipment is conclusive, although lightweight, padded protective equipment should generally be allowed per FIFA Law 4.
 - (ii) The referee may withdraw approval for a player to participate while wearing a cast or other protective equipment if the referee finds that the protective equipment is being used in a way that endangers the safety of any players.
- (d) **No jewelry is permitted.** Medical alert bracelets/necklaces are not considered jewelry and are allowed, if taped.
- (e) Shin guards, covered by socks, are mandatory in all games. Players not wearing shin guards will not be allowed to play.

(B) Safety

- (1) A player who is bleeding or has blood on his or her uniform must leave the field and may be substituted at the coach's discretion. A uniform with blood on it must be changed. After the bleeding is stopped and the wound is covered, the player may return to the game when beckoned onto the field by the referee.

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- (2) A player who demonstrates signs of concussion as a result of an observed or suspected blow to the head or body must leave the field and may not return to play in that match unless an athletic trainer registered by the Oregon Board of Athletic Trainers determines that the player has not suffered a concussion.
 - (a) A referee will accept the determination of a certified athletic trainer only if the trainer has identified himself or herself to the referee prior to the match and has shown the referee a current Athletic Trainer registration identification card.
 - (b) If a coach returns a player without approved clearance, the referee will end the game.
 - (c) Referees will include in their match report information about any player required to leave the field because of a suspected concussion. A player who has been removed from a game by a referee because of a suspected concussion is ineligible to play until the league director has received a copy of a medical release signed by a health care professional that authorizes an unrestricted return to competition.
- (3) Coaches should be aware that ORS 417.875, effective January 1, 2014, applies to all competitions sanctioned by OYSA. Unless an athletic trainer registered by the Oregon Board of Athletic Trainers determines that a player has not suffered a concussion, a coach is prohibited from allowing a player who exhibits signs of concussion following an observed or suspected blow to the head or body to participate in any competition, including practice, until the player has been cleared to return to play by a health care professional.
- (4) Camera drones may be in the vicinity of the field only if permitted by the facility owner. When drones are allowed, they may not be directly above the field, teams, or spectators and must be kept at least 50 feet away from teams and spectators.
- (5) Lightning Safety
 - (a) If lightning is seen or thunder is heard, play must be immediately suspended.
 - (b) Participants and spectators should immediately move to a safe location, in a substantial building or a hard-topped metal vehicle.
 - (c) Wait 30 minutes after last seeing lightning or hearing thunder to continue the match. See the National Weather Service website at <http://www.nws.noaa.gov/om/lightning/sports.shtml> for more information about lightning safety.
- (6) Heat Safety
 - (a) The referee will pause the game when Wet Bulb Globe Temperature (WBGT) equals or exceeds 89.6F.
 - (b) The game for a hydration break in each half of the match.
 - (i) WBGT may be measured directly using an instrument designed for that purpose,
 - (ii) WBGT may be approximated for the area of the field using a cell phone application (e.g. WeatherFX), or
 - (iii) WBGT may be estimated from the US Soccer Heat Guidelines available from the Recognize to Recover site at <http://www.recognizetorecover.org/s/Heat-Guidelines.pdf>.
 - (c) The coaches of both teams should consult with the referee to determine whether the temperature at game time will require hydration breaks.
 - (d) The referee will add time to the end of each half to account for the time allowed for hydration breaks.

(C) Field Preparation

- (1) The home team's club and the home team are responsible for field preparation: mowing, lining, goal & net set-up, and corner flags. All goals, including portable goals, must be securely anchored to the ground or use sand bags. Teams playing home games on synthetic turf fields should make arrangements to provide corner flags suitable for use on such fields. The referee may permit cones or other alternative corner markers on synthetic turf fields when corner flags are not available.

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- (2) Any complaints regarding the playability of the field must be made to the referee and the opposing coach **before the match begins**. The referee will make the final decision whether the field is playable.
 - (a) If the field is determined to be unplayable, call the league's emergency contact number (see page 1) to inform the league and then **NO** game should be played. If the game was not played then it will be rescheduled as determined by the league director and game scheduler, subject to field availability. Their re-scheduling of the game is final.
 - (b) If a game is played, then the coaches have agreed the field is playable as evidenced by the fact the game was played. If a game was played, the game's score will stand.

[NOTE: Games are played on artificial and natural turf. All players must be prepared to play on either surface independent of schedule. The league reserves the right to change the game location due to adverse field conditions, scheduling conflicts or field access changes.]

