



# OYSA FUTSAL LEAGUE

## RULES OF COMPETITION

Sanctioned by  
Oregon Youth Soccer Association  
[www.oregonyouthsoccer.org](http://www.oregonyouthsoccer.org)



## OYSA Futsal League

### **League Management Information**

The OYSA Futsal League is sanctioned by Oregon Youth Soccer Association (OYSA). The league is open to teams that have all their players and coaches registered with US Youth Soccer (USYS) through OYSA in accordance with the registration rules of USYS and their home state association.

Oregon Youth Soccer and the OYSA Futsal League have NO TOLERANCE for any form of harassment, intimidation, abuse, or assault.

Consumption or possession of tobacco, nicotine, and marijuana products are strictly prohibited at all OYSA Futsal League matches.

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## OYSA Futsal League

### **OYSA Futsal League Rules:**

#### **(A) COVID-19-Related Modifications to OYSA Futsal League Rules of Competition**

##### **(1) Slide-Tackles Not Permitted**

- (a) Slide-Tackling is not allowed.
  - (i) For the purpose of this rule, slide-tackling is defined as: going to ground to make a play on the ball that engages a player currently in possession of the ball, or that results in contact with another player.
  - (ii) In the event a player attempts a slide-tackle and no foul results, play will restart with an Indirect Free Kick for the opposing team.
  - (iii) In the event a player attempts a slide-tackle and the referee deems a foul has also resulted from it, play will restart with a Direct Free Kick for the opposing team.
- (b) Sliding is allowed.
  - (i) For the purpose of this rule, sliding is defined as: going to ground to make a play on the ball that does NOT engage a player currently in possession of the ball, and that does not make contact with another player. For example: sliding to attempt to score a goal or sliding to keep a ball in play.

##### **(2) Team Placement: Do not swap bench areas**

- (a) Each team will stay in their one respective bench area for the duration of the game. Teams will NOT swap bench areas at half-time.

##### **(3) Further Modifications**

- (a) OYSA and the OYSA Futsal League may further modify and update the rules of competition as necessary in response to COVID-19 developments, including during a season presently underway.

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### **(B) Safety**

#### **(1) Bleeding from Nose, Cuts or Other Abrasions**

- (a) 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 match when beckoned onto the field by the referee.

#### **(2) Possible Head Injuries**

- (a) 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 or licensed medical professional determines that the player has not suffered a concussion.
- (b) 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.
- (c) If a coach returns a player without approved clearance, the referee will end the match.
- (d) 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 match 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.
- (e) 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 possible head injury, 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 qualified health care professional.

### **(C) Laws of the Game and Rules of Competition**

The Futsal Laws of the Game as authorized by FIFA apply, except as modified in these rules.

*[You can view a copy of the 2020/2021 FIFA Futsal Laws of the Game on FIFA's website:*

[https://resources.fifa.com/image/upload/laws-of-the-game-futsal-2020-21.pdf?cloudid=smrcs2kmmsngmf5t1fi.\]](https://resources.fifa.com/image/upload/laws-of-the-game-futsal-2020-21.pdf?cloudid=smrcs2kmmsngmf5t1fi.)

#### **(1) Substitutions**

- (a) Unlimited substitutions are permitted on the fly.
- (b) Players enter and leave the pitch from their team's substitution zone, in front of the team's bench area.
- (c) A substitute may only enter the pitch after the player being replaced has left the pitch.
- (d) If a substitute enters the pitch before the player being replaced has left, or if a substitute or player being replaced enters or leaves the pitch from a place other than the team's substitution zone, the referees may caution the player(s) for infringing the substitution procedure.
  - (i) The same rules apply for goalkeepers.

#### **(2) Substitutions for sent-off players**

- (a) A substitute player may replace a sent-off player by entering the pitch **two full minutes after** the sending-off, provided that the substitute has the authorization of the referee or assistant referees.
  - (i) If the opposing team scores a goal before the two minutes have elapsed, the substitute may enter at that time.

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### **(3) No Offside**

- (a) There is no offside in futsal.

### **(4) Heading Limitations**

- (a) In the U12 and younger age groups, a player may not intentionally use his/her head to play the ball.

