



Presented by OYSA

**RULES FOR
U11 – U18**

2023-2024

Oregon Youth Soccer Association
www.oregonyouthsoccer.org

2023-2024 Oregon Founders Cup Rules of Competition - U11-U18

Tournament Management Information

The Oregon Founders Cup is open to any Competitive team registered with OYSA at ages U11-U18 and has played in an OYSA sanctioned league in the same seasonal year that is not barred from entry by tournament rules. A recreational team must upgrade registration to a competitive classification. There is no requirement that a team has played in a qualifying league prior to entering the tournament. The tournament is intended for non-premier teams who want to play in a state tournament.

OYSA 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 Oregon Founders Cup games and facilities.

Tournament Contacts

Tournament Director:

Vanessa Mann: vmann@oregonyouthsoccer.org; (503) 626-4625 ext. 3

Tournament Manager:

Eric Romero: eromero@oregonyouthsoccer.org; (503) 626-4625 ext. 2

Tournament Scheduler:

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

State Youth Referee Administrator:

David Grbavac: david@oregonyouthsoccer.org

Referee Evaluation Form: <https://oysa.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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Oregon Founders Cup Rules:

(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 Game 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 Game 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 Game 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 Game report information about any player required to leave the field because of a suspected concussion. A player who has been removed from a Game by a referee because of a suspected concussion is ineligible to play until the league director has received a copy of a medical release signed by a health care professional that authorizes an unrestricted return to competition.
- (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. If allowed, they may not be directly above the field, teams, or spectators and must be at least 50 feet away from teams and spectators.

(4) Lightning

- (a) The Home team is to develop a safety plan for the specific outdoor venue and inform the referee of the game and the head coach of the Away team. *During Bracket Play
 - (i) Designate a person to monitor threatening weather and to notify the chain of command (Referee and Home Team coach) who can make a decision to remove a team, game personnel, and spectators from the outdoor venue.
 - (ii) A lightning safety plan should include prearranged instructions and announcements for participants and spectators, designation of warning and all clear signals, and designation of safer places from the lightning hazard.
- (b) If lightning is seen or thunder is heard, play must be immediately suspended.
- (c) Participants and spectators should immediately move to a safe location, in a substantial building or a hard-topped metal vehicle.
- (d) Wait 30 minutes after last seeing lightning or hearing thunder to continue the Game. See the [National Weather Service website](#) for more information about lightning safety.

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(5) Heat

- (a) The heat policy is intended to serve as a guide for regulating match play, hydration breaks, and participant safety during extreme temperature conditions.
- (b) The coaches of both teams should consult with the referee to determine whether the temperature at Game time will require hydration breaks.
- (c) The Referee will make the final decision on the hydration breaks in agreement with both team's coaches
- (d) For any arising conflicts with the decision-making process of hydration breaks at the game, team coaches must call the gameday hotline.
- (e) The OYSA competitive league will follow the [OSAA Heat Index Calculator](#), in the decisionmaking process regarding Game cancellation(s) due to extreme temperature conditions and will notify Directors of Coaching/Teams.
- (f) The information provided herein is not a substitute for medical or professional care, and you should not use the information in place of a visit, consultation or the advice of your physician or other healthcare provider.
- (g) For further information and resources on Heat & Hydration visit [US Soccer Heat Guidelines](#)

(6) Air Quality

- (a) The Oregon Founders Cup will take its Air Quality Index readings from AirNow.
 - (i) Readings for the field will be taken from the nearest monitor.
- (b) Games shall be canceled for the field if the AQI reading is 125 or higher.
 - (i) Games may be canceled if the AQI is 115 and trending up.
 - (ii) Games may resume if the AQI is 135 and trending down.
- (c) If travel is in question, OYSA recommends not traveling early or booking hotels ahead of time.
- (d) Tournament Director makes final decisions regarding Game cancellation(s) due to AQI and will notify Directors of Coaching/Teams. Referees must call the Game Day Hotline to confirm with the Tournament Manager before canceling a game.
- (e) **AQI Procedure**
 - (i) Friday:
 - Create spreadsheets for Saturday and Sunday to show games that are 90 miles or more apart, 50 to 90 miles apart, and 50 or less miles apart.
 - Communicate with the league about the areas of concern, and follow communications before leaving the house.
 - (ii) Saturday/Sunday:
 - 90 miles or more apart we cancel on the morning of before teams must hit the road.
 - 50-90 miles we cancel 3.5 hours before the game kicking off
 - Less than 50 miles we cancel 2.5 hours before the game kicking off
 - If a Bend, Roseburg, Grants Pass, or Medford team that is traveling on a Saturday and the game is canceled, their Sunday game is also canceled if it was part of a 2-game travel weekend.
 - If AQI readings cause the league to cancel games in the middle of the day, announcements will be sent out to referees and team/club leaders. At that time, any game that has started will be finished and the full game played

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(7) Inclement Weather Policy

- (a) OYSA will use all available weather resources to assess the forecast and travel conditions.
- (b) The Tournament Director will make final decisions and notify the Directors of Coaching/Teams.
- (c) If travel conditions are in question, OYSA recommends not traveling early or booking hotels ahead of time.