(D) Game Start Time & Interruptions

- (1) 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 roster) prior to each scheduled game.
- (2) The referee will wait for 15 minutes after the scheduled start time for one or more of the teams to complete pre-game check-in (provide cards and/or rosters, or provide the minimum number of players to begin the match). Before abandoning the match and for any other emergency situations, the referee and/or the coaches must call the league's emergency number (see page 1) for guidance.
- (3) If a game cannot be started on time, must be temporarily suspended for safety issues (such as lightning or other severe weather conditions), or cannot be completed as scheduled due to safety concerns or other issues:
 - (a) The referee or a team official must call the league's emergency number (see page 1) for guidance.
 - (b) If the first half of a match has been completed, the match will be considered completed and the results considered final.
 - (c) Games that are not played or have completed less than one half of play will be rescheduled, if possible.
- (4) Unplayable or unusable field - If the scheduled field is declared to be unplayable by the referee or cannot be used for any other reason:
 - (a) Move the game to another field if one is available.
 - (b) If no alternate field is available, both teams and the referee must call the league's emergency number (see page 1) and inform the league that the game was not played. The game will be rescheduled, if possible.
- (5) Missing Officials - If no assigned referee appears at the scheduled field by fifteen minutes after the scheduled game start time:
 - (a) Call the league's Referee emergency number (see page 1) to advise that a referee is not present and request guidance.
 - (b) If the game cannot be played, the game will be rescheduled, if possible.

(E) Minimum number of Participants

- (1) A team playing a 9v9 match must have at least six (6) players who are listed on the match roster and one eligible adult to start a match.
- (2) A team playing an 11v11 match must have at least seven (7) players who are listed on the match roster and one eligible adult to start a match.

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- (3) An eligible adult is either:
 - (a) listed on the roster, or
 - (b) has with them a valid member pass from the same club as the team.
- (4) If a team is unable to maintain the minimum number of players on the field after a match has been started, the match will be abandoned.
 - (a) A match abandoned for too few players will stand as a completed game if the teams have completed at least one full half.
 - (i) If the team with too few players has fewer goals at the time of abandonment, the score at abandonment will be the final score of the match.
 - (ii) If the team with too few players is leading at the time of abandonment, the game will be scored as a forfeit by the team with too few players.
 - (b) If a match is abandoned because of too few players before the first half is complete, the game will be a forfeit by the team that has too few players.
 - (c) If a match is abandoned because a team does not have an eligible adult on the team sideline, the game will be a forfeit by the team without an eligible adult.

(F) Team Sidelines

- (1) Except where field conditions prevent, both teams must be on one side of the field and ALL spectators must be on the opposite side of the field. Spectators may with the permission of the referee, be located on the same side of the field when the game field has bleachers or grandstands that physically separate spectators from the teams.
- (2) Each coach, substitute, or other team personnel not involved in active play is to remain within the team area two (2) yards behind the touch line, five (5) yards from the center line, and eighteen (18) yards from the corner of the field. If a field has benches and is marked with a technical area, all team personnel must remain within the boundaries of the marked technical area.
- (3) A “team” consists of those players, coaches and team officials listed on the official match roster who have checked in with the referee.
- (4) A player listed on the match roster who is ineligible to play in a match may be permitted on the team sidelines ONLY if the player is NOT wearing the team uniform. Team warmups are considered part of the team’s uniform.
- (5) A coach or other club official who is not listed on a team’s match roster may be on the team sidelines, provided that the non-rostered adult checks in and shows a valid member pass from the team’s club to the referee and no more than 4 adults are in the team area.
- (6) Additional adults may be in the team area, at the discretion of the referee, to provide assistance to an ill or injured player or team official.

(G) Match Rosters

Each team must submit an official match roster to the referee before each league match.

- (1) The match roster given to the referee at the team check-in must list every person who will play in the match and all adults who will be present on the team sideline, except club pass adults as provided in section F(5).
- (2) The official roster is either:
 - (a) a printed roster printed from OYSA’s Affinity online software, or
 - (b) a digital roster in OYSA’s Affinity online application.
 - (c) Instructions for printing match rosters and accessing digital rosters are available on the Leagues page of the OYSA website, <http://www.oregonyouthsoccer.org/home.php?layout=817309>.
 - (d) Teams with players registered to Washington Youth Soccer will not be able to use digital rosters.
 - (e) Unless otherwise approved by the league director, printed player cards are required when a printed roster is used.

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- (3) Maximum Numbers on Match Roster
 - (a) Teams playing 9v9 may have a maximum of 16 eligible players and 4 coaches or other team officials listed on the match roster.
 - (b) Teams playing 11v11 may have a maximum of 18 eligible players and 4 coaches or other team officials listed on the match roster.
 - (c) When a team's printed roster shows more players than are allowed to play in a match, the team must indicate which players will not play by drawing a line through those players' names before the match roster is given to the referee for check-in.
 - (d) When a team's digital roster shows more players than are allowed to play in a match, the team must indicate which players will not play by de-activating players who will not participate before the referee checks in the team.

(H) Member Passes

Each team must provide a member pass for the current seasonal year to the referee for each player, coach, or other team official who will be in the team area during the match.

- (1) Printed Member pass requirements
 - (a) Each printed member pass must:
 - (i) Show the US Youth Soccer logo as a watermark,
 - (ii) Show the club name matching the club name on the roster.
 - (iii) Have a photo of the player or team official.
 - (iv) Be laminated.
 - (b) Only original member passes may be used.
 - (c) The signature of the person named on the card is not required.
 - (d) Recreational and Futsal Member Passes cannot be used for check-in.
- (2) Digital Member Passes
 - (a) When a team uses a digital roster for check-in, the software will display a digital member pass for each player and rostered team official.
 - (b) The digital pass must have a picture of the player or team official.

