



Oregon Founders Cup

Presented by Portland Timbers (Boys) and
Portland Thorns (Girls)

RULES FOR U11 – U19

Oregon Youth Soccer Association
www.oregonyouthsoccer.org

Oregon Founders Cup Rules of Competition - U11-U19

Tournament Information

The Oregon Founders Cup presented by the Portland Timbers (boys) and Thorns (girls) is open to any team registered with Oregon Youth Soccer Association at ages U11-U19 that is not barred from entry by tournament rules. (See Rule P(3)) There is no requirement that a team has played in a qualifying league prior to entering the tournament. The tournament is intended for non-premier teams who want to play in a state tournament. The tournament is also open to teams registered as recreational who believe they have the ability to match up against teams playing in competitive leagues.

The Portland Timbers and Portland Thorns are the presenting sponsors of the tournament and they provide Oregon Youth Soccer with support in the management and operations of the Founders Cup tournament.

Tournament Contacts

League & Tournament President:

Mike Smith - Youth Sporting Director, Portland Timbers

Tournament Director/Manager:

Nelson Larson – nelson@oregonyouthsoccer.org - 503-626-4625

Tournament Scheduler:

Valorie Westlund - valorie.westlund@comcast.net; 503-740-6734

Referee Coordination:

Andy Deuker - ad.assigning@gmail.com

David Grbavac - david@oregonyouthsoccer.org

Day of Game and Emergency Contact Numbers:

Referee Game Day Hotline: 503-737-8424

Game Day Hotline: 971-732-9897

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Tournament Rules:

A. Laws of the Game

FIFA Laws of the Game apply except as specifically modified.

[You can download a copy of the current version 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 group	Ball Size	Length of Game	Halftime	Overtime*
U11-U12 (9v9)	Size 4	2 x 30 min. halves	10 min.	Two 5 min halves
U13-U19	Size 5	2 x 35 min. halves	10 min.	Two 10 min halves

* **Overtime is used for Semifinal and Final matches only. All overtime periods are played in full.** If a match is still tied after two full overtime periods, then FIFA "Kicks from the penalty mark" will determine the winner. For ties in bracket games refer to [Rules N\(3\) - N\(6\)](#). For knockout games refer to [Rule N\(7\)](#).

(3) Tie Games

- (a) All games that end with a tie score will be followed by FIFA Kicks from the penalty mark.
- (b) In preliminary round matches the results do not determine a winner, but they do provide a tie breaker that may be used to advance a team from a bracket. See [Rule L\(3\)](#).
- (c) In all knockout rounds the results will decide the match winner.
- (d) Reporting the score from a tied game:
 - (i) The score of the match is the tied score at the end of the match, following any applicable overtime periods.
 - (ii) Results of FIFA Kicks from the penalty mark are always reported separately, by both referees and team personnel entering match scores.
 - (A) Referees enter results in the "Abnormal or Unusual Situations" section of the match report.
 - (B) Team personnel enter results in the comments section of game scoring for preliminary matches or the PK results boxes for knockout games.

(4) Game Balls

- (a) The tournament will provide game balls for final matches.
- (b) For all other matches the designated home team is expected to provide 3 game balls acceptable to the referee, although the referee may accept game balls from either team.

(5) Field Size

Age - Format	Minimum	Maximum	Goal
U11-U12 - 9v9	45x70 yds*	55x80 yds*	6.5x18.5 ft*
U13-U15 - 11v19	50x100 yds †	100x130 yds †	8x24 ft †

