



OYSA Spring League 2021-2022

RULES FOR
U11 – U14

Sanctioned by
Oregon Youth Soccer Association
www.oregonyouthsoccer.org



OYSA Spring League Rules - U11-U14

League Management Information

The OYSA Spring 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 either OYSA or Washington Youth Soccer Association (WYS) in accordance with the registration rules of USYS and their home state association.

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

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

New teams in the 2021-2022 OYSA Spring League will be placed in Division 1 (to compete in Premier Silver, new teams must petition OYSA. The OYSA Spring League is not a Qualifying League for the Oregon State Cup.

Oregon Youth Soccer has NO TOLERANCE for any form of harassment, intimidation, abuse, assault, or racism!

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

League Contacts

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

Day of Game and Emergency Contact Numbers:

Referee Emergency: (503) 332-5432 (Coaches: only use for missing referees)

Game Day Hotline: (971) 732-9897 (For all other issues with games/rules. Answered on game days)

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(A) 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 game.
- (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, and amended April 13, 2018 applies to all competitions sanctioned by OYSA. Unless an athletic trainer registered by the Oregon Board of Athletic Trainers or a licensed physician pursuant to ORS 677.100 to 677.228 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.

(3) Camera Drones

- (a) 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.

(4) Lightning

- (a) If lightning is seen or thunder is heard, play must be immediately suspended.
- (b) Participants and spectators should immediately move to a safe location, in a substantial building or a hard-topped metal vehicle.
- (c) Wait 30 minutes after last seeing lightning or hearing thunder to continue the match. See the National Weather Service website at <https://www.weather.gov/safety/lightning-sports> for more information about lightning safety.

(5) Heat

- (a) The coaches of both teams should consult with the referee to determine whether the temperature at match time will require hydration breaks.
- (b) The referee will add time to the end of each half to account for the time allowed for hydration breaks.
- (c) The referee will pause the match when Wet Bulb Globe Temperature (WBGT) equals or exceeds 89.6F.
 - (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).
 - (iii) WBGT may be estimated from the US Soccer Heat Guidelines available from the [Recognize to Recover site](#).

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(6) Air Quality

- (a) The OYSA Spring League will follow the Air Quality Index (AQI) table below, adopted from the Oregon School Activities Association (OSAA).
- (b) The League Director will make final decisions regarding match cancellation(s) due to the AQI and will notify Directors of Coaching/Teams.

Air Quality Index (AQI)	5-3-1 Visibility Index	Required Actions for Outdoor Activities
51 - 100	5-15 Miles	Athletes with asthma should have rescue inhalers readily available and pretreat before exercise or as directed by their healthcare provider. All athletes with respiratory illness, asthma, lung or heart disease should monitor symptoms and reduce/cease activity if symptoms arise. Increase rest periods as needed.
101 - 150	3-5 Miles	Because they involve strenuous activity for prolonged periods of time, all outdoor activities (practice and competition) shall be canceled or moved to an area with a lower AQI. Move practices indoors, if available. Be aware that, depending on a venue's ventilation system, indoor air quality levels can approach outdoor levels.
151 - 200	1-3 Miles	Because they involve strenuous activity for prolonged periods of time, all outdoor activities (practice and competition) shall be canceled or moved to an area with a lower AQI. Move practices indoors, if available. Be aware that, depending on a venue's ventilation system, indoor air quality levels can approach outdoor levels.
>200	1 Mile	Because they involve strenuous activity for prolonged periods of time, all outdoor activities (practice and competition) shall be canceled or moved to an area with a lower AQI. Move practices indoors, if available. Be aware that, depending on a venue's ventilation system, indoor air quality levels can approach outdoor levels.

(7) Inclement Weather Policy

- (a) If a roadway necessary to reach a match location is closed either 24 hours prior to match time when teams are staying overnight or 6 hours prior to match time when teams are traveling the day of the game, per the Oregon Department of Transportation (ODOT) for reasons other than regularly scheduled maintenance closures, then the match will need to be rescheduled by OYSA.
- (b) The League Director will make final decisions and notify Directors of Coaching/Teams.

(B) Laws of the Game and Rules of Competition

[IFAB Laws of the Game](#) apply except as specifically modified by these rules.

(1) Substitutions

- (a) Unlimited substitutions are permitted, with the consent of the referee, on any dead ball.
- (b) Substituted players must leave the field of play at the half line near their team bench.

(2) Length of Matches and Ball Size

Age	Length of Half	Halftime	Ball Size
U11-U12 (9v9)	30 minutes	10 minutes	Size 4
U13-U14	35 minutes	10 minutes	Size 5

- (a) A team is considered to be the age of the division in which the team is playing.
 - (i) U11-U14 teams may not play in an older age group. A team that wins Premier Gold and State Cup may petition the League Committee for special consideration.
 - (ii) When the league playing-format groups teams together that would normally have a different match length or ball size, the rules that apply to the oldest team in the division will apply to all matches for all teams in the combined group.