(I) Club Pass (borrowed) Players

- (1) All borrowed players must be registered to, and have a member pass (club pass) issued by, the same club as the team for which they are playing.
- (2) Digital Rosters
 - (a) A team using a digital roster may only use club pass players who have been added to the roster using the league software.
 - (b) Club pass players added in the league software will display on the digital roster.
 - (c) Club pass players may be added to a team's digital roster up to the time the referee checks in the team.
- (3) Printed Rosters
 - (a) The name, jersey number, and Player ID number from the member pass of each club pass player must be on the match roster before the roster is given to the referee.
 - (b) Club Pass player information may be hand-written on the roster, but **MUST BE LEGIBLE**.
 - (c) The team must provide a printed member pass for any club pass player added to a printed roster
- (4) A team from a Washington club may have a club pass player with either a Washington Youth Soccer or Oregon Youth Soccer member pass, so long as the club shown on the borrowed player's card matches the club on the team roster.
 - (a) A player with a Washington Youth Soccer card may only be added to a team by hand-writing the name on a printed roster.

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- (b) [**Important Note:** Mixing the state of registration applies **ONLY** to borrowed players. **A team's rostered players must all have cards from the same state association.**]
- (5) Club pass players must be the same age as, or younger than, the team's age, with the following limitations:

Team Age	Youngest Club Pass Player
U11	U10
U12-U15	2 years younger than team age
U16-U19	U14

- (6) For the purpose of using club pass players in league play, a team is considered to be the age of the division in which the team is playing (*e.g.*, a U17 team playing in a U19 division will be considered to have a team age of U19 so a U19 club pass player will be allowed).

(J) Check-in Procedures

- (1) The referee is responsible for verifying that a member pass is presented for each eligible person whose name appears on the match roster, including coaches and other team officials.
- (a) When a team presents a printed roster and printed player cards, the referee will make a visible check mark next to the name of every player or team official who has completed checking in for the match and make sure that a line is drawn through the name of any person listed on the roster who will not participate in the match.
- (b) When a team uses a digital roster for check-in, the referee will mark participating players in the software.
- (2) A player who is not present for pre-game check-in (*i.e.*, arrives late) may participate, provided that:
- (a) the player's name is on the roster given to the referee at check-in,
- (b) the player's name was not marked as not playing, and
- (c) the player checks in with the referee by:
- (i) identifying their name on the match roster, and either
- (ii) identifies their digital player card, or
- (iii) provides the referee with their printed member pass before participating in the match.
- (d) Player names may not be added to a roster after the match begins.
- (3) **No roster, no cards, no game - *except* as follows:**
- (a) The referee has access to both team's rosters when using a digital roster for check-in.
- (i) When possible, the referee will use the digital rosters and cards to check in both teams.
- (ii) Digitally club passed players will also be checked in using the software.
- (iii) When a team is checked in using a digital roster, only players on the digital roster may participate.
- (b) When digital roster check-in is not available, the official printed match roster in Affinity lists both teams. If one of the teams does not have a printed match roster for the match, but the other team does, the referee may use the single copy of the printed match roster to check in both teams. The referee should note in the match report which team did not present an official match roster.
- (c) When a team is checked in using a printed roster, only the players listed on the printed match roster, including any hand-written amendments to the list, are eligible to participate.
- (d) Before abandoning a match because of missing cards or rosters, the referee must call the league's emergency number (see page 1) for guidance.

(K) Responsibilities of Coaches and Team Personnel

- (1) The coach in charge of a team at a match is responsible for the conduct of the team's spectators, team officials, and players. The coach in charge of the team may be warned or expelled for failing to control the conduct of the team's spectators, team officials, or players.
 - (a) The referee may require the coach to take action to remove or control the behavior of spectators whose words or actions interfere with the referees or the orderly conduct of the match.
 - (b) If a game is abandoned because of the behavior of spectators or team personnel, the coach may be suspended in addition to any other effect of the abandonment on the team.
 - (c) Any reported instances of referee abuse or referee assault by a coach, team official, player, or spectator will be forwarded to OYSA, or the alleged perpetrator's home state association, for disciplinary proceedings as specified by US Soccer Federation policy.
 - (d) See [Rule \(T\)\(4\)](#) for fines that will apply to a club and team when a player, coach, team official, or spectator has been found to have committed referee assault.
- (2) Coaching - giving direction to one's own team on points of strategy and position - is permitted from the sidelines by ONE coach at a time, provided:
 - (a) neither mechanical nor electronic devices are used; and
 - (b) the tone of voice is informative and not abusive or derogatory.
- (3) No coach, team official, substitute, or player is to make derogatory remarks or gestures to the referees, other players, substitutes or spectators.
- (4) No coach, team official, substitute, or player is to use profanity.
- (5) No coach, team official, substitute, or player is to incite, in any manner, disruptive behavior of any kind.
- (6) Coaches and other team officials may be expelled for engaging in irresponsible behavior. What behavior is irresponsible depends on the judgment of the referee in the context of the match. The following are examples of some of the behaviors that are considered irresponsible and may result in dismissal from the match:
 - (a) Throwing objects in protest of referee calls or in response to occurrences on the field.
 - (b) Striking advertising boards, fences or any fixed items in the vicinity of the field in a visible sign of reaction to actions occurring in the match.
 - (c) Kicking or striking chairs or any other objects located in the team area.
 - (d) Speaking insulting words or making offensive gestures towards referees, opponents, spectators, or players.
 - (e) Making unwanted contact with an opposing player or team official.
 - (f) Persistently and flagrantly protesting decisions of an official.
 - (g) Interfering with the performance of assistant referee or fourth official duties.
 - (h) Entering the field of play without the permission of the referee.
 - (i) Approaching any person in the vicinity of the match — referees, spectators, opponents, or players — in a way that would appear as threatening to the person approached.
- (7) If there is a violation of any item in [paragraphs \(K\)\(1\)-\(K\)\(6\)](#) by a coach or other team official, the referee will warn the offending party and ask for compliance with the rules.
 - (a) A coach or other team official may be expelled from a match if the individual does not comply with a referee's request to stop the irresponsible behavior.