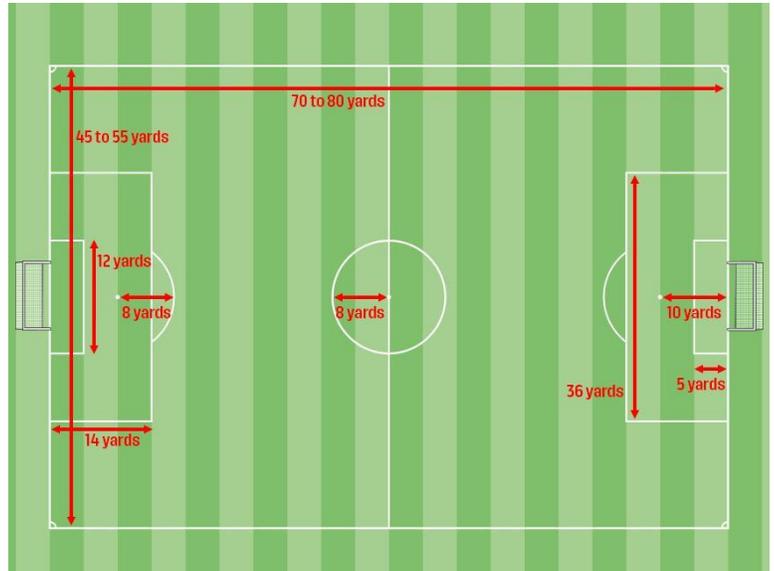
*US Soccer Federation Player Development Initiatives † FIFA Laws of the Game

[Note: The goal size for 9v9 is highly recommended 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 game 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]



(6) Heading Limitations

- In the U11 and U12 age groups (all 9v9 games) a player may not use his/her head to play the ball.
- 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.
- The penalty for playing the ball using the head is an indirect free kick at the spot of the infraction.
- 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.

(7) Player's Equipment

- 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.
- 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.
- A player may not wear or use any equipment that is dangerous to himself or another player.
 - The referee's decision regarding dangerous equipment is conclusive, although lightweight, padded protective equipment should generally be allowed per FIFA Law 4.
 - 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.
- No jewelry is permitted.** Medical alert bracelets/necklaces are not considered jewelry and are allowed, if taped.
- Shin guards, covered by socks, are mandatory in all games. Players not wearing shin guards will not be allowed to play.

B. Safety

- 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 bleeding is stopped and the wound is covered the player may return to the game when beckoned onto the field by the referee.
- 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.
 - Except for games taking place at a venue where the tournament provides an athletic trainer or physician, 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.

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- (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 restart the match.
 - (d) 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) When Wet Bulb Globe Temperature (WBGT) equals or exceeds 89.6F, the referee will pause 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>.
 - (b) The coaches of both teams should consult with the referee to determine whether the temperature at game time will require hydration breaks
 - (c) 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 is responsible for Field preparation, which includes mowing, lining, goal and net set-up, and corner flags. All goals, including portable goals, must be securely anchored to the ground. 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.
- (2) For tournament rounds played at a venue hosting multiple matches, OYSA will arrange with the venue for field preparation. Semifinals and Finals will be venue based. Other rounds **may** be venue based.
- (3) Any complaints about 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 tournament emergency contact number and so indicate and then NO game should be played. If the game was not played then it will be rescheduled as determined by the tournament 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. If a game is played, the game's outcome will stand.

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[NOTE: Games are played on artificial and natural turf. All players must be prepared to play on either surface independent of schedule. The Portland Timbers and OYSA reserve the right to switch 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) A 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 the minimum number of players required to begin the match). Before abandoning the match and for any other emergency situations, the referee and/or the coaches must call the tournament emergency number 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 and/or a team official must call the tournament emergency number for guidance.
 - (b) If the first half of a match has been completed, the match will be considered completed and the score at the time the game is stopped will be 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 tournament's emergency number and the game scheduler (see page 1) and inform the tournament director that the game was not played. The game will be rescheduled, if possible.
- (5) Missing Officials
 - (a) If no assigned referee appears at the scheduled field by fifteen minutes before the scheduled game start time, call the tournament'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 at all possible.

E. 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. If space permits, spectators must remain at least six feet behind the touchline and at least eighteen yards from the corners of the field. Coaches, players and spectators are not allowed behind the end line.
- (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. When there are team benches at the field site, the team area is limited to 5 yards on each side of the bench, except for the two yards adjacent to the touch line.
- (3) A "team" consists only of those players, coaches and team officials listed on the official OYSA Founders Cup tournament roster.
- (4) A player listed on the match roster who is ineligible to play in a match may be permitted in the team area 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.

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- (6) No more than 4 adults are permitted in the team area, except in the event of an emergency, at the discretion of the referee, to provide assistance to an ill or injured player or team official.