(3) Match Balls

- (a) The home team is expected to provide 3 match balls acceptable to the referee, although the referee may accept match balls from either team.

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(4) **Heading Limitations**

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

(5) **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. 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 Official Match Roster.
 - (i) A badge displaying the registering club's logo must be on each jersey. A team will forfeit any game played without their club's badge on their uniform, after OYSA review.
 - (ii) Any material on/covering the socks must be the same color as the part of the sock that it covers (this applies to all material, not just tape). Enforcement is at the discretion of the referee.
 - (iii) Undershorts/tights must be the same color as either the main color of the shorts or the lowest edge/bottom (hem), and the team must all wear the same color. Enforcement is at the discretion of the referee.
 - (iv) Undershirts must be a single color which is the same color as the main color of the shirt sleeve, or a pattern/color which exactly replicates the shirt sleeves. Enforcement is at the discretion of the referee.
- (b) Each team must have two uniform sets (one white or light color and one dark color) **at each match.**
 - (i) Home team listed first in the schedule will wear white or light-colored jerseys and socks.
 - (ii) Visiting team listed second will wear dark-colored jerseys and socks.
 - (iii) In cases of uniform color similarity, the designated home team (listed first) will change jerseys.
- (c) A player may not wear or use any equipment that is dangerous to himself or another player.
 - (i) The referee's decision regarding dangerous equipment is conclusive, although lightweight, padded protective equipment should generally be allowed per IFAB Law 4.
 - (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.
- (d) **No jewelry is permitted.** Medical alert bracelets/necklaces are not considered jewelry and are allowed, if taped.
- (e) Shin guards, covered by socks, are mandatory in all games. Players not wearing shin guards will not be allowed to play.

(C) **Field Preparation**

(1) **Field Size**

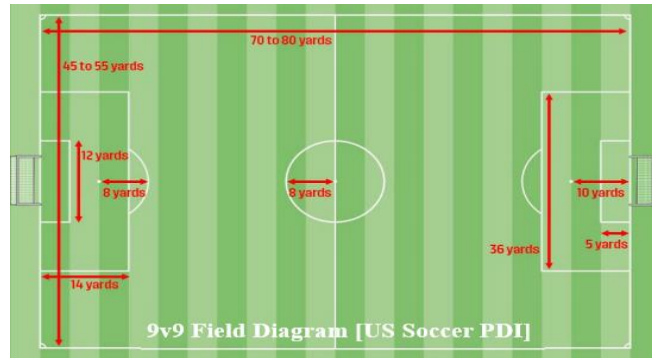
Age - Format	Minimum	Maximum	Goal Size Minimum
U11-U12 - 9v9	45x70 yds*	55x80 yds*	6.5x18.5 ft*
U13-U14 - 11v11	50x100 yds ‡	100x130 yds ‡	8'x24' ‡

*US Soccer Federation Player Development Initiatives

‡IFAB Laws of the Game

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- (a) For 9v9 matches in Premier divisions, the 9v9 goal size is mandatory. For all other 9v9 divisions, it is highly recommended.
- (b) For all 9v9 matches, the reduced field size 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.
 - (i) The field inventory provided to the league scheduler should clearly identify field and goal dimensions. To the extent possible, 9v9 matches will be scheduled on appropriately-sized fields where appropriately-goals are available.



(2) Playing Surface

- (a) Matches are played on artificial and natural turf. All players must be prepared to play on either surface independent of schedule.
- (b) The league reserves the right to change the match location due to adverse field conditions, scheduling conflicts or field access changes.

(3) Home Team's Club and Home Team's Responsibility

- (a) The home team's club and the home team are required to complete field preparation: mowing, lining, goal and net set-up, and corner flags.
 - (i) All goals, including portable goals, must be securely anchored to the ground or use sandbags.
 - (ii) Teams playing home matches on artificial turf fields should provide corner flags suitable for use on such fields. The referee may permit cones or other alternative corner markers on artificial turf fields when corner flags are not available.
- (b) If the match is abandoned due to safety issues within the home team's control, such as improper anchoring of goals, a forfeit and fine will be applied to the home team.

(4) Playability of the Field

- (a) Any complaints regarding the playability of the field must be made to the referee and the opposing coach **before the match begins**. The referee will make the final decision determining whether the field is playable.
- (b) If the field is determined by the referee to be unplayable, both teams and the referee must call the Game Day Hotline to inform the league.
 - (i) After calling the Game Day Hotline, the match may be moved to another field if one is available.
 - (ii) If no alternate field is available, and the match was not played, then it will be rescheduled as determined by the League Director and League Scheduler, subject to field availability. Their rescheduling decision is final.
 - (iii) The referee must include information about an unplayable field in their Match Report.
- (c) If a game was played, then the coaches agreed the field was playable, given the fact that the game was played. If a game was played, the game's score will stand.