- (b) If the referee considers that an individual coach or team official's actions are a flagrant display of irresponsible behavior, the referee may require the offending person to leave the team area without issuing a prior warning.
 - (c) A coach or other team official is expelled from the match when the referee tells the person to leave the team area.
 - (d) If the offending party refuses to leave the playing area, or returns after leaving, the referee may abandon the match and include the details of the game abandonment in the written match report. See [Rule \(T\)\(3\)](#) for penalties resulting from a game abandonment.
- (8) The referee will include information about any warnings or expulsions in the referee's written match report.
- (9) Players, substitutes, or substituted players engaging in irresponsible conduct will be cautioned or sent off by the referee in accordance with the Laws of the Game.

(L) League Disciplinary Actions for Players, Coaches, and Team Officials

- (1) Players
- (a) **Yellow Cards** (Cautions): Referees will note all cautioned players in their game report.
 - (b) **Red Cards** (Send Offs):
 - (i) Referees will record send off information as soon as possible after the game is complete.
 - (ii) Referees will also provide a detailed description of all send offs in the referee's online match report.
 - (c) All printed member passes will be returned to the team before the referee leaves the field.
- (2) Coaches and other team officials
- (a) Referees will not show yellow or red cards to coaches or other team officials.
 - (b) Coaches and other team officials may be warned or expelled for irresponsible behavior as described in [Rule \(K\)\(7\)](#).
 - (c) Referees will record the expulsion of coaches or other team officials as soon as possible after the game is complete.
 - (d) Referees will also provide a detailed description of all warnings and expulsions given to coaches or team officials in the referee's online match report.
 - (e) If a coach is expelled, the assistant coach or an adult with a valid member pass from the team's club will assume the coach's responsibilities. If no one is available, the game will be abandoned.
- (3) Effect of a sending off or expulsion:
- (a) A player who has been sent off must leave the team bench and the team/players side of the field.
 - (i) The player should be directed to sit with his/her parents, a team official, or another responsible parent from the player's team on the spectator side of the field.
 - (ii) If no responsible adult is available to take charge of the sent off player, the player may remain on the team sidelines under the supervision of the team coach. Any irresponsible behavior by a sent off player may result in additional penalties.
 - (b) A coach or other team official who has been expelled must leave the game field and must remain out of sight of the game until the match is completed.
 - (c) **Players who are sent off and coaches or team officials who are expelled are automatically suspended for *at least* the next match.** A suspension of more than one game may be imposed. See [Rule \(P\)\(1\)](#) for minimum suspensions.
 - (d) See [Rule \(W\)\(3\)](#) for appeal procedures.

(M) Official's Report

- (1) Coaches should verify with the referee at the game's conclusion that their score matches the official report.
- (2) All match officials must submit online game reports.
- (3) Officials must submit match rosters to OYSA when a suspended player or coach is listed on a printed roster used to check in a team, or when any players or coaches are hand-written onto a printed roster.
 - (a) Rosters submitted to OYSA must clearly indicate which listed players/coaches participated in the match and which did not.
 - (b) Rosters may be submitted by:
 - (i) fax to 503-520-0302;
 - (ii) scanned as an attachment to an email sent to roster@oregonyouthsoccer.org, or
 - (iii) mailed to Oregon Youth Soccer Association, 7920 SW Cirrus Drive, Beaverton, OR 97008.
 - (iv) Fax or email are preferred.

(N) Score Reporting

- (1) Teams are required to enter their scores into the Affinity Game System within 48 hours of the game ending. Any coach or team manager rostered to the team may enter scores. Both teams should enter the score so that any discrepancies can be resolved in a timely manner.
- (2) Instructions for entering scores are available on the Leagues page of the OYSA website: https://docs.wixstatic.com/ugd/e0e3f4_034cd340cb534b5f9871267ee291a359.pdf
- (3) If there is a conflict in the entered scores, the final score will be entered by the league director based on the score reported by the referee.
- (4) Teams should not enter red/yellow card information. Disciplinary items will be entered by league administrators. See [Rule \(W\)\(3\)](#) for information about appeals.