(d) Inclement Weather Procedures

- (i) Friday:
 - Email teams letting them know there are travel concerns, do not travel ahead of time. Email sent by 4 pm.
 - Create a spreadsheet of all teams that are traveling through potential areas that have travel concerns.
 - Create an email with club leaders involved, done by 4 pm.
- (ii) Saturday:
 - Email teams letting them know there are travel concerns, do not travel ahead of time. Email sent by 4 pm.
 - Create a spreadsheet of all teams that are traveling through potential areas that have travel concerns.
 - Create an email with club leaders involved, done by 4 pm.

(B) Laws of the Game and Rules of Competition

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

(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 Games and Ball Size

Age	Length of Half	Halftime	Ball Size	Overtime
U11-U12 (9v9)	30 minutes	10 minutes	Size 4	Two 10-minute halves
U13-U14	35 minutes	10 minutes	Size 5	Two 10-minute halves
U15-U16	40 minutes	10 minutes	Size 5	Two 15-minute halves
U17-U18	45 minutes	10 minutes	Size 5	Two 15-minute halves

- (a) Overtime is used for Semifinal and Final Games only. All overtime periods are played in full.
 - (i) If a Game is still tied after two full overtime periods, then IFAB Penalties (penalty shoot-out) will determine the winner.
 - (ii) For ties in bracket games refer to Rules (N)(3)-(N)(6). For knockout games refer to Rule (N)(7).

(3) Tie Games

- (a) All games that end with a tied score will be followed by **IFAB Penalties (penalty shoot-out)**.
- (b) In bracket games, the results of **IFAB Penalties (penalty shoot-out)** do not determine the winner of the Game, but rather provide a tie breaker that may be used to advance a team from the bracket.
- (c) In all knockout rounds the results of **IFAB Penalties (penalty shoot-out)** will decide the Game winner.
- (d) **For score reporting**, the score of the Game is the tied score at the end of the Game, following any applicable overtime periods.
 - (i) Results of **IFAB Penalties (penalty shoot-out)** are always reported separately, by both referees and team personnel entering Game scores.
 - (ii) **Referees enter these results in the “Abnormal or Unusual Situations” part of the Game report.**
 - (iii) **Team personnel enter these results in the “comments” section of game scoring for bracket games, or the PK results boxes for knockout games.**

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(4) Game Balls

- (a) The tournament will provide Game balls at all venue-based final games.
- (b) For all other games the designated home team is expected to provide 3 Game balls acceptable to the referee, although the referee may accept Game balls from either team.

(5) Heading Limitations

- (a) In the U11 and U12 age groups (all 9v9 games) a player may not play the ball with his/her head.
- (b) The infraction consists of deliberately 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) Deliberately playing the ball using the head results in an indirect free kick at the spot it occurred.
- (d) If the infraction is committed within the goal area, the indirect free kick will be taken from the goal area line parallel to the end line at the nearest point to where the infraction occurred.

(6) 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 Game that player's jersey number on the Official Game Roster.
 - (i) 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.
 - (ii) 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.
 - (iii) 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 Game.**
 - (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.

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(C) Field Preparation

(1) Field Size

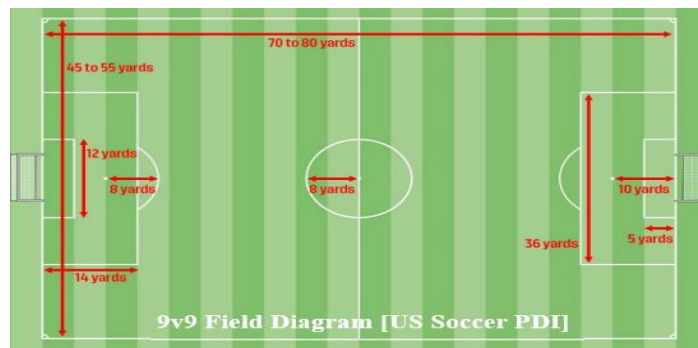
Age - Format	Minimum	Maximum	Goal Size Minimum
U11-U12 - 9v9	45x70 yds*	55x80 yds*	6.5x18.5 ft*
U13-U18/19 - 11v11	50x100 yds ‡	100x130 yds ‡	8'x24' ‡

*US Soccer Federation Player Development Initiatives

‡IFAB Laws of the Game

- (a) The goal size for 9v9 is highly recommended but is not mandatory.
- (b) For all 9v9 games, 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 Tournament Scheduler should clearly identify field and goal dimensions. To the extent possible, 9v9 games will be scheduled on appropriately sized fields where appropriately sized goals are available.

9 v 9 Field Dimensions



(2) Playing Surface

- (a) Games are played on artificial and natural turf. All players must be prepared to play on either surface independent of schedule.
- (b) OYSA reserves the right to change the Game 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) For safety reasons, all goals (including 9v9 goals) must be securely fixed to the ground. Goals can be securely anchored to the ground or use sandbags/ weights.
 - (ii) Teams playing home games 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.
 - (iii) Goal Nets are to be properly secured around the entire goal and any visible holes are to be properly fixed.
 - (iv) Field preparation requirements are intended for the purpose of field playability and the overall safety of the players. All field preparation requirements must be completed prior to kick off and referees may request from the home team of any necessary field preparation requirements/adjustments.
- (b) For tournament rounds played at a venue hosting multiple games, OYSA will arrange with the venue for field preparation. Semifinals and Finals will be venue based. Other rounds *may* be venue based.

(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 Game begins**. The referee will make the final decision determining whether the field is playable.