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(5) Unauthorized Field Use

- (a) Teams will not use the permitted fields or owned resources of another club without documented permission.
 - (i) This includes “unlined” areas surrounding or between practice fields.
- (b) Photographic/video evidence must be submitted along with a statement from the owning club, parks department, or school district that the club or team in question does not have a field permit and was not given permission to use the field or other owned resource.
 - (i) 1st instance of unauthorized field use/owned resource use results in a \$500 fine
 - (ii) 2nd instance of unauthorized field use/owned resource use results in a \$1,500 fine
 - (iii) 3rd instance of unauthorized field use/owned resource use results in team removal from the league.

(D) Game Start Time & Interruptions

(1) Scheduled Time and Location

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

(2) Printed Member Passes and/or Digital Player Cards with Official Printed Match Roster

- (a) Prior to each scheduled game, referees must complete the player/coach credential check-in process, by using Printed Member Passes and/or Digital Player Cards with the Official Printed Match Roster.
 - (i) Players cannot be added to the Official Printed Match Roster once the match has begun.

(3) 15-Minute Waiting Period

- (a) The referee will wait for 15 minutes after the scheduled start time for one or more of the teams to complete pre-match check-in (by providing Printed Member Passes and/or Digital Player Cards with the Official Printed Match Roster, and providing the minimum number of players and eligible adults to begin the match).
 - (i) If a match cannot be started after the 15-minute waiting period, the referee and/or the coaches must call the Game Day Hotline before abandoning the match.

(4) Suspended Play

- (a) If play must be suspended for safety issues (such as lightning or other severe weather conditions) or cannot be completed due to safety concerns or other issues arising during the match, the referee and coaches/team officials must call the Game Day Hotline
 - (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. It is the home team’s responsibility to reschedule the match.
 - (iii) The referee must include information about the suspended play in their Online Match Report.

(5) Missing Referees

- (a) If no assigned referee is present at the scheduled field fifteen minutes before the scheduled match start time, call the league’s Referee Emergency number 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) 9v9 Matches

- (a) A team must have a minimum of 6 eligible players and 1 eligible adult who are listed on their Official Printed Match Roster to start a match.
- (b) A team’s Official Printed Match Roster may list a maximum of 16 players as eligible to play, and 4 eligible adults.

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(2) 11v11 Matches

- (a) A team must have a minimum of 7 eligible players and 1 eligible adult who are listed on their Official Printed Match Roster to start a match.
- (b) A team's Official Printed Match Roster may list a maximum of 18 players as eligible to play, and 4 eligible adults.

(3) Reducing Official Match Roster Numbers

- (a) When a team's Official Printed Match Roster lists more players than the maximum eligible to play in a match (see 9v9 and 11v11 maximums above), the team must indicate which players will not play by drawing a line through their names before the Official Printed Match Roster is given to the referee for check-in.
- (b) A player who has been indicated as ineligible for play on the Official Printed Match Roster may be permitted in the Team Area/Technical Area ONLY if the player is NOT wearing the team uniform (including team warmups).
 - (i) An ineligible player serving a league disciplinary suspension is NOT permitted in the team area/technical area.

(4) Eligible Adult

- (a) An eligible adult is an adult who has with them a Printed Member Pass/Digital Card from the same club as the team and whose information is handwritten or printed on the team's Official Printed Match Roster.

(5) Maintaining Participant Minimums

- (a) If a team fails to maintain the minimum number of players on the field after a match has been started, the match will be abandoned.
- (b) **If at least one full half has been completed**, a match abandoned for a team's failure to maintain the minimum number of players on the field will stand as a completed match.
 - (i) If the team that failed to maintain the minimum number of 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 that failed to maintain the minimum number of players has more goals at the time of abandonment, the match will be scored as a forfeit by that team.
 - (iii) If the team that failed to maintain the minimum number of players is tied at the time of abandonment, the match will be scored as a forfeit by that team.
- (c) **If one full half has not been completed**, a match abandoned for a team's failure to maintain the minimum number of players on field will be considered forfeit by that team.
- (d) If a team fails to maintain an eligible adult in the Team Area/Technical Area after a match has been started, the match will be abandoned and considered a forfeit by that team.

(F) Team Sidelines

(1) Team Placement / Spectator Placement

- (a) Except where field conditions prevent, both teams must be on one side of the field.
 - (i) A "team" consists of those players, coaches and team officials listed on the team's Official Printed Match Roster who have checked in with the referee.
- (b) ALL spectators must be on the opposite side of the field from the teams.
 - (i) Spectators may, with the permission of the referee, be located on the same side of the field as the teams when the match field has bleachers or grandstands that physically separate spectators from the teams.