(O) Scoring Method and Tie-Breakers

- (1) The standings of teams during the league season are based upon the number of points earned as follows:
 - (a) 3 Points for a Win (Forfeits are considered a 4-0 victory)
 - (b) 1 Point for a Tie
 - (c) 0 Points for a Loss
- (2) **Tie Breakers:** If two or more teams are tied in points at the end of the season, final league standings will be determined by applying tie breakers.
 - (a) The following tie breaking criteria will be used in the order stated:
 - (i) Winner in head-to-head competition (this criterion is not used when more than two teams are tied);
 - (ii) Highest goal difference (goals for minus goals against) with a maximum of four (4) goals difference per game counted both for and against. For example, if the score was 8-3, the calculation would be +4 goals for the winning team, -4 goals for the losing team. If the score was 6-4, the calculation would be +2 goals for the winning team and -2 goals for the losing team;
 - (iii) Most wins. Team that won more games in the division finishes ahead;

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- (iv) Total goals allowed. Team with the fewest total goals allowed finishes ahead;
- (v) Most goals scored. Team scoring the most goals in league competition finishes ahead.
- (b) If only two teams are tied, tie breakers are applied in order beginning with (O)(2)(a)(i) until the tie is broken.
- (c) If 3 or more teams are tied in points at the conclusion of divisional play, final standings will be determined by applying the criteria in Rule (O)(2)(a), in the order listed, beginning with (O)(2)(a)(ii).
 - (i) The tie is broken when the first of the specified tie breakers sorts the teams.
 - (ii) If a tiebreaker only sorts some of the tied teams, the standings of the remaining teams is determined by applying the tie breakers to the remaining teams beginning again with (O)(2)(a)(ii).
 - (iii) If two teams remain tied after applying all the tie breakers in (O)(2)(a)(ii)-(O)(2)(a)(v), and the two teams have played each other, the two team results will then be compared using (O)(2)(a)(i).
- (d) If a tie remains after all tie breakers have been applied, the tie in league standings will remain in effect.

(P) Game Suspensions for individuals

- (1) Minimum suspensions that apply without a hearing are listed in the following table. Where a penalty is shown as a range, the length of the suspension will be set by the league disciplinary committee.

Offense	Suspension
Second caution received in the same game	1 game
Denying goal by handling the ball	1 game
Denying goal by committing a foul	1 game
Serious foul play	1 game
Abusive or Offensive Language	1 game
AOL directed towards a specific person (other than a referee)	1-2 games
AOL directed towards a referee	1-3 games
Violent Conduct	2-5 games
VC - Punching a person (minimum)	3 games
VC - Spitting at or on a person (minimum)	3 games
Irresponsible Behavior (expulsion of a coach or other team official) [default is 2 games, increase or decrease for exceptional circumstances]	1-3 games
Refusing to leave game site after expulsion (added to suspension for expulsion - applies to coach or team official)	2 games - rest of season
Accumulation of 5 yellow cards in separate games during the competition	1 game
Refusing to give name to official when a card is recorded (added to any suspension for the card)	1 game

- (2) **A team will forfeit every match in which a suspended (or otherwise ineligible) player or coach participates and the individual will be subject to additional penalties.**
- (3) Suspensions for reasons other than violations of the Laws of the Game:
- (a) Participating in a match when suspended. A suspension of up to 3 games for each game in which a player or coach participated while suspended may be imposed.
 - (b) A player who has been sent off or expelled for fighting, or who has received a second red card for violent conduct during the league season may be suspended for up to an additional 5 games.
 - (c) A coach or team official who has been previously expelled from competitions operated by the Portland Timbers and Thorns in the same seasonal year:
 - (i) will be suspended for an additional 1-2 games for a 2nd expulsion in the same seasonal year.
 - (ii) may be suspended from participating in any competitions operated by the Portland Timbers and Thorns for up to one seasonal year for receiving a 3rd expulsion during the current seasonal year from any competitions operation by the Portland Timbers and Thorns.
 - (d) The league director will refer any issues regarding participation by an unregistered or improperly registered player to OYSA for disciplinary proceedings.
 - (e) Any allegations of referee abuse or referee assault will be forwarded to the home State Association of the alleged perpetrator for disciplinary proceedings in accordance with USSF Policy.
- (4) Suspensions imposed only after a disciplinary hearing:
- (a) A coach who knowingly permits a suspended player to participate may be suspended for the remainder of the current league season.
 - (b) A coach who knowingly permits an ineligible player to participate may be suspended for the remainder of the current league season.
 - (c) A coach or other team official who brings the game into disrepute may be fined and/or suspended up to the remainder of the season when the person engages in any of the following conduct:
 - (i) stating publicly in the vicinity of a match that match officials or assignors have engaged in improper conduct, such as taking payment from an opponent, displaying bias towards players, coaches, or teams because of ethnic origin, race, religion, or gender;
 - (ii) making public statements at, or in the vicinity of, a match that question the integrity of the league or match officials;
 - (iii) removing a team from a match after play has begun because of disagreements with officiating or the other team; or
 - (iv) causing a team to not make a good faith effort to compete in a match.
- (5) Conditions of Suspension:
- (a) 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.
 - (b) Players who are serving suspensions may sit on the team bench during the game(s) from which they have been suspended ONLY if the player is NOT wearing the team uniform. Team warmups are considered part of the team's uniform. They 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.

