



# OYSA Competitive Soccer League Rules Season 2023/24

**RULES FOR  
U11 – U19**

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



## League Management Information

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

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

Gameplay 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 the 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.

**The Fall U11-14 and Winter U15-19 Leagues are the Qualifying Leagues for Oregon State Cup. Any team that wishes to participate in these Cups must play in one of these leagues during that seasonal year. New teams in the OYSA Competitive Youth Soccer League will be placed in Division 1 or Division 2 (to compete in Premier Silver, new teams must petition the League Committee).**

**Winter U15-U19 teams within the following divisions are statewide travel: Premier Gold, Premier Silver and Division 1.**

**OYSA and the OYSA Competitive Youth Soccer League have 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 Youth Soccer League games.**

## League Contacts

### League Director:

Simon Date: [simon@oregonyouthsoccer.org](mailto:simon@oregonyouthsoccer.org); (503) 626-4625 Ext. 3

### League Manager:

Eric Romero: [eromero@oregonyouthsoccer.org](mailto:eromero@oregonyouthsoccer.org); (503) 626-4625 Ext. 2

### League Scheduler:

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

### State Youth Referee Administrator:

David Grbavac: [david@oregonyouthsoccer.org](mailto:david@oregonyouthsoccer.org)

Referee Evaluation Form: [Referee Feedback Form](#)

### Day of Game and Emergency Contact Numbers:

Referee Hotline: (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)

## OYSA League Structure 2023-2024 Season

### U11 to U19 Boys/Girls

- Premier Gold Placed based on 22-23 Season Results (Fall, Winter Seasons)
- **Premier Gold and Silver brackets will be determined at the seeding meeting upon DOC consideration/ OYSA review.**
- All games count for standings and Cup Seeding
  - U11 will continue to not publish scores/standings
    - **League Recommendation Gold to Silver or Silver to Gold depending on team stats.**
  - Any team that wins State Cup is placed in Premier Gold the following season
    - Only 1 team would move up/down
- Premier Silver/D1/D2/D3/D4 **DOC Consideration**
- **Gold/Silver cannot be more than a single round**

### Travel Updates

- Premier Divisions – Statewide Travel
- Division 1 and Division 2 - Regional Play
  - U11 to U14
    - 2 Regions – Metro and Central Valley (Woodburn to Eugene to Bend)
      - U15 to U19
- All games hosted from Eugene to Vancouver
- State and Presidents Cup are statewide
- Founders Cup will be played between Eugene and Vancouver

### DOC Consideration

- All teams will have previous seasons league listed
- Results from the previous season will be part of the seeding meeting
  - Standings to also include details on the number of teams, number of blowouts, and percentage of games that were blowouts
- Any team moving two or more divisions must justify the move with statistics
- Any team that won their division the previous season should move up a division
- OYSA will review the DOC team's consideration
- Teams playing up in age (Request Process)
  - Must submit a request to the League Director and League Manager via email before the registration deadline.
  - Provide Documentation including the following -
  - League Stats, number of blowouts, wins, goals for, goals against
  - Additional information on Team accomplishments (Alternative Events Participants and Results)
  - Team Roster – Players that will be rostered to the team for the league.
  - Include additional Team information to assist with the review process.

**Rules**

New team definition – no club history, no roster continuity, new age group

- Recommended to start in **D1 or D2**
- May petition to play in Premier Silver or Gold, statistics and rationale emailed to [simon@oregonyouthsoccer.org](mailto:simon@oregonyouthsoccer.org) and be reviewed by OYSA.

**Club Passing Players**

There will be no limit on the number of club pass players or a limit within divisions except for the following listed below.

- League Committee will review special circumstances (must contact league Director and league Manager 48 hours before match)
- The club pass player option is intended to assist teams with travel games, fielding a team, and missing players.
- All teams are expected to utilize the club pass player option in a fair play manner.