(2) Team Area / Technical Area

- (a) Each coach, substitute, and all other team personnel not involved in active play must remain within their respective Team Area two (2) yards behind the touch line, five (5) yards from the halfway line, and eighteen (18) yards from the nearest corner of the field.

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- (b) If a field has benches and is marked with a Technical Area, each coach, substitute, and all other team personnel not involved in active play must remain within the marked boundaries of the Technical Area.

(3) Ineligible Players in Team Area / Technical Area

- (a) A player listed on a team's Official Printed Match Roster who is indicated as medically 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).
 - (i) An ineligible player serving a league disciplinary suspension is NOT permitted in the Team Area/Technical Area.

(4) Coaches and Other Club Officials in Team Area / Technical Area

- (a) A coach or club official who was not originally listed on a team's Official Printed Match Roster may be in the team area/technical area, provided that this coach or club official checks in by showing a printed Member Pass/Digital Card from the team's club to the referee and is handwritten onto the Official Printed Match Roster.
 - (i) Barring circumstances involving player/team official illness or injury (see below), there may be no more than 4 adults in the team area/technical area.

(5) 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

(1) Team Roster (all individuals assigned to a team)

- (a) No team may roster more than 22 players
- (b) No team may roster more than 4 coaches

(2) Official Printed Match Roster (unique to each match)

- (a) Each team must present an Official Printed Match Roster to the referee before each match, which lists every person eligible to play in the match, and all adults who will be present in the Team Area/ Technical Area, except as provided in section (F)(4).
 - (i) A 9v9 team's Official Printed Match Roster must not list more than 16 eligible players and 4 eligible adults [see section (E)(3)].
 - (ii) An 11v11 team's Official Printed Match Roster must not list more than 18 eligible players and 4 eligible adults [see section (E)(3)].

(3) Accessing Your Official Printed Match Roster

- (a) Each team must print an Official Printed Match Roster from OYSA's Affinity online software.
 - (i) Instructions for printing an Official Printed Match Roster are available on the "Leagues" page of the OYSA website:
https://docs.wixstatic.com/ugd/e0e3f4_034cd340cb534b5f9871267ee291a359.pdf

(4) Official Printed Match Roster Additional Details

- (a) **Printed Member Passes and/or Digital Player Cards are required when an Official Printed Match Roster is used.**
- (b) The name, jersey number, and Player ID number from the printed Member Pass or Digital Player Card of each player, including club-pass (borrowed) players, must be on the Official Printed Match Roster before the roster is given to the referee.
 - (i) Club-pass (borrowed) players names, jersey numbers, and player ID numbers may be handwritten on the Official Printed Match Roster, but **MUST BE LEGIBLE**.

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(5) Club Tryouts

- (a) Tryouts are defined by OYSA as any team-making process for the following seasonal year, no matter what an event is called.
- (b) Teams may not offer places to players prior to the beginning tryout date allowed, listed below.
 - (i) Tryouts may begin the day after State Cup finals.
- (c) Any club in violation of the Club Tryout rules will be fined \$5,000 and the relevant team may be removed from the league.
- (d) Clubs may host camps/events or training, provided all Club Tryouts rules above are followed, starting the Monday of the week preceding the State Cup Finals.

(6) Recruiting Another Club's Player(s) is Prohibited

- (a) "Recruiting" is defined by OYSA as any coach or club personnel approaching a player currently registered to, and actively playing for, another team and asking them to join their team during the current season year of competition.
 - (i) Asking players to play or "guest play" for any other team outside of their current club, without first receiving prior written permission (email is acceptable) from the current club's Director of Coaching or equivalent staff member – even for purposes of tournament guest play – shall be considered recruiting.
- (b) Documented evidence of recruiting (text message, email, social media message, etc) must be presented to OYSA to verify any claim of recruitment.
 - (i) A team's first verified instance of recruiting results in a \$500 fine.
 - (ii) A team's second verified instance of recruiting results in a \$1,500 fine.
 - (iii) A team's third verified instance of recruiting results in team removal from league.

(H) Member Passes

(1) Passes are Mandatory

- (a) Each player, coach, and team official who will be in the Team Area/Technical Area during the match must provide a printed Member Pass for the current seasonal year to the referee or display their Digital Player Card accessed online through Affinity.

(2) Printed Member Pass Details

- (a) Each printed Member Pass must be an official US Youth Soccer Member Pass.
 - (i) The printed Member Pass must show the US Youth Soccer logo as a watermark.
 - (ii) The printed Member Pass must display the club name which matches the club name on the roster.
 - (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.
- (b) Only original printed Member Passes may be used. No photos of printed Member Passes or copies of printed Member Passes will be accepted.
- (c) Recreational and Futsal Member Pass players are not eligible to play in the OYSA Spring League.
- (d) U10 Developmental Member Pass players are eligible to play in the League on U11 and U12 teams, with all printed Member Pass requirements still applying.