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- (b) If the field is determined by the referee to be unplayable, both teams and the referee before abandoning the Game must call the Game Day Hotline to inform the tournament.
- (a) If the game was not played due to the unplayable field, and the game cannot be rescheduled the game will then be determined a forfeit for the team that did not originally provide a playable field.
- (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 outcome will stand.

HOME TEAM GAMEDAY STANDARD

***Per OYSA, the home team is responsible for field preparation. Any field issues are to be reported to the home team coach and the referee prior to the start of the Game. The home team is responsible for correcting the field issues along with assisting the referee in making the field playable. This can include any arising field issues throughout the entirety of the game. Team Coaches and Managers will be expected to assist and held to a higher standard to help resolve any field issues.**

(D) Game Start Time & Interruptions

(1) Scheduled Time and Location

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

(2) Printed Member Passes with Official Printed Game Roster.

- (a) Prior to each scheduled game, referees must complete the player/coach credential check-in process, by using Printed Member Passes and the Official Printed Game Roster.
 - (i) All Players/Coaches must have a picture. (See Rule H.2)

(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-Game check-in (by providing Printed Member Passes and the Official Printed Game Roster and providing the minimum number of players and eligible adults to begin the Game).
 - (i) If a Game cannot be started after the 15-minute waiting period, the referee and/or the coaches must call the Game Day Hotline before abandoning the Game.
 - (ii) The Tournament Manager will make the final decision, you must call the Game Day Hotline before abandoning the Game.
 - (iii) Both teams and the referee must be in communication regarding the status of the Game.

(4) Delayed or Suspended Play

- (a) If a game cannot be started on time, or 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 Game, the referee and coaches/team officials must call the Game Day Hotline (see pg. 2) for guidance.
 - (i) If the first half of the Game has been completed, the Game will be considered completed and the result considered final.
 - (ii) Games 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 Game Report.

(5) Missing Referees

- (a) If no assigned referee is present at the scheduled field by fifteen minutes before the scheduled Game start time, call the tournament's Referee Emergency number to inform and request guidance.
 - (i) If the Game cannot be played, the Game will be rescheduled, if possible.

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(E) Minimum and Maximum Number of Participants in a Game

(1) 9v9 Games

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

(2) 11v11 Games

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

Team Roster vs. Game Roster		
Age of Team	Team Roster	Game Roster
U11-U12	22 players/4 coaches	16 players/4 coaches
U13-U18/19	22 players/4 coaches	18 players/4 coaches

(3) Reducing Official Game Roster Numbers

- (a) When a team's Official Printed Game Roster lists more players than the maximum eligible to play in a Game (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 Game Roster is given to the referee for check-in.
- (b) A player who has been indicated as ineligible for play on the Official Game Roster may be permitted in the Team Area/Technical Area ONLY if the player is NOT wearing the team uniform (including team warmups).
- (c) A player serving a 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 from the same club as the team and whose information is handwritten or printed on the team's Official Printed Game Roster,

(5) Maintaining Participant Minimums

- (a) If a team fails to maintain the minimum number of players on the field after a Game has been started, the Game will be abandoned.
- (b) **If at least one full half has been completed**, a Game abandoned for a team's failure to maintain the minimum number of players on the field will stand as a completed Game.
 - (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 Game.
 - (ii) If the team that failed to maintain the minimum number of players has more goals at the time of abandonment, the Game 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 Game will be scored as a forfeit by that team.
- (c) **If one full half has not been completed**, a Game 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 Game has been started, the Game 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 official Founders Cup tournament roster
- (b) ALL spectators must be on the opposite side of the field from the teams.
 - (i) With the referee's permission, spectators may be on the same side of the field as the

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teams if the field has bleachers that physically separate spectators from the teams.

- (ii) ALL spectators are encouraged to act in accordance with (KNOW YOUR ROLE), be respectful, supportive and to not disrupt the game in any way.
- (iii) Spectators that are identified by the referee of not following these expectations can be asked to be removed from the game, with the assistance of the team coach/manager. Referees will submit information regarding this incident on the Game report. The Disciplinary committee will review the report and address the spectator/spectators circumstances with the responsible Team/Club.
- (iv) The disciplinary committee's decision can include to suspend spectators from attending the teams future tournament games or for the remainder of the tournament.
- (v) If space permits, spectators must remain at least six feet behind the touchline and at least eighteen yards from the corners of the field. Coaches, players, and spectators are not allowed behind the end line.

(2) Team Area / Technical Area

- (a) Team officials, substitutes and substituted players are not allowed on the field without the referee's permission.
- (b) People in the technical area must behave responsibly, if they do not, they may be shown a red or yellow card.
- (c) 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.
- (d) If a field has benches and is marked with a Technical Area, all coaches, substitutes, and team personnel not involved in active play must remain within the boundaries of the Technical Area.
- (e) Eligible substitutes must wear pennies while warming up on the sideline, in a color that clearly identifies they are a substitute.

(3) Ineligible Players in Team Area / Technical Area

- (a) A player listed on a team's Official Printed Game Roster who is indicated as medically ineligible to play in a Game may be permitted in the Team Area/Technical Area ONLY if the player is NOT wearing the team uniform (including team warmups).
- (b) A player serving a 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 Game Roster may be in the team area/technical area, provided that this coach or club official checks in by showing a printed Member Pass from the team's club to the referee and handwrites their information onto the Official Printed Game 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.