### **(5) Length of Matches and Ball Size**

- (a) All matches are played with two 22-minute halves, with a 2-minute halftime.
  - (i) There is no stop clock in the final two minutes.
  - (ii) One 1-minute time out per half per team.
- (b) K to 6<sup>th</sup> grade and U8-U12 use a size 3 ball.
  - (i) Everyone else uses a size 4 ball.
  - (ii) For combined brackets, use the rules for the oldest age group in the combined bracket.

### **(6) Age Groups**

- (a) Competitive age groups are based on birth year.
- (b) Recreational teams are formed by grade.
- (c) The team is considered to be the age/grade of the bracket in which the team is playing. For example, any team playing in the U14 bracket will be considered a U14 team and will only be able to use U12, U13, and U14 players.
- (d) Players are not allowed to play up more than 2 years or 2 grades except in the U15-U19 age brackets.
  - (i) High school teams (U15 to U19) can have a player as young as U14.
  - (ii) 12<sup>th</sup> grade team may have 9<sup>th</sup> graders.

### **(7) Uniforms & 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.
  - (i) Jersey numbers are not required.
  - (ii) Goalkeepers are allowed to wear appropriate pants instead of shorts.
- (b) In cases of uniform color similarity, the designated away team (listed second) will change jerseys or wear pinnies of a different color.
- (c) Cleats are NOT allowed. Futsal shoes, or footwear made of canvas, or soft leather training or gymnastic shoes with soles made of rubber or a similar material must be used.
- (d) 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.
  - (ii) Casts, splints, or braces must be padded and there shall be no exposed metal or any other hard material.
  - (iii) 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 player.
- (e) **No jewelry is permitted.** Medical alert bracelets/necklaces are not considered jewelry and are allowed, if taped.
- (f) Shin guards, entirely covered by socks, are mandatory in all games. Players not wearing shin guards will not be allowed to play.

### **(8) Kick-Off**

- (a) The visiting team kicks off to start the first half; the home team kicks off to start the second half.

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- (b) The ball is in play when it is kicked and clearly moves.
- (c) A goal may be scored directly against the opponents from the kick-off. If the ball directly enters the *kicker's* goal from the kick-off, a corner kick is awarded to the opponents.

### **(9) Ball Out of Play**

- (a) The ball is out of play when it fully crosses any of the boundary lines or if it hits the ceiling.
  - (i) If the ball hits the ceiling while in play, the match is restarted with a kick-in taken by the opponents of the team that last touched the ball. The kick-in is taken from the point on the touch line nearest to the place on the ground above which the ball hit the ceiling.
- (b) Teams have 4 seconds to put the ball back in play.
- (c) When putting the ball back in play, the ball must be on the line and the playing foot must be out of bounds.

### **(10) Ball in Goalkeeper's Hand**

- (a) The goalkeeper may throw the ball over the halfway line at any time. Goalkeepers may not throw the ball directly into the opposing goalkeeper's penalty area.
- (b) The goalkeeper can only touch the ball once in his/her defensive half per possession. When a goalkeeper is in the offensive half, they act as a field player.

### **(11) Goal Clearance**

- (a) A goal may not be scored directly from a goal clearance.
- (b) The opponents must be on the pitch and outside the penalty area of the team taking the goal clearance until the ball is in play.
- (c) The goalkeeper takes the goal clearance within four seconds of being ready to do so.
  - (i) If the goal clearance is not taken within four seconds, an indirect free kick is awarded to the opposing team, to be taken from the penalty area line at the place nearest to where the infringement occurred.
- (d) The ball is in play when it is thrown directly out of the penalty area by the goalkeeper. If the ball is not thrown directly out of the penalty area from a goal clearance, the goal clearance is retaken.
- (e) The goalkeeper cannot throw the ball into the opposing team's penalty area. If done, an indirect free kick from the center line is awarded to the opposing team.

### **(12) Corner Kick**

- (a) A goal may be scored directly from a corner kick.
- (b) The opponents must be on the pitch at least 5m from the corner until the ball is in play.
- (c) The team taking the kick must deliver the ball within four seconds of being ready to do so.
- (d) If, when a corner kick is taken, an opponent is closer to the ball than the required distance, the offending player is cautioned and the corner kick is retaken.
- (e) If the corner kick is not taken within four seconds, a goal clearance is awarded to the opposing team.