(I) Club-Pass (borrowed) Players

(1) Definition

- (a) A "club-pass" player is a player borrowed to a team from another team within the same club, who meets the eligibility criteria listed below.

(2) From the Same Club Only

- (a) All club-pass (borrowed) players must be registered to and have a Member Pass issued by the same club as the team they are being borrowed to.

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(3) **Playing in Same Age Group or Younger**

- (a) All club-pass (borrowed) players must play in the same age group as or a younger age group than the borrowing team’s age group, with the following limitations:

Borrowing Team	Youngest Club-Pass (borrowed) Player Allowed
U11 age group	Player in U10 age group
U12-U14 age groups	Player in age group 2 years younger than borrowing team’s age group

- (i) For the purposes of club-pass (borrowed) players, a team’s age group is considered to be the age group of the division in which the team is playing (*e.g.*, a U13 team playing in a U14 division will be considered to be of the U14 age group).

(4) **Added to Official Printed Match Roster Before the Match**

- (a) All club-pass (borrowed) players must be added to the Official Printed Match Roster **before the match starts** to be eligible to play in the match.

(5) **Club-Pass Players and Official Printed Match Rosters**

- (a) A team using an Official Printed Match Roster may only use club-pass (borrowed) players who have a printed Member Pass or who display their Digital Player Card accessed online through Affinity.
- (b) The name, jersey number, and Player ID number from the printed Member Pass of each club-pass (borrowed) player must be listed or handwritten on the Official Printed Match Roster before it is given to the referee for check-in.
- (i) If the club-pass (borrowed) player’s information is handwritten on the Official Printed Match Roster, it **MUST BE LEGIBLE**.

(6) **Club-Pass Players and Washington Teams**

- (a) A team from a Washington club may use a club-pass (borrowed) player with either a Washington Youth Soccer or Oregon Youth Soccer Member Pass, as long as the Member Pass is issued by the same club as the team they are being borrowed to.
- (b) A player with a Washington Youth Soccer Member Pass may only be club-passed (borrowed) to a team by hand-writing the player’s name, jersey number, and Player ID number on the Official Printed Match Roster.

(J) **Check-in Procedures**

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

- (a) The referee is responsible for verifying that a printed Member Pass is presented, or a Digital Player Card (accessed online through Affinity) is shown, for each eligible person whose name appears on the Official Printed Match Roster, including coaches and team officials.
- (b) When a team uses printed Member Passes and/or Digital Player Cards for check-in, the referee must make a visible “check mark” next to the name of each eligible player, coach, and team official on the Official Printed Match Roster who has completed check-in for the match.
- (i) The referee must ensure that a line is drawn through the name of any person listed on the Official Printed Match Roster who will not participate in the match.
- (c) If a team uses printed Member Passes, the referee will return all printed Member Passes to the team before leaving the field after the game.

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

- (a) A player who is not present for pre-match check-in (*i.e.*, arrives late) may only participate provided that the following conditions are met:
 - (i) The player's name was on the Official Printed Match Roster presented to the referee at check-in. Players may not be added to the Official Printed Match Roster after the match begins.
 - (ii) The player's name was not crossed off the Official Printed Match Roster.
 - (iii) The player completes check-in upon arrival by identifying their name on the Official Printed Match Roster and presenting a printed Member Pass or Digital Player Card to the referee.

(3) Missing Official Match Roster and/or Member Passes Guidance

- (a) An Official Printed Match Roster lists both teams. If one of the teams does not have an Official Printed Match Roster, but the other team does, the referee may use the single Official Printed Match Roster to check-in both teams—and should note in their Match Report which team did not present one.
 - (i) All relevant requirements found in **Rule (G)** apply.
- (b) Before abandoning a match due to no access to an Official Printed Match Roster with printed Member Passes or Digital Player Cards, the referee must call the Game Day Hotline for guidance.

(K) Responsibilities of Coaches and Team Officials

(1) Knowing the Laws of the Game and League Rules

- (a) The coach in charge of a team at a match is responsible for knowing the IFAB Laws of the Game and the OYSA Spring 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, and if applicable, the alleged perpetrator's home State Association, for disciplinary proceedings as specified by US Soccer Federation Policy 531-9.
- (c) See **Rule (T)(4)** for fines that will apply to a club and team when a player, coach, team official, or spectator has been found to have committed referee assault.