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(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

Team Roster vs. Game Roster		
Age of Team	Team Roster	Game Roster
U11-U12	22 players/4 coaches	16 players/4 coaches
U13-U18/19	22 players/4 coaches	18 players/4 coaches

Team Roster: players/coaches assigned to the team

Game Roster: unique to each Game, lists the players and adults who will participate in the Game

(2) Official Printed Game Roster (unique to each Game)

- (a) Each team must present an Official Printed Game Roster to the referee before each Game, which lists every person eligible to play in the Game, 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 Game Roster must not list more than 16 eligible players and 4 eligible adults.
 - (ii) An 11v11 team's Official Printed Game Roster must not list more than 18 eligible players and 4 eligible adults.
- (b) The Official Printed Game Roster is generated from Affinity. It is unique for each Game in the competition and shows the game time, date, and location as well as the rosters of both teams.
 - (i) The name, jersey number, and Player ID number from the Printed Member Pass of all players who will play in the Game must be printed on the Official Printed Game Roster.
 - (ii) Printed Member Passes are required when an Official Printed Game Roster is used.

(3) Roster Freeze

- (a) The roster for the Oregon Founders Cup is frozen on the date set by OYSA. **No club-pass (borrowed) players are permitted on the roster.**
- (b) Any player rostered to a Premier Gold or Premier Silver team at any point during the season cannot be added to the roster for the Founders Cup.

(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 Game must provide a printed Member Pass for the current seasonal year to the referee. (must have photo) (See Rule H.2)

(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 show Oregon Youth Soccer as the State Association
 - (iii) The printed Member Pass must display the club name which matches the club name on the roster.
 - (iv) The printed Member Pass must display a photo of the player or team official.
 - (v) The printed Member Pass must be laminated.
 - (vi) The printed Member Pass must show the current seasonal year.
 - (vii) 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.

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(I) Check-in Procedures

(1) Referee Responsibilities During Check-In

- (a) The referee is responsible for verifying that a printed Member Pass is presented for each eligible person whose name appears on the Official Printed Game Roster, including coaches and team officials.
- (b) When a team uses printed Member Passes 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 Game Roster who has completed check-in for the Game.
 - (i) The referee must ensure that a line is drawn through the name of any person listed on the Official Printed Game Roster who will not participate in the Game.
- (c) All printed Member Passes will be returned to the teams before the referee leaves the field.

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

- (a) A player who is not present for pre-Game 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 Game Roster presented to the referee at team check-in.
 - (ii) The player’s name was not crossed off the Official Printed Game Roster.
 - (iii) The player completes check-in at arrival by identifying their name on the Official Printed Game Roster and showing a printed Member Pass to the referee.

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

- (a) An Official Printed Game Roster lists both teams. If one of the teams does not have an Official Printed Game Roster, but the other team does, the referee may use the single Official Printed Game Roster to check-in both teams and should note in their Game Report which team did not present one.
 - (i) All relevant requirements found in Rule (G) apply.
 - (ii) Even though a single printed roster may be used to check-in teams, all players, coaches, and other team officials who will participate in the Game **MUST** present a valid Member Pass to the referee.
- (b) Before abandoning a Game due to no access to an Official Printed Game Roster with printed Member Passes, the referee must call the Game Day Hotline for guidance.

(J) Responsibilities of Coaches and Team Officials

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

- (a) Coaches are responsible for knowing the IFAB Laws of the Game and the OYSA Founders Cup rules.

(2) Ensuring Proper Conduct of Team’s Players, Coaches, Team Officials, and Spectators

- (a) The head coach is the senior team official and is responsible for the behavior of everyone in the technical area, including substitutes, substituted players and the other team officials, including 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 Game.
 - (ii) Coaches may be warned, cautioned, or sent off for failing to control the conduct of the team’s spectators, officials, or players.
 - (iii) OYSA does not tolerate any behavior or acts of racism on or off the field. A player, coach, team official, referees and spectators that is reported of such behavior or action by the referee of the Game will be suspended for a range of games up to removal from the Tournament. The OYSA disciplinary committee will review the report of the referee and communicate the decision to the clubs DOC.

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- (iv) 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 for disciplinary proceedings as specified by US Soccer Federation Policy 531-9.
- (c) See Rule (S)(6) 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 or abuse.
- (d) Coaches, staff and players reported of egregiously protesting an official's decision, expressing dissent towards an official and engaging in acts of unsporting and/or irresponsible behavior will be subject to the following.
 - (i) 1st offence responsible club will receive a fine and official warning.
 - (ii) 2nd offence responsible club will receive fine, and/or removal of the corresponding team from the tournament.
 - (iii) The OYSA disciplinary committee will have the authority to waive the aforementioned warning and impose suspensions and/or fines on any incident it deems to be egregious.

(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.
 - (iii) OYSA will not tolerate referee badgering which can include verbal dissent during or after the Game. Referees will report such behavior to OYSA and the disciplinary decision will be communicated to the club's DOC.
 - (iv) Coaching must not include protesting an official's decision and/or coaching an official at any time during or after the Game.
 - (v) In all instances, coaches and all technical staff will be held to a higher professional standard than players.
 - (vi) As per IFAB Laws of the Game, if the offender cannot be identified, the most senior coach in the technical area at the time of the incident will receive the yellow or red card.
 - (vii) ENTERING THE FIELD OF PLAY: Bench personnel, including players, are prohibited from entering the field of play at any time (excluding staff needed to tend to an injury)

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

(1) Players

- (a) Referees will note all cautions (yellow cards) in their Game Report.
- (b) Referees will note all send-offs (red cards) as soon as possible in their Game Report.
 - (i) Referees will provide a detailed description of all player send-offs in their Game Report and call the Referee Emergency number to report the send-off.
 - (ii) Referees will report all red cards to the gameday hotline after the Game has completed.
- (c) All printed member passes will be returned to the team before the referee leaves the field.