### **(13) Direct Free Kick**

- (a) The referees may allow play to continue by applying the advantage if the team has not previously committed seven accumulated fouls and the opposing team is not denied a goal or an obvious goal-scoring opportunity.
  - (i) If advantage is applied, the referees will indicate an accumulated foul as soon as the ball is out of play.
- (b) All opponents must be at least 5m from the ball until it is play.
- (c) After the 7<sup>th</sup> accumulated foul by each team, the following apply:
  - (i) If a player commits his team's seventh accumulated foul in the opposing team's half or in his own half in the area bordered by the halfway line and an imaginary line parallel to the halfway line passing through the second penalty mark, the free kick is taken from the



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second penalty mark.

- (ii) If a player commits his team's seventh accumulated foul in his own half of the pitch
- (iii) between the imaginary 10m line and the goal line but outside the penalty area, the attacking team decides whether to take it from the second penalty mark or the player where the infringement occurred.
- (iv) There is no wall allowed.
- (v) The goalkeeper stays at least 5m from the ball. The players, except the kicker and the defending goalkeeper, remain behind an imaginary line that is level with the ball and parallel to the goal line and outside the penalty area, at a distance of 5m from the ball. They may not obstruct the player taking the direct free kick. No player, except the kicker, may cross this imaginary line until the ball is in play.

### **(14) Indirect Free Kick**

- (a) If an indirect free kick is kicked directly into the opponent's goal, a goal clearance is awarded.
- (b) All opponents must be at least 5m from the ball until it is in play.
- (c) An indirect free kick conceded in the penalty area is taken from the penalty area line at the point nearest to where the offense was committed.
- (d) An indirect free kick is awarded to the opposing team if a goalkeeper commits any of the following offences:
  - (i) Controls the ball with hands or feet in his own half of the pitch for more than four seconds
  - (ii) Touches the ball with his hands inside his own penalty area after it has been deliberately kicked to him by a teammate.

### **(15) End of the Match**

- (a) After hearing the referee's whistle or the timekeeper's acoustic signal, the match is over— unless an indirect or direct free kick has been awarded, in which case the period in question is extended until the kick has been taken.
- (b) If the ball has been played toward one of the goals, the referees must wait for the kick to end before ending the match.

## **(D) Game Start Time & Interruptions**

### **(1) Scheduled Time and Location**

- (a) Teams are expected to play matches at the scheduled time and location.

### **(2) OYSA Member Passes**

- (a) Prior to each scheduled game, referees must complete the player/coach credential check-in process, using Printed OYSA Member Passes or Digital Player Cards for all players and coaches.
  - (i) A coach with a Printed OYSA Member Pass or Digital Card is required at all matches.
  - (ii) Referees should view the passes presented by the team, but not touch them.

### **(3) 10-Minute Waiting Period**

- (a) The referee will wait for 10 minutes after the scheduled start time for one or more of the teams to complete pre-match check-in (by displaying Printed OYSA Member Passes/Digital Player Cards and providing the minimum number of eligible players and 1 eligible coach/adult to begin the match).
  - (i) If a match cannot be started after the 10-minute waiting period, the referee and/or the coaches must call the Game Day Hotline (see pg. 2) before abandoning the match.

### **(4) Suspended Play**

- (a) If play must be temporarily suspended for safety issues or cannot be completed due to

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safety concerns or other issues arising during the match, the referee and coaches/team officials must call the Game Day Hotline (see pg. 2) for guidance.

- (i) If the first half of the match has been completed, the match will be considered completed and the result considered final.
- (ii) Matches that are not played or have completed less than one half of play will be rescheduled, if possible.
- (iii) The referee must include information about the suspended play in their Match Report.

### **(5) Missing Referees**

- (a) If no assigned referee is present at the scheduled field at the scheduled match start time, call the league's Referee Emergency number (see pg. 2) to inform and request guidance.
  - (i) If the match cannot be played, the match will be rescheduled, if possible.