**NWC**

State Cup Champion automatically qualifies

- League is by application, any team can apply – subject to OYSA approval

**League Advisory Committee**

OYSA to designate 5 club DOCs to advise OYSA on league matters, 3-5 months

- 3 Metro Area, 1 Central Valley, 1 Southern
- May retain 1 to 2 members to provide continuity for the following committee

OYSA Competitive Youth Soccer League Rules - U11-U19

Table Of Contents

(A) Safety .....7

- 1. Bleeding from Nose, Cuts, or Other Abrasions
- 2. Possible Head Injuries
- 3. Camera Drones
- 4. Lightning
- 5. Heat
- 6. Air Quality
- 7. Inclement Weather Policy

(B) Laws of the Game and Rules of Competition.....9

- 1. Substitutions
- 2. Length of Games and Ball Size
- 3. Game Balls
- 4. Heading Limitations
- 5. Uniforms & Equipment

(C) Field Preparation.....11

- 1. Field Size
- 2. Playing Surface
- 3. Home Team’s Club and Home Team’s Responsibility
- 4. Playability of the Field
- 5. Unauthorized Field Use

(D) Game Start Time & Interruptions.....13

- 1. Scheduled Time and Location
- 2. Printed Member Passes and/or Digital Player Cards with Official Printed Game Roster
- 3. 15-Minute Waiting period
- 4. Suspended Play
- 5. Missing Referees

(E) Minimum and Maximum Number of Participants in a Game .....13

- 1. 9v9 Games
- 2. 11v11 Games
- 3. Reducing Official Game Roster Numbers
- 4. Eligible Adult
- 5. Maintaining Participant Minimums

(F) Team Sidelines.....14

- 1. Team Placement / Spectator Placement
- 2. Technical Area
- 3. Ineligible Players in Technical Area
- 4. Coaches and Other Club Officials in Team Area / Technical Area
- 5. Circumstances Involving Player / Team Official Illness or Injury

(G) Rosters.....15

- 1. Team Roster (all individuals assigned to a team)
- 2. Official Printed Game Roster (unique to each Game)
- 3. Accessing Your Official Printed Game Roster
- 4. Official Printed Game Roster Additional Details
- 5. Club Tryouts
- 6. Recruiting Another Club’s Player(s) is Prohibited

(H) Member Passes.....16

- 1. Passes are Mandatory
- 2. Printed Member Pass Details

(I) Club-Pass (borrowed) Players.....17

- 1. Definition
- 2. From the Same Club Only
- 3. Playing in the Same Age Group or Younger
- 4. Added to Official Printed Game Roster Before the Game
- 5. Club-Pass Players and Official Printed Game Rosters
- 6. Club-Pass Players and Washington Teams