(2) Coaches and Team Officials

- (a) A coach or team official guilty of misconduct may be issued a yellow or red card by the referee.
- (b) **Note:** Per the IFAB 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.
- (c) **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

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- 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
- (d) **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
- (e) **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 Game.
 - (vii) Receiving a second caution in the same Game
 - (viii) Using offensive, insulting, abusive, or profane language and/or gestures including racial slurs.
 - (ix) Violent Conduct
- (f) 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 Game Report.
 - (i) Referees will call the Referee Emergency and Game Day Hotline number after the Game to immediately inform it of any send-offs of coaches or team officials.
- (g) 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 Game 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 Game 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

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Game 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 tournament.
- (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 Game 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 Game.
 - (ii) Details regarding the coach's or team official's failure to leave the area and subsequent abandonment of the Game must be included in the referee Game 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 Game.**
 - (i) A suspension longer than one Game may be imposed. See Rule (O)(1) for minimum suspensions.
 - (ii) See Rule (V)(3) for appeal procedures.

(L) Referee's Game 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 Game Report.

(2) Submitted Online

- (a) All referees must submit online Game Reports through RefTown.

(3) Submit Official Printed Game Rosters

- (a) Referees must submit the Official Printed Game Roster to OYSA when a suspended player or coach is listed on the Official Printed Game Roster used to check-in a team.
- (b) Referees must submit the Official Printed Game Roster to OYSA when any coaches are handwritten onto the Official Printed Game Roster.
 - (i) Official Printed Game Rosters submitted to OYSA must clearly indicate which listed players/coaches participated in the Game and which were ineligible.
 - (ii) Official Printed Game 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.

(M) 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 as soon as possible after the game ends.
 - (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 Game enter conflicting scores, the final score will be entered by the Tournament Director 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 Game into the Affinity online software.
 - (i) Disciplinary information will be entered by tournament administrators, from the referee's online Game Report.
 - (ii) See Rule (V)(3) for information about appeals.

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(N) Scoring Method, Tie-Breakers, and Wildcards

(1) Bracket Play

- (a) The standings of teams during bracket play are based upon the number of points earned in bracket play games. Teams earn points 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) Abandoned Games in Bracket Play - Scoring

- (a) If the referee abandons a Game without fault by either team, and a reschedule is determined to not be possible, the game will be scored as follows:
 - (i) The score of a Game abandoned following the end of the first half will be the score at the time of abandonment.
 - (ii) The score of a Game abandoned during the first half will be entered as a 0-0 draw.
- (b) If the referee abandons a Game because of the improper behavior of a coach, player, spectator, or any combination thereof, the Game will not be rescheduled.
 - (i) If both teams are at fault, the game will be scored as a forfeit by both teams so that neither team receives any points from the Game in standings.
 - (ii) If only one team is at fault, the score will be entered as a forfeit by the team at fault.
 - (iii) See Rule (S)(6) for fines imposed because the abandonment.

(3) Tie-Breaking Criteria:

- (a) Except when advancing wildcards from unequal brackets [Rule (N)(5)(c)] standings within a bracket or advancement from the bracket will be determined by applying the criteria below. See Rule (N)(4)(b) for ties among 3 or more teams and Rule (N)(5)(b) for advancing wildcards from equal brackets.
 - (i) Winner in head-to-head competition
 - (ii) Winner of most games.
 - (iii) Highest goal differential (goals scored minus goals against) with a maximum differential of four (4) goals per Game counted both for and against.
 - (iv) Total goals allowed
 - (v) Total goals scored
 - (vi) Most shutouts
 - (vii) IFAB Penalties (penalty shoot-out):
 - (A) When a game in bracket play ends in a tie, IFAB Penalties (penalty shoot-out) will take place and the results will be reported separately from the tied score.
 - (B) The results of the IFAB Penalties (penalty shoot-out) in bracket play will only be used if two teams remain tied in their brackets after all other tie-breakers have been applied.

(4) Breaking Ties in Bracket Play Within a Bracket

- (a) If 2 teams are tied in points at the conclusion of bracket play, team placement or advancement will be determined by applying the criteria in Rule (N)(3), in the order listed, beginning with (N)(3)(a)(i).
 - (i) The tie is broken when the first of the tie-breakers in Rule (N)(3) distinguishes between the two teams.
 - (ii) Results of IFAB Penalties (penalty shoot-out) as provided in Rule (N)(3)(a)(vii) will only be used if the 2 teams have played each other and none of the tie-breakers in (N)(3)(a)(i)-(N)(3)(a)(vi) have differentiated the teams.
- (b) If 3 or more teams are tied in points at the conclusion of bracket play, team placement or advancement will be determined by applying the criteria in Rule (N)(3)(a), in the order

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listed, beginning with (N)(3)(a)(ii), but not including (N)(3)(a)(vii).