F. 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.
- (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. The game will be scored as follows:
 - (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 scored as 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.

G. Match Rosters

Each team must submit an official match roster to the referee prior to each game.

- (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 for a "guest" coach as provided in Rule E(5)
- (2) The roster for the Founders Cup is frozen on the date set by OYSA. **No club pass (borrowed) players are permitted on the roster.**
- (3) The roster used to check in teams for a match may be either a printed roster or a digital roster.
 - (a) The official printed roster is generated from Affinity. It is unique for each match in the competition and shows the game time, date, and location as well as the rosters of both teams.
 - (i) The jersey numbers of all players who will play in the match must be printed on the match roster.
 - (ii) Printed player cards are required when a printed roster is used.
 - (b) A digital roster may be used at the referee's discretion.
 - (i) The digital roster as displayed for the referee in the Affinity online software shows the date, time, and location of the match and displays the rosters of both teams.
 - (ii) The digital roster may only be used if pictures of all of a team's players and coaches have been uploaded in Affinity.
 - (iii) Jersey numbers must have been set in Affinity so they will display on the digital roster.
- (4) **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.

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- (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 Oregon Youth Soccer as the State Association,
 - (iii) show the club name matching the club name on the roster,
 - (iv) show the expiration date as the end of the current seasonal year,
 - (v) have a photo of the player or team official, and
 - (vi) be laminated.
- (b) Only original member passes may be used.
- (c) The signature of the person named on the card is not required.

(2) Digital Member Passes

- (a) When the referee uses a digital roster to check-in a team, 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.
- (c) The digital pass must have the jersey number of the player.

I. Check-in Procedures

- (1) The referee is responsible for verifying that a member pass is presented for each 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 and team officials 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. Only players on the digital roster may participate.
 - (b) When digital roster check-in is not used, 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) Even though a single printed roster may be used to check-in teams, all players, coaches, and other teams officials who will participate in the match **MUST** present a valid member pass to the referee.

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- (d) Before abandoning a match because of missing cards or rosters, the referee must call the tournament's emergency number (see page 1) for guidance.

J. 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 for disciplinary proceedings as specified by US Soccer Federation policy.
 - (d) See Rule S(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 J(1)-J(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 S(3) for penalties resulting from a game abandonment.

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- (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.

K. 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 J(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 O(1) for minimum suspensions.
 - (d) See Rule V(4) for appeal procedures.

L. 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.

M. Score Reporting

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- (1) Teams are required to enter their scores into the Affinity Game System as soon as possible after the game ends. Any coach or team manager listed on the team roster 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 at <http://www.oregonyouthsoccer.org/home.php?layout=817309>.
- (3) If there is a conflict in the entered scores, the final score will be entered by the tournament director based on the score reported by the referee.
- (4) Teams should not enter red/yellow card information. Disciplinary items will be entered by tournament administrators. See Rule V(4) for information about appeals.

N. Scoring Method, Tie-Breakers, and Wildcards

- (1) **Bracket Play.** The standings of teams during bracket play are based upon the number of points earned in bracket play matches. Teams earn points as follows:
 - (a) 3 Points for a Win (Forfeits are considered a 3-0 victory)
 - (b) 1 Point for a Tie
 - (c) 0 Points for a Loss
- (2) **Abandoned Games in Bracket Play - Scoring**
 - (a) If the referee abandons a game without fault by either team, and 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.
 - (b) 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.**
 - (i) If both teams are at fault, the game will be scored as a forfeit by both teams so that neither team receives any points from the match in the standings.
 - (ii) If only one team is at fault, the score will be entered as a forfeit by the team at fault.
 - (iii) See Rule S(4) for fines imposed because of the abandonment.
- (3) **Tie Breaking Criteria.** Except when advancing wildcards from unequal brackets, [rule N\(5\)\(c\)](#), standings within a bracket or advancement from the bracket will be determined by applying the criteria below. See [rule N\(4\)\(b\)](#) for ties among 3 or more teams and [rule N\(5\)\(b\)](#) for advancing wildcards from equal brackets.
 - (a) Winner in head-to-head competition
 - (b) Most games won
 - (c) Highest goal difference (goals for minus goals against) with a maximum of four (4) goals difference per game counted both for and against
 - (d) Total goals allowed
 - (e) Total goals scored
 - (f) Most shutouts
 - (g) Kicks from the Mark
 - (i) When a game in bracket play ends in a tie, FIFA Kicks from the Penalty Mark will take place and the results will be reported separately from the tie score.
 - (ii) The results of the FIFA Kicks from the Penalty Mark in bracket games will only be used if two teams remain tied in their brackets after all other tie breakers have been applied.
- (4) **Breaking Ties in Bracket Play Within a Bracket.**
 - (a) If 2 teams are tied in points at the conclusion of bracket play, team placement or advancement will be determined by applying the criteria in Rule N(3), in the order listed, beginning with N(3)(a).