## **(E) Minimum and Maximum Number of Participants in a Match**

### **(1) 5v5 Matches**

- (a) A match is played by two teams of not more than **five players** each, one of whom is the goalkeeper.
  - (i) A team may have a maximum of 10 players present for a match.
  - (ii) A team may have a maximum of 2 coaches present for a match.
- (b) A match may not start if a team does not have at least **three players and one eligible adult/coach**.
  - (i) Teams may borrow age-appropriate players and/or coaches from any club/team as long as the players and/or coaches are registered and have a valid Printed OYSA Member Pass for the current seasonal year.

### **(2) 3v3 Matches**

- (a) A match is played by two teams of not more than **three players** each.
  - (i) A team may have a maximum of 10 players present for a match.
  - (ii) A team may have a maximum of 2 coaches present for a match.
- (b) A match may not start if a team does not have at least **two players and one eligible adult/coach**.
  - (i) Teams may borrow **age-appropriate players** and/or coaches from any club/team as long as the players and/or coaches are registered and have a valid Printed OYSA Member Pass for the current seasonal year.

### **(3) Eligible Adult/Coach**

- (a) An eligible adult/coach is an adult who has with them a valid Printed OYSA Member Pass or Digital Card for the current seasonal year.

### **(4) Maintaining Participant Minimums**

- (a) If a team fails to maintain the minimum number of players on the pitch or eligible adults/coaches in the team's bench area after a match has been started, the match will be abandoned.
  - (i) A match abandoned for failing to maintain the minimum number of players will stand as a completed match with a final score of a 3-0 loss for the team that failed to maintain the minimum number of players.
  - (ii) The referee must notify the Game Day Hotline (see pg. 2) and the front desk if a match is abandoned, along with noting it in the Match Report.

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### (F) Team Sidelines

#### (1) Team Placement / Spectator Placement

- (a) Both teams must be on one side of the pitch.
  - (i) A “team” consists of those players, coaches and team officials who have checked-in with the referee, displaying Printed OYSA Member Passes/Digital Player Cards.

#### (2) Ineligible Players in Team Area / Technical Area

- (a) A player who is ineligible to play in a match may be permitted in the Team Area/Technical Area ONLY if the player is NOT wearing the team uniform (including team warmups), and has a valid Printed OYSA Member Pass or Digital Player Card.

#### (3) Eligible Adults/Coaches in Team Area / Technical Area

- (a) Only eligible adults/coaches with a Printed OYSA Member Pass or Digital Card for the current seasonal year may be in the Team Area/Technical Area.
  - (i) No more than 2 eligible adults/coaches may be in the Team Area/Technical Area.

#### (4) Circumstances Involving Player / Team Official Illness or Injury

- (a) Additional adults may be in the team area, at the discretion of the referee, to aid an ill or injured player or team official.

### (G) Rosters and Registration

#### (1) No Match Roster required.

- (a) An Official Match Roster is NOT required for futsal matches.

#### (2) Registration Minimums and Maximums

- (a) Each team must have **at least 5 players and 1 coach registered before the league starts.**
- (b) Futsal teams may register **a maximum of 22 players and 4 coaches or team officials.**

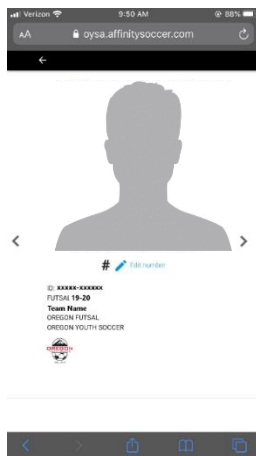
#### (3) Borrowing Players and/or Coaches

- (a) Teams can borrow **age-appropriate players** and/or coaches that have a valid Printed Member Pass or Digital Player Card for the current seasonal year.

### (H) Printed Member Passes or Digital Player Cards

#### (1) Printed Member Passes or Digital Player Cards are Mandatory

- (a) Each player, coach, and team official who will be in the Team Area/Technical Area during the match must display a Printed OYSA Member Pass for the current seasonal year, or show a Digital Player Card for the current seasonal year, to the referee. See below for what a Digital Player Card looks like.