(3) Ensuring Proper Coaching

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

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(L) 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) **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
- (b) **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
- (c) **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.
 - (vii) Receiving a second caution in the same match
 - (viii) Using offensive, insulting, abusive, or profane language and/or gestures
 - (ix) Violent Conduct
- (d) 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 after the match to immediately inform it of any send-offs of coaches or team officials.

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- (e) 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.

(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 field of play.
 - (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 playing area 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.
- (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. See Rule (P)(1) for minimum suspensions.
 - (ii) Coaches who are sent off will automatically incur a \$250 fine.
 - (iii) Coaches who are sent off must complete [Positive Coaching Alliance's Double-Goal Coach: Coaching for Willing and Life Lessons](#) course, at the coach's expense, and email a record of completion to the League Manager before returning to coach.
 - (iv) See **Rule (W)(3)** for appeal procedures.

(M) 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.

(3) Submit Official Printed Match Rosters

- (a) Referees must submit the Official Printed Match Roster to OYSA when a suspended player or coach is listed on the Official Printed Match Roster used to check-in a team.
- (b) Referees must submit the Official Printed Match Roster to OYSA when any players or coaches are handwritten onto the Official Printed Match Roster.
 - (i) Official Printed Match Rosters submitted to OYSA must clearly indicate which listed players/coaches participated in the match and which were ineligible.
 - (ii) Official Printed Match Rosters may be submitted to OYSA by scanning/photographing them and sending as an email attachment to roster@oregonyouthsoccer.org, or mailing them to Oregon Youth Soccer Association, 7920 SW Cirrus Drive, Beaverton, OR 97008.

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(N) **Score Reporting in Affinity**

(1) **Both Teams Must Enter Scores Online**

- (a) **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.
 - (ii) 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
 - (iii) 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.

(O) **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 4-0 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.

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(P) 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.

Offence	Minimum Suspension
Player sent-off for a second caution received in the same match	1 match
Player sent-off for denying a goal or obvious goal-scoring opportunity by committing a handball offence	1 match
Player sent-off for denying a goal or obvious goal-scoring opportunity by	1 match
Player sent-off for serious foul play	1-3 matches
Player sent-off for offensive, insulting, or abusive language and/or	1 match
OIALG directed towards a specific person (other than a referee)	1-5 matches
OIALG directed towards a referee	1-5 matches
Player sent-off for Violent Conduct	2-3 matches
Coach or team official sent off	1-5 matches
Coach or team official refused to leave game site after being sent-off (added to suspension for sending-off)	2 matches – rest of season
Accumulation of 5 yellow cards in separate games by player or coach during the competition's seasonal year	1 match
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.
 - (i) The suspended (or otherwise ineligible) individual who participated in the match(es) will be subject to additional disciplinary action.

(3) Other Suspensions Details

- (a) A suspension of up to 3 games may be assessed for each game in which a player or coach participated while suspended may be imposed.
- (b) A player who has been sent-off for fighting, or who has received a second red card for violent conduct during the league season may be suspended for up to an additional 5 games.
- (c) A coach or team official who has been previously sent-off from competitions operated by OYSA in the same seasonal year:
 - (i) Will be suspended for an additional 1-3 games for a 2nd send-off in the same seasonal year for all competitions.
 - (ii) May be suspended from participating in any competitions operated by OYSA for up to one seasonal year for receiving a 3rd send-off during the current seasonal year from any competitions operation by OYSA. A Disciplinary Hearing will be held to determine this, and the coach or team official will automatically be suspended until the Hearing occurs.
- (d) The League Director will refer any issues regarding participation by an unregistered or improperly registered player to OYSA for disciplinary proceedings.
- (e) Any allegations of referee abuse or referee assault will be forwarded to the home State Association of the alleged perpetrator for disciplinary proceedings in accordance with USSF Policy 531-9.

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(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 race, color, religion, national origin, citizenship, disability, age, sex, sexual orientation, gender identity, or veteran status.
 - (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 NOT sit in the Team Area/Technical Area during the game(s) from which they have been suspended.
- (c) A player's suspension is served by sitting out the required number of matches from the team to which the player is officially rostered.
 - (i) A player may not participate as a club-pass (borrowed) player while suspended.
 - (ii) A player who is suspended as a result of disciplinary sanctions incurred while playing as a club-pass (borrowed) player will serve the suspension by sitting out games for the team to which the player is officially rostered.
- (d) Unserved disciplinary suspensions from league play for individuals do not carry over to cup competitions.
- (e) Unserved disciplinary suspensions from league play for individuals **do carry over** to succeeding league seasons in which the individual participates (*e.g.*, the unserved portion of a disciplinary suspension from fall league will carry forward to the next winter, spring, or fall league in which the individual participates).