- (c) A player's suspension is served by sitting out the required number of matches from the team to which the player is officially rostered.
 - (i) A player may not participate as a club pass player while suspended.
 - (ii) A player who is suspended as a result of disciplinary sanctions incurred while playing as a club pass player will serve the suspension by sitting out games for the team to which the player is officially rostered.
 - (iii) A player who is suspended as a result of disciplinary sanctions incurred while playing as a club pass player, but who is not on the team roster of a team playing in a Portland Timbers and Thorns league during the current league season, must be included as a Club Pass player on the match roster, but not play for, the team for which the player was participating when the suspension was incurred.

(Q) Team Penalties for accumulated cards during the league season

- (1) A team will accrue penalty points for each card shown to players and for each warning or expulsion of team officials in a match. Points will accrue as follows:
 - (a) Caution (yellow card) - 1 point
 - (b) Warning to team official - 1 point
 - (c) Send off (red card) - 2 points
 - (d) Expulsion of team official - 2 points
- (2) Accumulation of penalty points will result in action by the league as follows:
 - (a) 10 points - Warning to the team's head coach with copies to the club president, head coach, and registrar.
 - (b) 15 points -
 - (i) Notice of reprimand to team head coach detailing the team's disciplinary record and
 - (ii) \$75 fine is imposed on the team's club.
 - (c) 20 points -
 - (i) Team is placed on probation and
 - (ii) \$150 fine is imposed on the team's club.
 - (iii) The notice of probation will include a detailed listing of the team's disciplinary record.
 - (iv) The notice of probation will include conditions established by the league's disciplinary panel.
 - (d) A violation of the conditions of probation will be punished as determined by the league's disciplinary panel. Punishments may include:
 - (i) Removing the offending team from the league and declaring all of the team's remaining games forfeits;
 - (ii) Barring the team from participating in any competitions operated by the Portland Timbers and Thorns for the remainder of the seasonal year; and
 - (iii) Referring the team and club to OYSA for further disciplinary proceedings.
- (3) Accumulated penalty points for teams will not carry over to other seasons or other competitions operated by the Portland Timbers and Thorns, such as Founders Cup, Presidents Cup or State Cup.
- (4) Un-served disciplinary suspensions for individuals do not carry over to other competitions, but will carry over to succeeding league seasons in which the individual participates. (For example, the unserved portion of a red card suspension from a fall league will carry forward to the next winter or spring league in which the individual participates.)

(R) Abandoned Games

- (1) If the referee abandons a game without fault by either team,
 - (a) the league director and league scheduler will work with the teams to try to reschedule the game.

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- (b) If a reschedule is determined to not be possible, the game will be scored as follows:
 - (i) the score of a game abandoned following the end of the first half will be the score at the time of abandonment.
 - (ii) the score of a match abandoned during the first half will be entered as a 0-0 draw.

- (2) If the referee abandons a game because of the improper behavior of a coach, players, spectators, or any combination thereof, **The match will NOT be rescheduled.**
 - (a) If only one team is at fault, the score will be entered as a forfeit by the team at fault.
 - (b) If both teams are at fault, the game will be scored as a forfeit by both teams and neither team will receive any points from the match.
 - (c) See [Rule \(T\)\(4\)](#) for fines imposed because of the abandonment.

(S) Game Rescheduling

(1) Abandoned Games

When a game must be rescheduled for any reason that is outside of the control of either team, such as described in [section \(D\)\(3\)-\(D\)\(5\)](#), or any other abandonment not the fault of either team, the league scheduler will work with the teams to attempt to reschedule games, but a reschedule may not be possible in all cases.

- (a) Rescheduling the game will be primarily dependent on the availability of a suitable field within the time remaining in the league season.
 - (b) If the visiting team traveled more than 50 miles (measured from the head coach's residence to the game field using Google Maps), the visiting team will have the opportunity to provide a field and have the game be a home game.
- (2) Emergency Reschedules
 - (a) A team may request a reschedule in the event of an emergency. What constitutes an emergency will be determined on a case by case basis. Missing players because of SAT testing, Prom, or other school social events does not constitute an emergency.
 - (b) Your club's DOC should be notified about the emergency reschedule and he/she will be the one contacting OYSA and the league scheduler to make the request.
 - (c) A DOC making a request for an emergency reschedule should send the request to both the league scheduler and the league director, with a copy to the opposing team's coach and.
 - (d) The league director will make a final determination whether a situation constitutes an emergency requiring a reschedule. If so, the league scheduler will work with the teams to arrange a new playing date and time.