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- (i) The tie is broken when the first of the tie breakers in Rule N(3) distinguishes between the two teams.
- (ii) Results of Kicks from the penalty mark as provided in Rule N(3)(g) will only be used if the 2 teams have played each other and none of the tie breakers in N(3)(a)-N(3)(f) have differentiated the teams.
- (b) If 3 or more teams are tied in points at the conclusion of bracket play, team placement or advancement will be determined by applying the criteria in Rule N(3), in the order listed, beginning with N(3)(b), but not including N(3)(g).
 - (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 N(3)(b), but not including N(3)(g).
 - (iii) If two teams remain tied after applying all the tie breakers in N(3)(b)-N(3)(f), and the two teams have played each other, the two team results will then be compared using N(3)(a) and N(3)(g).

(5) Wildcard Advancement — Comparing Teams Across Brackets

- (a) When the tournament format for a particular age group requires advancing an unequal number of teams (wildcards) from each bracket (e.g., best 2nd place team or top two 2nd place teams) teams in different brackets will be compared to each other using criteria that are applied the same way to all teams in the group being compared.
 - (i) **Wildcards are always drawn from the same level in each bracket.**
 - (A) When the format is the top team and NN wildcards, only the teams finishing 2nd in each bracket will be compared for wildcard advancement.
 - (B) When the format is the top 2 teams and NN wildcards, only the teams finishing 3rd in each bracket will be compared for wildcard advancement.
 - (ii) When all brackets have the same number of teams, results within brackets can be directly compared as specified in N(5)(b).
 - (iii) When brackets do not have equal numbers of teams, results within brackets cannot be directly compared because teams will not have played the same number of games. The method of comparing teams between brackets with unequal numbers of teams is specified in N(5)(c).
- (b) **Equal Brackets.** When all brackets have the same number of teams playing the same number of games, the first criterion for advancing teams is the number of points earned. If there is a tie in the number of points, the tie will be broken by applying the criteria from N(3)(b) through N(3)(f), in the order shown. The criteria will be applied until the teams have been sorted. If a tiebreaker only sorts some of the tied teams, the teams remaining tied will be compared by restarting the tie breaker comparison with N(3)(b) until all slots in the next round have been filled.
- (c) **Unequal Brackets.** When not all brackets have the same number of teams and a comparison is made across brackets, the teams will be compared using the following criteria in the order shown:
 - (i) Average points per game — determined by dividing a team's total points earned in bracket play by the number of games the team has played.
 - (ii) Average goal difference — determined by dividing a team's total goal difference (using a maximum of four (4) goals difference per game counted both for and against) by the number of games a team has played. (E.g., team A plays 3 games with a +3, +2, and -1 goal difference in each game. The total goal difference is +4. The average goal difference is $4/3 = 1.33$. Team B plays 2 games with a goal difference of +3 and 0 for a total goal difference of +3. The average goal difference for team B is $3/2 = 1.5$. In a comparison between A and B, team B would advance based on a superior average goal difference.)
 - (iii) Average goals allowed — determined by dividing the total number of goals allowed by the number of games played.
 - (iv) Average goals scored — determined by dividing the total number of goals scored by the number of games played.
 - (v) The criteria in this section N(5)(c) will be applied until the tied teams have been sorted. If a tiebreaker only sorts some of the tied teams, the teams remaining tied will be compared by restarting the tie breaker comparison with N(5)(c)(i) until all slots in the next round have been filled.
- (d) **Wildcard Placement.** Wildcard teams will be ranked based on points earned in bracket play and the application of tiebreakers as required. Wildcard teams will be seeded into knockout matchups based on their rank, except that **no team will be matched against a team it has already played in its preliminary bracket.**