- (i) The tie is broken when the first of the specified tie-breakers sorts the teams.
- (ii) If a tie-breaker only sorts some of the tied teams, the standings of the remaining teams is determined by applying the tie-breakers to the remaining teams beginning again with (N)(3)(a)(ii), but not including (N)(3)(a)(vii).
- (iii) If two teams remain tied after applying all the tie-breakers in (N)(3)(a)(ii)-(N)(3)(a)(vi), and the two teams have played each other, the two team's results will then be compared using (N)(3)(a)(i) and (N)(3)(a)(vii).

(5) Wildcard Advancement – Comparing Teams Across Brackets

- (a) When the tournament format for a particular age group requires advancing an unequal number of teams (wildcards) from each bracket (e.g., best 2nd place team or top two 2nd place teams), teams in different brackets will be compared to each other using criteria that are applied the same way to all teams in the group being compared.
 - (i) Wildcards are always drawn from the same level in each bracket.
 - (A) When the format is the top team and NN wildcards, only the teams finishing 2nd in each bracket will be compared for wildcard advancement.
 - (B) When the format is the top 2 teams and NN wildcards, only the teams finishing 3rd in each bracket will be compared for wildcard advancement.
 - (ii) When all brackets have the same number of teams, results within brackets can be directly compared as specified in (N)(5)(b).
 - (iii) When brackets do not have equal numbers of teams, results within brackets cannot be directly compared because teams will not have played the same number of games. The method of comparing teams between brackets with unequal numbers of teams is specified in (N)(5)(c).
- (b) **Equal Brackets:** When all brackets have the same number of teams playing the same number of games, the first criterion for advancing teams is the number of points earned. If there is a tie in the number of points, the tie will be broken by applying the criteria from (N)(3)(a)(ii) through (N)(3)(a)(vi), in the order shown. The criteria will be applied until the teams have been sorted. If a tie-breaker only sorts some of the tied teams, the teams remaining tied will be compared by restarting the tie-breaker comparison with (N)(3)(a)(ii) until all slots in the next round have been filled.
- (c) **Unequal Brackets:** When not all brackets have the same number of teams and a comparison is made across brackets, the teams will be compared using the following criteria in the order shown:
 - (i) Average points per game: determined by dividing a team's total points earned in bracket play by the number of games the team has played.
 - (ii) Average goal difference: determined by dividing a team's total goal difference (using a maximum of four (4) goals difference per game counted both for and against) by the number of games a team has played (e.g., team A plays 3 games with a +3, +2, and -1 goal difference in each game. The total goal difference is +4. The average goal difference is $4/3=1.33$. Team B plays 2 games with a goal difference of +3 and - for a total goal difference of +3. The average goal difference for team B is $3/2=1.5$. In a comparison between team A and team B, team B would advance based on a superior average goal difference).
 - (iii) Average goals allowed: determined by dividing the total number of goals allowed by the number of games played.
 - (iv) Average goals scored: determined by dividing the total number of goals scored by the number of games played.
 - (v) The criteria in this section (N)(5)(c) will be applied until the tied teams have been sorted. If a tie-breaker only sorts some of the tied teams, the teams remaining tied will be compared by restarting the tie-breaker comparison with (N)(5)(c)(i) until all slots in

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the next round have been filled.

- (d) **Wildcard Placement:** Wildcard teams will be ranked based on points earned in bracket play and the application of tie-breakers as required. Wildcard teams will be seeded into knockout matchups based on their rank, except that no team will be matched against a team it has already played in its preliminary bracket.

(6) Coin Toss

- (a) If all the tie-breakers and team comparisons specified in (N)(4), (N)(5)(b), or (N)(5)(c), as appropriate, have been applied and a tie remains, any remaining ties will be determined by a coin toss conducted by the Tournament Director. In any coin toss, the higher seeded team will select heads or tails before the Tournament Director tosses the coin.

(7) Breaking Ties in Knockout Rounds

- (a) When a game other than a semifinal or final ends in a tie, and the tournament format requires that a winner be determined for that Game (e.g., a quarterfinal Game), the winner will be determined by IFAB Penalties (penalty shoot-out) in accordance with IFAB Laws of the Game. No overtime will be played.
- (b) When a semifinal or final Game is tied at the conclusion of the regulation period:
 - (i) Teams will play two equal overtime periods
 - (ii) Games which remain tied after the overtime will be determined by IFAB Penalties (penalty shoot-out).



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(O) Game Suspensions for Individuals

(1) List of Minimum Suspensions

- (a) Minimum suspensions that apply without a disciplinary hearing are listed in the table below. A greater penalty may be imposed.
- (i) Where a suspension range is shown, the Disciplinary Committee will set the length.

Offense	Minimum Suspension
Player sent off for a second caution received in the same Game	1 Game
Player sent-off for denying a goal or obvious goal-scoring opportunity by committing a handball offense	1 Game
Player sent off for denying a goal or obvious goal-scoring opportunity by committing a foul	1 Game
Player sent-off for serious foul play	1-3 games
Player sent-off for offensive, insulting, or abusive language and/or gestures (OIALG), directed at no one	1 Game
OIALG directed towards a specific person (other than a referee)	1-5 games
OIALG directed towards a referee	2-5 games
Player sent-off for Violent Conduct	1-3 games
Coach or team official sent off	1-5 games
Coach or team official refused to leave game site after being sent-off (added to suspension for sending-off)	2 games – rest of cup
Accumulation of 3 yellow cards in separate games by player or coach during the tournament	1 Game
Refusing to give name to referee by player/coach when a card is recorded (added to any suspension for the card)	1 Game

***The disciplinary committee has the authority to modify any suspension based on any unique circumstances.**

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

- (a) A team will forfeit every Game in which a suspended (or otherwise ineligible) player or coach participates.
 - (i) The suspended (or otherwise ineligible) individual who participated in the game(es) will be subject to additional disciplinary action.