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### **(2) Printed Member Pass Requirements**

- (i) The Printed Member Pass must show the OYSA logo as a watermark
- (ii) The Printed Member Pass must display a club name.
- (iii) The Printed Member Pass must display a photo of the player or team official.
- (iv) The Printed Member Pass must be laminated.
- (v) The Printed Member Pass must show the current seasonal year.
- (vi) The Printed Member Pass must show the name and age of the player.
- (vii) A signature is not required on the Printed Member Pass.
- (viii) Only original Printed Member Passes may be used. No photos or copies will be accepted.
- (ix) Recreational, Developmental, and Competitive Member Passes are valid to play futsal.
- (x) Futsal Member Passes are not valid for anything other than futsal matches.

### **(I) Check-in Procedures**

#### **(1) Referee Responsibilities During Check-In**

- (a) The referee is responsible for verifying that a valid Printed OYSA Member Pass or valid Digital Player Card is presented for each player, coach, and team official.
- (b) The referee should not touch the passes, but rather view them as displayed by the team.

#### **(2) Player(s) Arriving After Check-In**

- (a) A player who is not present for pre-match check-in (*i.e.*, arrives late) may participate provided that the player checks in upon arrival with the referee by displaying to the referee their valid Printed OYSA Member Pass or valid Digital Player Card when the referee allows the player to do so.

#### **(3) No Printed Member Passes or Digital Player Cards, No Match**

- (a) Before abandoning a match due to missing Printed Member Passes or Digital Player Cards, the referee must call the Game Day Hotline (see pg. 2) for guidance.

### **(J) Responsibilities of Coaches and Team Officials**

#### **(1) Knowing the Futsal Laws of the Game and League Rules**

- (a) The coach in charge of a team at a match is responsible for knowing the FIFA Futsal Laws of the Game and the OYSA Futsal League Rules.

#### **(2) Ensuring Proper Conduct of Team's Players, Coaches, Team Officials, and Spectators**

- (a) The coach in charge of a team at a match is responsible for the conduct of the team's players, coaches, team officials, and spectators.
  - (i) The referee may require the coach to take action to control the behavior of or remove spectators whose words or actions are offensive, insulting, abusive, profane, disruptive or interfere with a referee or the orderly conduct of the match.
  - (ii) The coach in charge of the team may be warned, cautioned, or sent off for failing to control the conduct of the team's spectators, officials, or players.
  - (iii) If a game is abandoned because of the behavior of a team's spectators, team officials, or players, the team's coach may be suspended in addition to any other administrative discipline assessed to the team resulting from the abandonment.
- (b) Any reported instances of referee abuse or referee assault by a player, coach, team official, 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 531-9.

#### **(3) Ensuring Proper Coaching**

- (a) Giving direction to one's own team on points of strategy and position is permitted from the

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Team Area/Technical Area by ONE coach at a time.

- (i) No device may be used by a coach or team official to receive coaching direction from anyone outside of the Technical Area/Team area.
- (ii) Coaching must be informative, not abusive or derogatory.

### **(K) Disciplinary Actions for Players, Coaches, and Team Officials**

#### **(1) Players**

- (a) Referees will note all cautions (yellow cards) in their online Match Report.
- (b) Referees will note all send-offs (red cards) as soon as possible in their online Match Report.
  - (i) Referees will provide a detailed description of all player send-offs in their online Match Report.