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- (6) **Coin Toss.** If all the tie breakers and team comparisons specified in N(4), N(5)(b), or N(5)(c), as appropriate, have been applied and a tie remains, any remaining ties will be determined by a coin toss conducted by the tournament director. In any coin toss the higher seeded team will select heads or tails before the tournament director tosses the coin.
- (7) **Breaking Ties in Knockout Rounds.**
- (a) When a game other than a semifinal or final ends in a tie, and the tournament format requires that a winner be determined for that match (e.g., a quarter final match), the winner will be determined by Kicks from the Penalty Mark in accordance with FIFA Laws of the Game. No overtime will be played
 - (b) When a semifinal or Final match is tied at the conclusion of the regulation period
 - (i) Teams will play two equal overtime periods (see [Rule A\(2\)](#)).
 - (ii) Matches which remain tied after the overtime will be determined by FIFA Kicks from the Penalty Mark.

O. Game Suspensions for individuals:

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

Offense	Suspension
Second caution received in the same game	1 game
Denying a goal by handling the ball	1 game
Denying a 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
Accumulation of 3 yellow cards in separate matches during the tournament	1 game
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 tournament
Refusing to give name to official when a card is recorded (added to any suspension for the card shown)	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:

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- (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) Forcing abandonment of a match.
 - (i) A coach who forces the abandonment of a match by removing a team from play after the game has begun will be suspended from participation with any team for the remainder of the tournament.
 - (ii) A coach who forces abandonment of a match by refusing to leave the premises of the match after being expelled by the referee will be suspended from participation with any team for the remainder of the tournament. The coach will also be referred to OYSA for consideration of additional penalties.
 - (c) A player who has been sent off or expelled for fighting, or who has received a second red card for violent conduct during the tournament will be suspended for the remainder of the current year's tournament.
 - (d) 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.
 - (e) The league director will refer any issues regarding participation by an unregistered or improperly registered player to OYSA for disciplinary proceedings.
 - (f) 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.
 - (g) Any player or team official who is alleged to have committed referee assault will be suspended from further participation in the current year's tournament until after the individual's home state association conducts a hearing on the charge of referee assault.
- (4) Suspensions imposed only after a disciplinary hearing:
- (a) A coach who knowingly permits a suspended player to participate will be suspended for the remainder of the current year's tournament.
 - (b) A coach who knowingly permits an ineligible player to participate will be suspended for the remainder of the current seasonal year's tournament and for the Founders Cup tournament in the next seasonal year..
 - (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 tournament 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 tournament 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 tournament officials and additional sanctions are possible.
 - (c) Suspensions not served during the Oregon Founders Cup tournament in the current seasonal year carry over into Founders Cup competition in the next seasonal year(s).

P. Team Eligibility

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- (1) The Oregon Founders Cup is an Open Tournament. Any OYSA registered team not barred by Rule P(3) may enter, provided that all players are registered with OYSA and are listed on the tournament roster prior to the roster freeze date for the tournament.
- (2) Southwest Washington teams that are composed entirely of players registered in the current seasonal year with Oregon Youth Soccer are eligible to enter so long as the team meets all other player and team eligibility requirements.
- (3) The following teams are not eligible to participate in the Oregon Founders Cup:
 - (a) Any team that participated in the US Youth Soccer National League in the current seasonal year.
 - (b) Any team that participated in the Far West Regional League in the current seasonal year.
 - (c) Any team that participated in either the Oregon State Cup or the Washington Champions Cup competitions in the immediately preceding seasonal year and finished as one of the top 16 teams in its age group in that competition.
 - (d) Any team, aged U11-U14, participating in the Premier division of the Portland Timbers and Thorns Fall League in the current seasonal year.
- (4) Any team that is participating in the U15 age group of the Portland Timbers and Thorns Fall League in the current seasonal year is eligible to enter the tournament.
- (5) Roster Limitations
 - (a) A team's age is established by the age of the oldest player on the roster.
 - (b) Teams may not compete in an age group younger than the team's age.
 - (c) Teams will not be permitted to play up at an older age group.
 - (d) The following chart shows the tournament's age groups and the youngest aged player that can be on the roster of a team in each age group:

Team Age	Youngest Player Allowed	Maximum Tournament Roster	Maximum Match Roster
U11/12	U9 [†]	22	16
U13-19	U11	22	18

[†]U9 players must have met the OYSA play up policy and been rostered to the team before the end of the Fall league season.