(Q) Team Penalties for Accumulated Cards During the League Season

(1) Penalty Points Accrual

- (a) A team will accrue penalty points for each caution (yellow card) and send-off (red card) given to players and for each send-off (red card) given to a coach or team official in a match.
 - (i) Caution (yellow card) – 1 point
 - (ii) Send-off (red card) of player – 2 points
 - (iii) Send-off (red card) of player from 2 cautions in the same match – 3 points
 - (iv) Send-off (red card) of coach or team official – 3 points

(2) League Disciplinary Action from Points Accrual

- (a) 10 points accrued in a seasonal year
 - (i) Warning to the team's administrators with copies sent to the club's president, director of coaching, coaching staff, and registrar
- (b) 15 points accrued in a seasonal year
 - (i) \$250 fine imposed on the team's club
 - (ii) Notice of reprimand sent to the team's head coach detailing the team's disciplinary record

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- (c) 20 points accrued in a seasonal year
 - (i) \$500 fine imposed on the team's club
 - (ii) Team is placed on probation
 - (iii) Notice of probation will include a detailed listing of the team's disciplinary record, and the conditions of the probation as determined by the league's Disciplinary Committee.
- (d) Violating Conditions of Probation will be punished as determined by the league's Disciplinary Committee.
 - (i) The offending team may be removed from the league and all of the team's remaining games may be declared forfeits.
 - (ii) The offending team may be barred from participating in any competitions operated by OYSA for the remainder of the seasonal year.
 - (iii) Further disciplinary proceedings may be undertaken against the team and/or club by OYSA.

(R) Abandoned Matches

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

- (a) The Game Day Hotline 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 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.
- (e) See **Rule (T)(4)** for fines imposed because of the abandonment.

(S) Match Rescheduling

(1) Rescheduling Matches Abandoned Without Fault of Either Team

- (a) When a match must be rescheduled for any reason that is outside of the control of either team, or any other abandonment not the fault of either team, the league scheduler will work with the teams to attempt to reschedule the match, but a reschedule may not be possible in all cases.
 - (i) Rescheduling the match will be primarily dependent on the availability of a suitable field within the time remaining in the league season
 - (ii) If the visiting team traveled more than 50 miles (measured from the head coach's residence to the match field using Google Maps), the visiting team will have the opportunity to provide a field and have the match be a home match.

(2) Emergency Reschedules

- (a) A team may request a reschedule in the event of an emergency. What constitutes an emergency will be determined on a case by case basis. Missing players because of SAT testing, prom, or other school social event does not constitute an emergency.
- (b) Your club's DOC must be notified about the need for an emergency reschedule and he/she will contact OYSA and the League Scheduler to make the request.
- (c) A DOC making a request for an emergency reschedule should send the request to both the League Scheduler and the League Director, with a copy to the opposing team's coach.

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- (d) The League Director will make a final determination whether a situation constitutes an emergency requiring a reschedule. If so, the league scheduler will work with the teams to arrange a new playing date and time.

(3) Rescheduling for Mass Cancellations

- (a) When the league cancels multiple matches because of issues that pose a threat to the safety of participants, matches will be rescheduled, if possible.
- (b) The League Scheduler will reschedule the matches, if possible.
 - (i) The League Scheduler will request additional field inventory from the clubs, if needed.
 - (ii) Mid-week match play will be considered when clubs are in close proximity and both teams agree to the mid-week match.
 - (iii) Teams will be expected to play the matches as rescheduled. Once a match has been listed in Affinity the match is official and all rules apply to that match.
- (c) Any match that cannot be scheduled and played before the end of the season will be scored so that neither team receives points towards standings from the un-played match.

(4) Team-Requested Reschedules (non-emergency)

- (a) A team may request a non-emergency reschedule of a match by sending a request for a change to the League Scheduler.
- (b) A non-emergency request for a schedule change must be submitted **more than 2 weeks prior to the currently scheduled date** by a rostered coach or team manager for the requesting team and must include:
 - (i) The game number (from the Affinity Schedule), and the currently scheduled date, time, and location
 - (ii) Names of the home team and visiting team
 - (iii) Requested new date for the match (must be more than 2 weeks after the request is submitted)
 - (iv) Approval by an authorized representative (rostered head coach or team manager) for the opposing team
 - (v) Field availability information for the requested date
- (c) Payment of a \$100 change fee (payable to the League Scheduler) must be made before the change will be made.
- (d) Rescheduling must be completed by noon on Monday of the week in which the rescheduled game will be played.
- (e) The opposing team is NOT required to accept a requested non-emergency game change.

(5) Decisions are Final

- (a) The decision of the League Director regarding a match reschedule is final.

(6) Unplayed Matches at the End of the Season

- (a) When a match cannot be rescheduled and league season ends without the match being played, neither team will be awarded any points toward standings for the un-played match.
 - (i) The match will not be considered a forfeit.