#### **(2) Coaches and Team Officials**

- (a) **Note:** Per the FIFA Futsal Laws of the Game, coaches and other team officials may be warned, cautioned (referee shows a yellow card), and/or sent off (referee shows a red card) for engaging in misconduct (irresponsible behavior), based on the judgement of the referee.
- (b) **Warnings:** the following offences committed by a coach or team official should usually result in a warning; repeated or blatant offenses should result in a caution or sending off:
  - (i) Entering the field of play in a respectful/non-confrontational manner (without the permission of the referee)
  - (ii) Failing to cooperate with a referee *e.g.* ignoring an instruction/request
  - (iii) Minor/low-level disagreement (by word or action) with a referee decision
  - (iv) Occasionally leaving the confines of the Team Area/Technical Area without committing another offence
- (c) **Cautions:** Caution offences committed by a coach or team official include (but are not limited to):
  - (i) Clearly/persistently not respecting the confines of their Team Area/Technical Area
  - (ii) Delaying the restart of play by their own team
  - (iii) Deliberately entering the Team Area/Technical Area of the opposing team (non-confrontational)
  - (iv) Dissent by word or action, including throwing/kicking bottles or other objects, and gestures which show a clear lack of respect for the referees (like sarcastic clapping)
  - (v) Excessively/persistently gesturing for a red or yellow card
  - (vi) Gesturing or acting in a provocative or inflammatory manner
  - (vii) Persistent unacceptable behavior (including repeated Warning offences)
  - (viii) Showing a lack of respect for the game
- (d) **Sending-Off:** Sending-off offenses committed by a coach or team official include (but are not limited to):
  - (i) Delaying the restart of play by the opposing team *e.g.* holding onto the ball, kicking the ball away, and/or obstructing the movement of a player
  - (ii) Deliberately leaving the Team Area/Technical Area to show dissent towards a referee or act in a provocative or inflammatory manner
  - (iii) Entering the opposing Team Area/Technical Area in an aggressive or confrontational manner
  - (iv) Deliberately throwing/kicking an object onto the field of play
  - (v) Entering the field of play to confront a referee or interfere with play, a player or a referee
  - (vi) Physical, aggressive, or threatening behavior (including spitting or biting) towards any player, substitute, team official, referee, spectator, or any other person (*e.g.* ball boy/girl, competition official, etc.) in the vicinity of the match.

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- (vii) Receiving a second caution in the same match
- (viii) Using offensive, insulting, abusive, or profane language and/or gestures
- (ix) Violent Conduct
- (e) Referees will provide a detailed description of all warnings, cautions (yellow cards), and send-offs (red cards) of coaches or team officials in the “cards issued” section of the referee's online Match Report.
  - (i) Referees will call the Referee Emergency number (see pg. 2) after the match to immediately inform it of any send-offs of coaches or team officials.
- (f) If a coach is sent-off, the assistant coach or an eligible adult with a valid Member Pass from the team's club will assume the coach's responsibilities.
  - (i) If no eligible adult with a valid Member Pass from the team's club is available to assume the coach's responsibilities, the referee will abandon the match and inform the Game Day Hotline (see pg. 2).

### **(3) Players, Coaches, and Team Officials who are Sent-Off**

- (a) A player who has been sent-off by the referee must promptly leave the pitch and the Team Area/Technical Area.
  - (i) The coach must direct the player to remain on the spectator side of the field for the rest of the match with his/her parent(s), a team official, or another responsible parent from the player's team.
  - (ii) If no responsible adult listed above is available to accompany the player for the rest of the match on the spectator side, the player may remain in the Team Area/Technical Area under the supervision of the team's coach.
  - (iii) Any additional misconduct or irresponsible behavior by a sent-off player may result in additional disciplinary action by the league.
- (b) A coach or team official who has been sent-off by the referee must promptly leave the facility and remain out of sight until the match has ended.
  - (i) If the coach or team official who has been sent-off refuses to leave the playing area, or returns after leaving, the referee may abandon the match.
  - (ii) Details regarding the coach's or team official's failure to leave the area and subsequent abandonment of the match must be included in the referee Match Report, and the Game Day Hotline must be called (see pg. 2)
- (c) **Players, coaches, and team officials who are sent off by the referee are automatically suspended for at least the next match.**
  - (i) A suspension longer than one match may be imposed.

### **(L) Referee's Match Report**

#### **(1) Verify the Score**

- (a) Both coaches should verify with the referee at the game's conclusion that their score matches the score recorded in the referee's Match Report.

#### **(2) Submitted Online**

- (a) All referees must submit online Match Reports through Oregon Soccer Central, including the score and red & yellow cards, along with information about any Possible Head Injuries.

### **(M) Competitive Divisions: Score Reporting in Affinity**

#### **(1) Competitive Divisions: Both Teams Must Enter Scores Online**

- (a) **Competitive Division teams: both teams** are required to enter their score into the Affinity online software **within 24 hours** of the match's end.
  - (i) Any coach or team manager rostered to the team may enter the scores.