(3) Other Suspension 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 coach who forces the abandonment of a Game by removing a team from play after the Game has begun will be suspended from participation with any team for the remainder of the tournament.
- (c) A coach who forces abandonment of a Game by refusing to leave the premises of the Game after being sent-off by the referee will be suspended from participation with any team for the remainder of the tournament. The coach will also be referred to OYSA for consideration of additional penalties.
- (d) An individual who has been sent-off for fighting, or who has received a second red card for

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violent conduct during the tournament may be suspended for up to an additional 5 games.

- (e) A coach or team official who has been previously sent-off from competitions operated by OYSA in the same seasonal year will be suspended for an additional 1-2 games for a 2nd expulsion in the same seasonal year.
 - (i) A coach or team official may be suspended from participating in any competitions operated by OYSA for up to one seasonal year for receiving a 3rd expulsion during the current seasonal year from any competitions operated by OYSA.
- (f) The Tournament Director will refer any issues regarding participation by an unregistered or improperly registered player to OYSA for disciplinary proceedings.
- (g) Any allegations of referee abuse or referee assault will be forwarded to OYSA for disciplinary proceedings in accordance with USSF policy.
- (h) Any player or team official who is alleged to have committed referee assault will be suspended from further participation in the current year's tournament until after the individual's home State Association conducts a hearing on the charge of referee assault, in accordance with USSF Policy 531-9.

(4) Suspensions Imposed After Disciplinary Hearing

- (a) A coach who knowingly permits a suspended player to participate will be suspended for the remainder of the current year's tournament.
- (b) A coach who knowingly permits an ineligible player to participate will be suspended for the remainder of the current year's tournament and for the Founders Cup tournament in the next seasonal year.
- (c) A coach or other team official who brings the game into disrepute may be fined and/or suspended up to the remainder of the tournament when the person engages in any of the following conduct:
 - (i) Stating publicly in the vicinity of a Game that Game 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 Game which question the integrity of the tournament or Game officials;
 - (iii) Removing a team from a Game 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 Game.

(5) Conditions of Suspension

- (a) Coaches serving suspensions cannot participate in any game activities related to the team from which they were suspended.
 - (i) Coaches are prohibited from participating in any pre-Game and post-Game activities and must remain out of sight of the Game during Games they are suspended from.
 - (ii) The use of any electronic device by the suspended coach or team official to contact another individual on the team during pre-Game, Game, or post-Game activities is prohibited.
- (b) Suspensions not served during the Oregon Founders Cup tournament in the current seasonal year carry over into all cup competitions in the next seasonal year(s).

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(P) Team Eligibility

(1) Open Tournament

- (a) The Oregon Founders Cup is an Open Tournament. Any OYSA-registered competitive team not barred by Rule (P)(3) may enter, provided that all players are registered with OYSA and are listed on the tournament roster prior to the roster freeze date for the tournament.

(2) Southwest Washington Teams

- (a) Southwest Washington teams that are composed entirely of players registered in the current seasonal year with OYSA are eligible to enter so long as the team meets all other player and team eligibility requirements.

(3) Teams Not Eligible to Participate in the Oregon Founders Cup

- (a) Any team that participated in the US Youth Soccer National League P.R.O. Division in the current seasonal year.
- (b) Any team that participated in the US Youth Soccer National League in the current seasonal year.
- (c) Any team that participated in the US Youth Soccer National League Northwest Conference in the current seasonal year.
- (d) Any team that participated in either the Oregon State Cup or the Washington Champions Cup competitions in the immediately preceding seasonal year and finished as one of the top 16 teams in its age group in that competition.
- (e) Any team, aged U11-U18, participating in the Premier division of the OYSA Fall or Spring League in the current seasonal year.

(4) U15 in Fall OYSA

- (a) Any non-premier team that is participating in the U15 age group of the Fall OYSA League in the current seasonal year is eligible to enter the tournament.

(5) Roster Limitations

- (a) A team's age is established by the age group of the oldest player on the roster.
- (b) Teams may not compete in an age group younger than the team's age.
- (c) Teams will not be permitted to play up at an older age group.
- (d) The following chart shows the tournament's age groups and the youngest aged player that can be on the roster of a team in each age group:

Team Age	Youngest Player Allowed	Maximum Tournament Roster	Maximum Game Roster
U11	U10	22	16
U12	U10	22	16
U13	U11	22	18
U14	U12	22	18
U15	U13	22	18
U16	U14	22	18
U17	U14	22	18
U18/U19	U14	22	18

(Q) Player Eligibility

(1) Properly Registered, Listed on Roster

- (a) Every player on a team's official Oregon Founders Cup roster must be properly registered to OYSA and listed on the roster in Affinity by the roster freeze date set by the Tournament Director.

(2) Player Restrictions

- (a) A player who was on the roster of a team that participated in the USYS National League P.R.O. Division, or the USYS National League, or the US Youth Soccer National League Northwest Conference, or the quarterfinal, semifinal, or final round of the state level of the National Championship Series in any state association during the current seasonal year is not eligible to be on a team's Oregon Founders Cup roster.
- (b) Any player officially rostered to a premier division PTTL team or premier division OYSA Spring League team in the current seasonal year is not eligible to be on a team's Oregon Founders Cup roster.