(3) Rescheduling for Mass Cancellations

- (a) When the league cancels multiple games because of issues that pose a threat to the safety of participants, games will be rescheduled, if possible.
- (b) The league scheduler will reschedule the games.
 - (i) The scheduler will request additional field inventory from the clubs, if needed.
 - (ii) Mid-week game play will be considered when clubs are in close proximity and both teams agree to the mid-week match.
 - (iii) Teams will be expected to play the games as rescheduled.
- (c) Any game that cannot be scheduled and played before the end of the season will be scored so that neither team receives points from the unplayed game.

(4) Team Requested Reschedules

- (a) A team may request a non-emergency reschedule of a match by sending a request for a change to the league scheduler. A non-emergency request for a schedule change must be submitted **more than 2 weeks prior to the currently scheduled date** by a rostered coach or team manager for the requesting team and must include:

- (i) The game number (from the Affinity Schedule), and the currently scheduled date, time, and location;
 - (ii) Names of the home team and visiting team;
 - (iii) Requested new date for the match (must be more than 2 weeks after the request is submitted);
 - (iv) Approval by an authorized representative (rostered head coach or team manager) for the opposing team; and
 - (v) Field availability information for the requested date.
 - (b) Payment of a \$100 change fee (payable to the league scheduler listed on page 1) must be made before the change will be made.
 - (c) Rescheduling must be completed by noon on Monday of the week in which the rescheduled game will be played.
 - (d) **The opposing team is NOT required to accept a requested non-emergency game change.**
- (5) The decision of the league director regarding a game reschedule is final.
- (6) Unplayed games - when a game cannot be rescheduled and the league season ends without the game being played, each team will be awarded 0 points for the unplayed match. The game will not be a forfeit, but neither team will be awarded points for a game that is not played.
- (7) The league director may fine or otherwise penalize a team or club that does not act in good faith to cooperate with the league scheduler and the opponent to reschedule a match.

(T) Penalties for Failure to Play and Abandoned Matches

- (1) Failure to Play
- (a) A team fails to play a match when a team does not have the required number of players and team officials at the location of a scheduled match to begin the game within 15 minutes after the official game start time.
 - (b) The result of the game will be scored as a forfeit by the team that failed to play.
 - (c) The penalty for failing to play a match as scheduled is shown in [Rule \(T\)\(4\)](#).
 - (d) A travel match is any match in which the visiting team is required to travel more than 50 miles, as measured by Google Maps from the residence address of the visiting team's head coach to the scheduled game site. See [Rule \(T\)\(4\)](#) for fines for failing to play a travel match.
 - (e) A team that makes a good faith attempt to play a match, but is unable to have enough players at the game location in time to begin play may have the penalty reduced by up to 50%.
 - (f) The league director will review the circumstances of any failure to play forfeiture. The tournament director may impose additional penalties, up to and including, removing a team from the league. If a team is removed from the league, all of that team's scheduled games, played or unplayed, will be scored as forfeits.
- (2) Forced Abandonment
- (a) A team that forces a referee to abandon a game by refusing to continue play after the game has begun will forfeit the game.
 - (b) If a team refuses to continue a match after a coach is expelled, and there is another eligible adult for the team present at the match, the team will be removed from the league.
 - (c) See [Rule \(T\)\(4\)](#) for fines.
- (3) Abandonment - Behavior.
- (a) When a match is abandoned due to the conduct of spectators, players, and/or team officials, the team or teams at fault will forfeit the match and be subject to fines.

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- (b) See [Rule \(T\)\(4\)](#) for the fines on the team or teams at fault for the abandonment.
- (c) If both teams are found to be at fault,
 - (i) both teams will be fined,
 - (ii) the game will be scored as a 0-0 draw and a forfeit by both teams so that neither team gains any points from the result.

(4) Table of Fines in addition to Forfeit

Offense	Fine/Punishment
Failure to play a game (local)	\$500
Failure to play a game (local) - 2 nd offense	\$1,000
Failure to play a game (local) - 3 rd offense	Remove from league
Failure to play a game (Travel)	\$1,500
Failure to play a game (Travel) - 2 nd offense	\$3,000
Failure to play a game (Travel) - 3 rd offense	Remove from league
Failure to play a game with less than 48 hours notice (added to fine for not playing)	\$500
Failure to play a game without any prior notice to the opponent and the league director (added to fine for not playing)	\$1,000
Abandoned Game - Behavior [Rule (T)(3)] - 1 st offense	\$500
Abandoned Game - Behavior (2 nd offense for same reason)	Remove from league
Abandoned Game - Forced [Rule (T)(2)]	\$500
Abandoned Game - Forced (2 nd offense)	Remove from league
Ineligible Player - Suspended [Rule (P)(3)(a)]	\$300
Ineligible Player - Suspended (2 nd offense)	\$1,000
Ineligible Player - Club pass age	\$150
Ineligible Player - Club pass age (2 nd offense)	\$500
Ineligible Player - Registration	\$500
Ineligible Player - Registration (2 nd offense)	Remove from league
Terminated Game - No Adult - Discipline	\$300
Terminated Game - Not enough Players - Injury	\$100
Terminated Game - Not enough Players - Discipline	\$300
Terminated Game - Concussion Protocol [Rule (B)(2)(b)]	\$500
Remove from League (penalty added to other accrued fines)	\$1,500 Forfeit entry fee Forfeit all Games