(J) Check-In Procedures.....17

**OYSA Competitive Youth Soccer League Rules - U11-U19**

---

	1. Referee Responsibilities During Check-In	
	2. Player(s) Arriving After Check-In	
	3. Missing Official Game Roster and/or Member Passes Guidance	
<b>(K)</b>	<b>Responsibilities of Coaches and Team Officials.....</b>	<b>18</b>
	1. Knowing the Laws of the Game and League Rules	
	2. Ensuring Proper Conduct of Team Players, Coaches, Team Officials, and Spectators	
	3. Ensuring Proper Coaching	
<b>(L)</b>	<b>Disciplinary Actions for Players, Coaches, and Team Officials.....</b>	<b>19</b>
	1. Players	
	2. Coaches and Team Officials	
	3. Players, Coaches, and Team Officials who are Sent-Off	
<b>(M)</b>	<b>Referee’s Game Report.....</b>	<b>20</b>
	1. Verify the Score	
	2. Submitted Online	
	3. Submit Official Printed Game Rosters	
<b>(N)</b>	<b>Score Reporting in Affinity.....</b>	<b>20</b>
	1. Both Teams Must Enter Scores Online	
	2. Teams: Do Not Enter Red/Yellow Cards Online	
<b>(O)</b>	<b>Points Scoring Method and Tie-Breakers.....</b>	<b>20</b>
	1. Points Scoring	
	2. Tie-Breakers	
<b>(P)</b>	<b>Game Suspensions for Individuals.....</b>	<b>21</b>
	1. List of Minimum Suspensions	
	2. Disciplinary Result of a Suspended/Ineligible Player or Coach Participating	
	3. Other Suspension Details	
	4. Disciplinary Hearing Suspensions (may include, but are not limited to these)	
	5. Conditions of Suspensions	
<b>(Q)</b>	<b>Team Penalties for Accumulated Cards During the League Season.....</b>	<b>23</b>
	1. Penalty Points Accrual	
	2. League Disciplinary Action from Points Accrual	
<b>(R)</b>	<b>Abandoned Games.....</b>	<b>23</b>
	1. Games Abandoned without Fault (as determined by the referee and OYSA)	
	2. Games Abandoned with Fault (as determined by the referee and OYSA)	
<b>(S)</b>	<b>Game Rescheduling.....</b>	<b>23</b>
	1. Rescheduling Games Abandoned Without the Fault of Either Team	
	2. Emergency Reschedules	
	3. Rescheduling for Mass Cancellations	
	4. Team-Requested Reschedules (non-emergency)	
	5. Decisions are Final	
	6. Un-played Games at the End of the Season	
	7. Not Cooperating to Reschedule	
<b>(T)</b>	<b>Penalties for Failure to Play and Abandoned Games.....</b>	<b>25</b>
	1. Failure to Play	
	2. Abandonment – Forced (refusal to continue play)	
	3. Abandonment – Behavior	
	4. Table of Fines in Addition to Forfeit	
<b>(U)</b>	<b>Withdrawing from League – Refunds and Penalties.....</b>	<b>27</b>
	1. Refunds or Penalties due to Withdrawal from League	
<b>(V)</b>	<b>Payment of Fines and Penalties.....</b>	<b>27</b>
	1. Fine Notice	
	2. If not Paid within 10 Days	
	3. Failure to Pay	
<b>(W)</b>	<b>Protests, Appeals, Hearings.....</b>	<b>28</b>
	1. Protests	
	2. Protest Procedures	
	3. Appeals	
	4. Review	
<b>(X)</b>	<b>Powers of League Director.....</b>	<b>29</b>

## OYSA Competitive Youth Soccer League Rules - U11-U19

---

### (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 before 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 healthcare 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) Drones may be used only if permitted by a facility owner. If allowed, they may not be 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.
  - (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 the closest safer structure or 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.
- (e) The Team coaches and Referee should call the gameday hotline to inform the league and given further information on procedures to continue or cancellation of the game.

---

## OYSA Competitive Youth Soccer League Rules - U11-U19

---

### (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 before Game time 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 decision-making 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) OYSA Competitive Youth Soccer League 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) League 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 League 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.

### (7) Inclement Weather Policy

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



## OYSA Competitive Youth Soccer League Rules - U11-U19

### (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 by these rules.

#### (1) Substitutions

- (a) Unlimited substitutions are permitted, with the consent of the referee, on any dead ball.

#### (2) Length of Games and Ball Size

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

- (a) 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 teams are grouped together that would have a different Game length or ball size, rules that apply to the oldest team in the division apply to all games for all teams.

#### (3) Game Balls

- (a) Home team provides 3 Game balls, although the referee may accept balls from either team.

#### (4) Heading Limitations

- (a) In U11 and U12 age groups (all 9v9 games) a player may not play the ball with his/her head.
- (b) The infraction consists in 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.

#### (5) Uniforms & Equipment

- (a) All players on the field must wear matching uniforms (except the goalkeeper) to the satisfaction of the referee.
- (b) 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.