Q. Player Eligibility:

- (1) Every player on a team's official Oregon Founders Cup roster must be properly registered to OYSA and listed on the roster in Affinity by the roster freeze date set by the tournament director.
- (2) A player who was on the roster of a team that participated in the USYS National League, Far West Regional League, or the quarterfinal, semifinal, or final round of the state level of the National Championship Series in any state association during the current seasonal year is not eligible to be on a team's Oregon Founders Cup roster.
- (3) All player eligibility issues for the Oregon Founders Cup tournament are determined as of the roster freeze date.
- (4) An improperly rostered player may be removed from the team's roster without penalty, so long as the team has not played any matches in the tournament.

R. Ineligible Participation:

- (1) A team will forfeit any game in which
 - (a) an ineligible player is listed on the team's tournament roster;
 - (b) an ineligible player participates (**NOTE:** participation includes a player being present on the team's bench wearing the team's uniform, regardless of whether the player enters the field as a player); or
 - (c) the team no longer has an eligible adult [see Rule F(3)] present on the team bench.

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- (2) Any team found to have allowed an ineligible player to participate in a match is not eligible to compete further in the Oregon Founders Cup in the current seasonal year.
 - (a) Any remaining scheduled games for the team will be forfeited.
 - (b) The team will be fined for each such forfeited game.
- (3) A coach, manager, team official, or club official who knowingly allows an ineligible player to participate is ineligible to compete further in the Oregon Founders Cup, with any team, in the current and subsequent seasonal year.
- (4) A player who is found to have submitted false birth information is prohibited from competing further in the Oregon Founders Cup in the current and subsequent seasonal year.
- (5) A player who participates with a team knowing that he or she is ineligible for such participation is ineligible to compete in the Oregon Founders Cup in the current and subsequent seasonal year.

S. Penalties for Failure to Play and Abandoned Matches

- (1) A team fails to play a match when it does not have the required minimum number of players and team officials at the location of a scheduled match, checked in with roster and cards, or digital roster, ready to begin the game within 15 minutes after the official game start time.
 - (a) The result of the game will be scored as a forfeit by the team that failed to play.
 - (b) The penalty for failing to play a match as scheduled is shown in Rule S(4).
 - (c) 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 S(4) for fines for failing to play a travel match.
 - (d) 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%.
 - (e) 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 tournament.
 - (i) When a team is removed from the tournament during a quarterfinal or semifinal match the opponent will automatically advance to the next round.
 - (ii) When a team is removed from the tournament during the final match the team will not be eligible to receive any awards that go to a tournament finalist
 - (c) See Rule S(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.
 - (b) 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.
 - (c) The tournament director may impose additional penalties, up to and including, removing a team (or teams) found to be at fault from the tournament.
 - (d) See Rule S(4) for the fines on the team or teams at fault for the abandonment.
- (4) Table of Fines in addition to Forfeit

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Offense	Fine/Punishment
Failure to play a game (local)	\$500
Failure to play a game (local) - 2 nd offense	Remove from tournament
Failure to play a game (Travel)	\$1,000
Failure to play a game (Travel) - 2 nd offense	Remove from tournament
Abandoned Game - Behavior [Rule S(3)] - 1 st offense	\$500
Abandoned Game - Behavior (2 nd offense for same reason)	Remove from tournament
Abandoned Game - Forced [Rule S(2)(a)]	\$500
Abandoned Game - Forced (2 nd offense)	Remove from tournament
Abandoned Game - Forced after coach expulsion [Rule S(2)(b)]	Remove from tournament
Ineligible Player - Suspended [Rule O(3)(a)]	\$300
Ineligible Player - Suspended (2 nd offense)	Remove from tournament
Ineligible Player - Registration	Remove from tournament
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 Tournament (penalty added to other accrued fines)	\$1,500 Forfeit entry fee Forfeit all Games \$300/ unplayed game
Referee assault by player, coach/team official, or spectator (1 st offense in seasonal year)	\$2,000
Referee assault by player, coach/team official, or spectator (2 nd offense by same team in seasonal year)	\$5,000 Remove from competition