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- (ii) **Only record a maximum of a 7-goal differential** (i.e., a 10-1 match would be recorded as an 8-1 score)
- (iii) Instructions for entering scores into the Affinity online software are available on the Leagues page of the OYSA website:  
[https://docs.wixstatic.com/ugd/e0e3f4\\_034cd340cb534b5f9871267ee291a359.pdf](https://docs.wixstatic.com/ugd/e0e3f4_034cd340cb534b5f9871267ee291a359.pdf)
- (iv) If the teams involved in a match enter conflicting scores, the final score will be entered by the League Manager based on the score reported by the referee.

### **(2) Teams: Do Not Enter Red/Yellow Cards Online**

- (a) **Neither team** enters disciplinary information from a match into the Affinity online software.
  - (i) Disciplinary information will be entered by league administrators, from the referee's online Match Report.

## **(N) Points Scoring Method and Tie-Breakers**

### **(1) Points Scoring**

- (a) The standings of teams during the league season are based upon the number of points earned as follows:
  - (i) 3 points for a win (forfeits are considered a 3-0 victory)
  - (ii) 1 point for a tie
  - (iii) 0 points for a loss

### **(2) Tie-Breakers:**

- (a) In the event teams are tied based on points earned, each team's placement in the standings will be determined in accordance with the following sequential criteria:
  - (i) Winner in head-to-head competition (this criterion is not used if more than two teams are tied).
  - (ii) Winner of most games.
  - (iii) Goal differential (goals scored minus goals against) with a maximum differential of four (4) goals per match.
  - (iv) Fewest total goals allowed.
- (b) If more than two (2) teams are tied, the sequence above will be followed until a team is placed. The remaining tied teams will then restart the tie-breaking sequence at Rule (O)(2)(a)(ii), until the tie is broken.
  - (i) If two teams remain tied after following Rule (O)(2)(b), then Rule (O)(2)(a)(i) will be used—but only if the two remaining tied teams have played each other.
- (c) If a tie remains after all tie-breaker rules have been applied, the tie in the league standings will be decided by a coin toss administered by the League Director.

## **(O) Match Suspensions for Individuals**

### **(1) List of Minimum Suspensions**

- (a) Minimum suspensions that apply without a disciplinary hearing are listed in the table below.
  - (i) Where a penalty is shown as a range, the length of the suspension will be set by the league's Disciplinary Committee.

<b>Offence</b>	<b>Minimum Suspension</b>
Player sent-off for a second caution received in the same match	1 match
Player sent-off	1 match

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Player sent-off for offensive, insulting, or abusive language and/or gestures (OIALG)	1-2 matches
Player sent-off for Violent Conduct	3-5 matches
Coach or team official sent off	1-3 matches [default is 2]
Coach or team official refused to leave facility after being sent-off (added to suspension for sending-off)	Rest of the season
Refusing to give name to referee by player or coach when a card is recorded (added to any suspension for the card, if applicable)	1 match

**(2) Disciplinary Result of a Suspended/Ineligible Player or Coach Participating**

- (a) A team will forfeit every match in which a suspended (or otherwise ineligible) player or coach participates.

**(3) Other Suspensions Details**

- (a) The League Director will refer any issues regarding participation by an unregistered or improperly registered player to OYSA for disciplinary proceedings.
- (b) 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 531-9.

**(4) Disciplinary Hearing Suspensions (may include, but are not limited to these)**

- (a) After a Disciplinary Hearing is held, a coach or team official who knowingly permits a suspended or ineligible player to participate may be suspended for the remainder of the current league season.
- (b) After a Disciplinary Hearing is held, a coach or other team official who brought 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
  - (iv) Causing a team to not make a good faith effort to compete in a match.

**(5) Conditions of Suspensions**

- (a) Coaches or team officials 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-match or post-match activities and must remain out of sight of the match during matches from which they are suspended.
- (i) The use of any electronic device by the suspended coach or team official to contact another individual on the team during pre-match, match, or post-match activities is prohibited.
- (b) Players who are serving suspensions may sit in the Team Area/Technical Area during the game(s) from which they have been suspended ONLY if the player is NOT wearing the team uniform (this includes team warmups).
- (i) Any misconduct may result in removal from the Team Area/Technical Area at the request of the referee or league officials, and additional sanctions are possible.