(7) Not Cooperating to Reschedule

- (a) The league Disciplinary Committee may fine or otherwise penalize a team or club that does not act in good faith to cooperate with the League Scheduler and the opponent to reschedule a match.

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(T) Penalties for Failure to Play and Abandoned Matches

(1) Failure to Play

- (a) A team fails to play a match when a team does not have the required number of players and coaches/team officials at the location of a scheduled match to begin the game within 15 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.
- (c) The penalty for failing to play a match as scheduled is shown in **Rule (T)(4)**.
- (d) A travel match is any match in which the visiting team is required to travel more than 50 miles, as measured by Google Maps from the residence address of the visiting team's head coach to the scheduled game site. See Rule (T)(4) for fines for failing to play a travel match.
- (e) A team that makes a good faith attempt to play a match but is unable to have enough players at the game location in time to begin play may have the penalty reduced by up to 50%.
- (f) The league director will review the circumstances of any failure to play forfeiture.
 - (i) The league director may impose additional penalties, up to and including the removal of a team from the league. If a team is removed from the league, all of the team's scheduled games (played or un-played) will be scored as forfeits.

(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.
- (c) See Rule (T)(4) for fines.

(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) See Rule (T)(4) for fines applicable to the team(s).
- (c) If both teams are found to be at fault:
 - (i) Both teams will be fined.
 - (ii) The game will be scored as a 0-0 draw and a forfeit by both teams so that neither team gains any points towards standings from the result.

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(4) Table of Fines in addition to Forfeit

Offence	Fine/Punishment
Failure to play a game (local)	\$500
Failure to play a game (local) - 2 nd offence	\$1,000
Failure to play a game (local) - 3 rd offence	Removal from league
Failure to play a game (Travel)	\$1,500
Failure to play a game (Travel) - 2 nd offence	\$3,000
Failure to play a game (Travel) - 3 rd offence	Removal from league
Failure to play a game with less than 48 hours' notice (added to fine for not playing)	\$500
Failure to play a game without any prior notice to the opponent and the league director (added to fine for not playing)	\$1,000
Abandoned Game - Behavior [Rule (U)(3)] - 1 st offence	\$500
Abandoned Game - Behavior (2 nd offence for same reason)	Removal from league
Abandoned Game - Forced [Rule (U)(2)]	\$500
Abandoned Game - Forced (2 nd offense)	Removal from league
Ineligible Player - Suspended [Rule (Q)(3)(a)]	\$300
Ineligible Player - Suspended (2 nd offence)	\$1,000
Ineligible Player - Club pass age	\$150
Ineligible Player - Club pass age (2 nd offence)	\$500
Ineligible Player - Registration	\$500
Ineligible Player - Registration (2 nd offence)	Remove from league
Abandoned Game - No Adult - Discipline	\$500
Abandoned Game – Not enough Players – Discipline	\$300
Removal from League (penalty added to other accrued fines)	\$1,500 Forfeit entry fee Forfeit all Games
Referee abuse by player, coach/team official, or spectator (1 st offence in seasonal year)	\$500
Referee abuse by player, coach/team official, or spectator (2 nd offence in seasonal year)	\$1000 Remove from all leagues in seasonal year
Referee assault by player, coach/team official, or spectator (1 st offence in seasonal year)	\$2,000
Referee assault by player, coach/team official, or spectator (2 nd offence in seasonal year)	\$5,000 Remove from all leagues in seasonal year

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(U) 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 seeding	Refund entry fee less administrative fee	\$100 administrative fee
After seeding, before scheduling	None	Forfeit entry fee
After schedules have been published	None	\$1500 Forfeit entry fee
After first game played	None	\$1500 Forfeit entry fee Forfeit all games \$300/ unplayed game

(V) Payment of Fines and Penalties

(1) Fine Notice

- (a) Fines are due and payable by the club 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 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 games 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.

(W) Protests, Appeals, Hearings

(1) Protests

- (a) A protest is a complaint arising out of the misapplication of the IFAB Laws of the Game or misapplication of a league rule. The protest must be based upon violations of these league rules or the IFAB Laws of the Game.

(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 by the end of the first business day following the protested game.
- (d) The protest must be submitted using the protest form available on any of the league or tournament pages of the OYSA website.
[\(https://oysa.wufoo.com/forms/zeic9i80cvvvq4/\)](https://oysa.wufoo.com/forms/zeic9i80cvvvq4/).
- (e) A protest fee of \$100 must be delivered to the League director 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.

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(3) Appeals

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

(4) Review

- (a) The League Director will review and decide all protests and appeals.
- (b) The League Director may hold such hearings as the League Director deems appropriate or may determine issues based on written documentation.
- (c) The League Director will provide a written notice of decision to the person who submitted the protest or appeal.
- (d) A decision of the League Director regarding protests or appeals is final

(X) 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 the league through the end of the league season
- (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