T. Withdrawing from Tournament- Refunds and Penalties

(1) A team that withdraws from the tournament 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

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Withdrawal Date	Refund	Penalty
After entry deadline, before seeding	Refund entry fee less administrative fee	\$100 administrative fee
After seeding, before schedule is published	None	Forfeit entry fee
After schedules have been published	None	Forfeit entry fee \$1500
After first game played	None	Forfeit entry fee \$1500 Forfeit all games \$300/ unplayed game

U. 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 tournament.
- (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.

V. Protests, Appeals and Hearings

- (1) The Tournament Director will appoint a Protest/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). The minimum game suspensions provided in [Rule O\(1\)](#) of these rules do not require a hearing and are final (not subject to Protest or Appeal).

Protests:

- (2) A protest is a complaint arising out of the misapplication of the Laws of the Game or misapplication of an Oregon Founders Cup rule. The protest must be based on a specific violation of those tournament rules or FIFA Laws of the Game.
- (3) 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 tournament rule or FIFA Law that was violated, must be submitted to the Tournament 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/zeic9i80cvvvg4/>).
 - (e) A protest fee of \$100 must be delivered to the Tournament 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:

- (4) An individual may appeal a sending off (player) or expulsion (team official) from a match by submitting an appeal using 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.

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Review:

- (5) The Tournament Director and protest committee will review and decide all protests and appeals.
 - (a) The Protest Committee may hold such hearings as the committee deems appropriate or may determine issues based on written documentation.
 - (b) The Protest Committee will provide a written notice of decision to the person who submitted the protest or appeal.
- (6) A decision of the Protest Committee regarding protests or appeals is final.
- (7) A decision of the Tournament Director imposing a disciplinary suspension is not subject to appeal unless a suspension would extend to an individual's right to participate in competitions beyond the Oregon Founders Cup.

W. Powers of the Tournament Director

The Tournament Director will:

- (1) Decide all contested scores and other matters pertaining to the operation of the tournament.
- (2) Determine all questions of eligibility for players and teams to participate in the tournament.
- (3) Make final decisions whether to accept teams into the tournament.
- (4) Provide written notice of fines imposed in accordance with these rules.
- (5) Decide all disciplinary matters that do not require a hearing and may impose sanctions up to and including suspension from participation in the state level of the tournament.
- (6) Appoint a Protest and Appeals Committee that will
 - (a) Hear and decide all protests;
 - (b) Decide all appeals from send offs and expulsions during the tournament; and
 - (c) Decide disciplinary matters that may exceed minimum suspensions.
- (7) Provide written notice of the disciplinary sanctions imposed for sanctions other than the automatically imposed minimum sanctions for cards issued in a match.
- (8) Arrange for a hearing on all matters that require a hearing under these rules, the applicable bylaws and policies of OYSA, or the applicable policies of the USSF.
- (9) Refer matters to OYSA for additional disciplinary proceedings when the Tournament Director believes that behavior warrants penalties that exceed the Tournament Director's authority.
- (10) Decisions of the Tournament Director regarding the conduct of the tournament, application of tournament rules, and interpretation of tournament rules are not subject to appeal.
- (11) The Tournament Director may delegate performance of any one or more of the powers and/or duties of the Tournament Director described in these rules to one or more persons that the Tournament Director designates.
- (12) The person(s) exercising any of the powers or authority delegated by the Tournament Director shall have all of the power and authority of the Tournament Director in regard to such matters.

Warning: Consumption of alcoholic beverages and any use of tobacco products, including e-cigarettes or other vaping devices, is strictly prohibited at all Founders Cup game sites.