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### **(P) Abandoned Matches**

#### **(1) Matches Abandoned without Fault (as determined by the referee and OYSA)**

- (a) The Game Day Hotline (see pg. 2) must be called and informed
- (b) The League Director and League Scheduler will work with the teams to try to reschedule the match.
- (c) If a reschedule is determined to not be possible, the match will be scored as follows:
  - (i) If the first half has been completed, the score at the time of abandonment will be the final score.
  - (ii) If the first half has not been completed, the score will be entered as a 0-0 forfeit.

#### **(2) Games Abandoned with Fault (as determined by the referee and OYSA)**

- (a) The Game Day Hotline (see pg. 2) must be called and informed
- (b) If the abandonment is due to the behavior of a coach, team official, player, or spectator, **the match will not be rescheduled.**
- (c) If only one team is at fault, the score will be entered as a forfeit by the team at fault.
- (d) If both teams are at fault, the game will be scored as a forfeit by both teams
  - (i) In this case, neither team will receive any points toward standings from the match.

### **(Q) 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 coaches/team officials at the location of a scheduled match to begin the game within 10 minutes after the official match start time.
- (b) The result of the game will be scored as a forfeit by the team that failed to play.

#### **(2) Abandonment – Forced (refusal to continue play)**

- (a) A team that forces a referee to abandon a match by refusing to continue to play after the match has begun will forfeit the match.
- (b) If a team refuses to continue a match after a coach is sent-off, and there is another eligible adult for the team present at the match, the team will be removed from the league.

#### **(3) Abandonment - Behavior**

- (a) When a match is abandoned due to the conduct of coaches, team officials, players, or spectators, 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 towards standings from the result.

#### **(4) Table of Fines in addition to Forfeit**

<b>Offence</b>	<b>Fine/Punishment</b>
Failure to play a game	\$50
Abandoned Game - Behavior	\$100
Abandoned Game – Forced	\$100
Ineligible Player – Suspended	\$100
Ineligible Player – Registration	\$100

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Abandoned Game – No Adult – Discipline	\$100
Abandoned Game – Not enough Players – Discipline	\$100
Referee assault by player, coach/team official, or spectator	\$1,000

### **(R) Withdrawing from League - Refunds and Penalties**

#### **(1) Refunds or Penalties due to Withdrawal from League**

Withdrawal Date	Refund	Penalty
Before entry deadline	Full refund	N/A
After entry deadline, before scheduling	None	Forfeit entry fee
After schedules have been published	None	\$700 Forfeit entry fee
After first game played	None	\$700 Forfeit entry fee, forfeit all games.

### **(S) Payment of Fines and Penalties**

#### **(1) Fine Notice**

- (a) Fines are due and payable upon notice sent to the individual, team, or club against which the fine has been imposed.

#### **(2) If not Paid within 10 Days**

- (a) 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.
- (b) 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.

#### **(3) Failure to Pay**

- (a) A club that fails to pay fines levied against it, or has teams, or individuals representing the club who fail to pay fines, will have their Affinity account shut off until payment is received. If no payment is made, a club may have its teams denied entry into other leagues or tournaments operated by OYSA.

### **(T) Protests and Procedures**

#### **(1) Protests**

- (a) 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 the Laws of the Game.

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### **(2) Protests Procedures**

- (a) A protest 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 pg. 2) 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/).

### **(U) Powers of League Director**

#### **(1) Powers**

- (a) Decide all contested scores and other matters pertaining to the operation of the league.
- (b) Hear all protests.
- (c) Determine all questions of eligibility for players and teams to participate in the league.
- (d) Make final decisions whether to accept teams into the league.
- (e) Decide all disciplinary matters, and may impose fines and suspensions up to and including suspension from participation in any other OYSA leagues or tournaments.
- (f) Provide written notice of the disciplinary sanctions and fines imposed for violation of these rules.
- (g) Arrange for a hearing on all matters that require a hearing under these rules.
- (h) 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.
- (i) 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.
- (j) 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.
- (k) 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.