## OYSA Competitive Youth Soccer League Rules - U11-U19

---

- (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) Material on/covering the socks must be the same color as the part of the sock that it covers (applies to all material, not just tape). Enforcement is at the referee's discretion.
- (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 referee's discretion.
- (iv) Undershirts must be a single color that 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 referee's discretion.
- (c) 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: white or light-colored jerseys and socks.
  - (ii) Visiting team listed second: dark-colored jerseys and socks.
  - (iii) In cases of uniform color similarity, the designated home team (listed first) will change.
- (d) A player may not wear or use any equipment that is dangerous to himself or another player.
  - (i) The referee's decision regarding dangerous equipment is conclusive, although lightweight, padded protective equipment should generally be allowed per IFAB Law 4.
  - (ii) Casts, splints, or braces must be padded, with no exposed metal or any other hard material.
  - (iii) The referee may withdraw approval for a player to participate while wearing a cast or other protective equipment if the referee finds that the protective equipment is being used in a way that endangers the safety of any player.
- (e) **No jewelry is permitted.** Medical alert bracelets/necklaces are not considered jewelry and are allowed if taped.
- (f) Shin guards, covered by socks, are mandatory in all games. Players not wearing shin guards will not be allowed to play.



# OYSA Competitive Youth Soccer League Rules - U11-U19

## (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-U19 - 11v11	50x100 yds †	100x130 yds †	8'x24' ‡

\*US Soccer Federation Player Development Initiatives

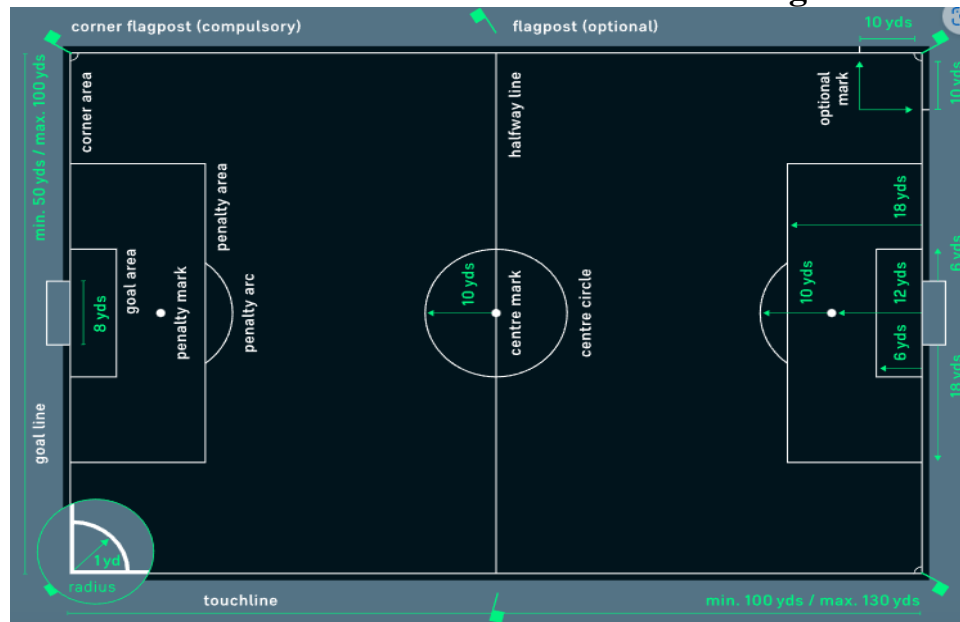
‡IFAB Laws of the Game

- (a) For all 9v9 games, regardless of division, the 9v9 goal size is mandatory.
  - (i) Portable “pop-up” goals may not be used: all goals must feature appropriate metal posts and crossbar.
- (b) For all 9v9 games, the reduced field size is mandatory. If a facility owner does not permit paint or other markings, field lines may be temporarily marked using flat discs or disc cones.
- (c) The field provided by the Home team must meet the field requirements, the referee of the game will determine if the field is playable or unplayable. (Section - (c) (4) Playability of the field)

### 9 v 9 Field Dimensions



### 11 v 11 Field Dimensions / Markings



## OYSA Competitive Youth Soccer League Rules - U11-U19

---

### (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) The league 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 before the scheduled game time.
  - (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.
- (b) If the Game is abandoned due to field/goal preparation issues within the home team's control, such as incorrect size or type of goals, or improper anchoring of goals, a forfeit and or fine will be applied to the home team.
  - (i) First offense will be a forfeit for the home team and official notice to the club.
  - (ii) Second offense will be a forfeit for the home team and a fine to the club.
  - (iii) Third offense will be a forfeit for the home team, a fine to the club, and team removal from the league. Any remaining league games will be forfeited.