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(3) By the Roster Freeze Date

- (a) All player eligibility issues for the Oregon Founders Cup tournament are determined as of the roster freeze date. There are no exceptions.

(4) Improperly Registered Player

- (a) An improperly rostered player may be removed from the team's roster without penalty, so long as the team has not played any games in the tournament.

(R) Ineligible Participation

(1) Team Will Forfeit

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

(2) Removed from Oregon Founders Cup

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

(S) Penalties for Failure to Play and Abandoned Games

(1) Failure to Play

- (a) A team fails to play a Game when a team does not have the required minimum number of players and coaches/team officials at the location of a scheduled Game, checked-in with the Official Printed Game Roster and printed Member Passes, to begin the game within 15 minutes after the official Game start time.
- (b) The result of the game will be scored as a forfeit by the team that failed to play.
- (c) The penalty for failing to play a Game as scheduled is shown in Rule (S)(4).
- (d) A travel Game is any Game in which the visiting team is required to travel more than 50 miles, as measured by Google Maps from the residence address of the visiting team's head coach to the scheduled game site. See Rule (S)(4) for fines for failing to play a travel Game.
- (e) A team that makes a good faith attempt to play a Game 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 Tournament Director will review the circumstances of any failure to play forfeiture.
 - (i) The Tournament Director may impose additional penalties, up to and including the removal of a team from the tournament. If a team is removed from the tournament, 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 Game by refusing to continue to play after the Game has begun will forfeit the Game.
- (b) If a team refuses to continue a Game after a coach is sent-off, and there is another eligible adult for the team present at the Game, the team will be removed from the tournament.
 - (i) When a team is removed from the tournament during a quarterfinal or semifinal

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Game, the opponent will automatically advance to the next round.

- (ii) When a team is removed from the tournament during the final Game, the team will not be eligible to receive any awards that go to a tournament finalist.

(3) Abandonment - Behavior

- (a) When a Game is abandoned due to the conduct of coaches, team officials, players, or spectators, the team or teams at fault will forfeit the Game 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.
- (c) The Tournament Director may impose additional penalties, up to and including, removing a team (or teams) found to be at fault from the tournament.

(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	Remove from Cup
Failure to play a game (Travel)	\$1000
Failure to play a game (Travel) – 2 nd offence	Remove from Cup
Abandoned Game - Behavior [Rule (S)(3)] – 1 st offence	\$500
Abandoned Game – Behavior – 2 nd offence for same reason	Remove from Cup
Abandoned Game - Forced [Rule (S)(2)]	\$500
Abandoned Game – Forced – 2 nd offence	Remove from Cup
Abandoned Game – Forced after coach expulsion [Rule (S)(2)(b)]	Remove from Cup
Ineligible Player - Suspended [Rule (O)(2)]	\$300
Ineligible Player – Suspended – 2 nd offence	Remove from Cup
Ineligible Player - Registration	Remove from Cup
Abandoned Game - No Adult - Discipline	\$300
Abandoned Game – Not enough Players – Discipline	\$300
Removal from Tournament (penalty added to other accrued fines)	\$1500 Forfeit entry fee Forfeit all games \$300/unplayed game
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 And/or Removal from cup
Referee assault by player, coach/team official, or spectator (1 st offence in seasonal year)	\$2000
Referee assault by player, coach/team official, or spectator (2 nd offence in seasonal year)	\$5000 Remove from Cup

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(T) Withdrawing from Tournament - Refunds and Penalties

(1) Refunds or Penalties due to Withdrawal from Tournament

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

(U) 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 has been 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 tournament.

(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, may have its teams denied entry into other leagues or tournaments operated by OYSA.

(V) Protests, Appeals, Hearings

(1) Protests

- (a) A protest is a formal written objection of any violation of the misapplication of the IFAB Laws of the Game or established leagues rules, policies or procedures related to a specific Game. Only those teams directly involved in a Game (i.e. the two competing teams) are permitted to submit a protest. Third parties, cannot file protests on a specific game.
- (b) The Tournament Director will appoint a Protest/Appeals committee to deal with issues related to the Laws of the Game that may arise from the competition. Referee judgement decisions during the game are final (not appealable). The minimum game suspensions provided in Rule (O)(1) of these rules do not require a hearing and are final (not subject to Protest or Appeal).

(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 Game 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 Game that the game will be protested.
- (c) The person submitting the protest must also call the gameday hotline to notify the tournament of the Game being protested. This can be completed after the referee and the opposing coach have been verbally notified.

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- (d) A written protest that clearly states the tournament rule or IFAB Law of the Game that was violated, must be submitted to the Tournament Director by the end of the first business day following the protested game.
- (e) The protest must be submitted using the [protest form](#) available on any of the league or tournament pages of the OYSA Website.
- (f) A protest fee of \$150 must be delivered to the Tournament 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.

(3) Appeals

- (a) An individual may appeal a sending-off (player or coach) from a Game by submitting the [appeal form](#) available on any of the league or tournament pages of the OYSA Website. Only appeals submitted using the official form will be considered.
- (b) An appeal fee of \$150 must be delivered with the appeal form.
 - (i) If the appeal fee is not received, the appeal will be summarily dismissed.
 - (ii) If the appeal is upheld, the appeal fee will be returned.

(4) Review

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



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(W) Powers of Tournament Director

(1) Powers

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