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Offense	Fine/Punishment
Referee assault by player, coach/team official, or spectator [Rule (K)(1)(c)] (1 st offense in seasonal year)	\$2,000
Referee assault by player, coach/team official, or spectator (2 nd offense in seasonal year)	\$5,000 Remove from league

(U) Withdrawing from League - Refunds and Penalties

- (1) A team that withdraws from the league will receive a refund or be subject to forfeiture of the entry fee and additional penalties, depending on the date of withdrawal.
- (2) Refunds and Penalties

Withdrawal Date	Refund	Penalty
Before entry deadline	Full refund	N/A
After entry deadline, before seeding	Refund entry fee less administrative fee	\$100 administrative fee
After seeding, before scheduling	None	Forfeit entry fee
After schedules have been published	None	\$1500 Forfeit entry fee
After first game played	None	\$1500 Forfeit entry fee Forfeit all games \$300/ unplayed game

(V) Payment of fines and penalties

- (1) Fines are due and payable upon notice sent to the individual, team, or club against which the fine has been imposed.
- (2) If a fine against an individual is not paid within 10 days after notice of the fine has been delivered, the individual will be suspended from participation in the league until the fine has been paid.
- (3) If a fine against a team has not been paid within 10 days after notice of the fine has been delivered, the team will be suspended from participation until the fine is paid. Any game that a team misses while suspended will be considered a forfeit and may subject the team to additional fines and/or removal from the league.
- (4) A club that fails to pay fines levied against it, or has teams, or individuals representing the club who fail to pay fines, may have its teams denied entry into other leagues or tournaments operated by the Portland Timbers and Thorns.

(W) Protests, Appeals, and Hearings

Protests:

- (1) A protest is a complaint arising out of the misapplication of the Laws of the Game or misapplication of a league rule. The protest must be based upon violations of these league rules or FIFA Laws of the Game.
- (2) Procedures for submitting a protest:
 - (a) Protests may only be submitted by the head coach of a team, or the acting head coach of a team, who is present at the match being protested.

- (b) The person submitting the protest must verbally notify both the referee and the opposing coach within 15 minutes following the end of the match that the game will be protested.
- (c) A written protest that clearly states the league rule or FIFA Law that was violated, must be submitted to the League director (see page 1) by the end of the first business day following the protested game.
- (d) The protest must be submitted using the protest form available on any of the league or tournament pages of the OYSA website.
[\(https://oysa.wufoo.com/forms/zeic9i80cvvvq4/\)](https://oysa.wufoo.com/forms/zeic9i80cvvvq4/).
- (e) A protest fee of \$100 must be delivered to the League director (see page 1) not later than the close of business on the 2nd business day following the game being protested.
 - (i) If the protest fee is not received, the protest will be summarily dismissed.
 - (ii) If the protest is upheld, the protest fee will be returned.

Appeals:

- (3) An individual may appeal a sending off (player) or expulsion (team official) from a match by submitting the appeal form available on any of the league or tournament pages of the OYSA website. (<https://oysa.wufoo.com/forms/z1g8gwr810zt0a4/>). Only appeals submitted using the official form will be considered.

Review:

- (4) The league director will review and decide all protests and appeals.
 - (a) The league director may hold such hearings as the director deems appropriate, or may determine issues based on written documentation.
 - (b) The league director will provide a written notice of decision to the person who submitted the protest or appeal.
- (5) A decision of the league director regarding protests or appeals is final.
- (6) A decision of the league director regarding imposition of disciplinary suspensions is not subject to appeal unless a suspension would extend to an individual's right to participate in competitions beyond the end of the current competition.

(X) Powers of League Director

The league director will:

- (1) Decide all contested scores and other matters pertaining to the operation of the league.
- (2) Hear all protests.
- (3) Determine all questions of eligibility for players and teams to participate in the league.
- (4) Make final decisions whether to accept teams into the league.
- (5) Decide all disciplinary matters, and may impose fines and suspensions up to and including suspension from participation in the league through the end of the league season.
- (6) Provide written notice of the disciplinary sanctions and fines imposed for violation of these rules.
- (7) Arrange for a hearing on all matters that require a hearing under these rules.
- (8) Refer matters to the home state association of an individual, team, or club for additional disciplinary proceedings when the league director believes that the behavior warrants penalties that exceed the league director's authority.
- (9) Decisions of the league director regarding the conduct of the league, application of league rules, and interpretation of league rules are not subject to appeal.
- (10) The league director may delegate performance of any of the powers and/or duties of the league director described in these rules to one or more persons that the league director designates.
- (11) The person(s) exercising any of the powers or authority delegated by the league director shall have all of the power and authority of the league director in regard to such matters.