### (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.
- (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 league.
  - (i) After calling the Game Day Hotline, the Game may be moved to another field if available.
  - (ii) If no alternate field is available, and the Game 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 specific information about an unplayable field to the gameday hotline and in their official Game 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.
- (d) If a 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.

### 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 before 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 and/or Digital Player Cards with Official Printed Game Roster**

- (a) Before 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 Game Roster.
  - (i) Players cannot be added to the Official Printed Game Roster once the second half has kicked off, players must be checked in with the referee during halftime.
  - (ii) All players/coach's cards must have a picture. (see rule H.2)

**(3) 15-Minute Waiting Period**

- (a) The referee will wait for 15 minutes after the official start time for one or more of the teams to complete pre-Game check-in (by providing Printed Member Passes and/or Digital Player Cards with the Official Printed Game Roster and providing the minimum number of players and eligible adults to begin the Game).
- (b) The referee will start the game clock at the scheduled game time, and two equal halves will be played using the remaining time available, and including a standard halftime.
  - (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 League 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) 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 Game, the referee and coaches/team officials must call the Game Day Hotline
  - (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. It is the home team's responsibility to reschedule the Game.
  - (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 30 minutes before the scheduled Game start time, the home team should call the league's Referee Hotline number to inform and request guidance.
  - (i) If the Game cannot be played, the Game will be rescheduled, if possible.

**(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.

## OYSA Competitive Youth Soccer League Rules - U11-U19

---

### (3) Reducing Official Game Roster Numbers

- (a) If a team's Official Printed Game Roster lists more players than the maximum eligible to play in a Game (see 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 is indicated as ineligible for play on the Official Printed Game Roster may be permitted in the Team Area/Technical Area ONLY if the player is NOT wearing the team uniform (including team warmups).
  - (i) A player serving a disciplinary suspension may NOT be 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 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 the field is considered forfeit by that team.
- (d) If a team fails to maintain an eligible adult in the 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 team's Official Printed Game Roster who have checked in with the referee.
- (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 teams if the field has bleachers that physically separate spectators from the teams.
  - (ii) ALL spectators are encouraged to act by (KNOW YOUR ROLE), be respectful, supportive and not disrupt the game in any way.
  - (iii) Spectators that are identified by the referee as 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 suspending spectators from attending the team's future league games or for the remainder of the league season.

### (2) 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

## OYSA Competitive Youth Soccer League Rules - U11-U19

---

card.

- (c) Each coach, substitute, and all other team personnel not involved in active play must remain within their respective Technical Area two (2) yards behind the touchline, 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 identifies they are a substitute.

### **(3) Ineligible Players in 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 Technical Area ONLY if the player is NOT wearing the team uniform (including team warmups).
  - (i) A player serving a disciplinary suspension may NOT be in the Technical Area.

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

- (a) A coach or club official not originally listed on a team's Official Printed Game Roster may be in the Technical Area, if the coach or club official checks in with a printed Member Pass/Digital Card from the team's club to the referee and is handwritten on 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 Technical Area.

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

- (a) Additional adults may be in the Technical 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/administrators

### **(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 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 [see section (E)(3)].
  - (ii) An 11v11 team's Official Printed Game Roster must not list more than 18 eligible players and 4 eligible adults [see section (E)(3)].

### **(3) Accessing Your Official Printed Game Roster**

- (a) Each team must print an Official Printed Game Roster from OYSA's Affinity online software.
  - (i) [Instructions for printing an Official Printed Game Roster](#) are available on the "[Leagues](#)" page of the OYSA website.

### **(4) Official Printed Game Roster Additional Details**

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

## OYSA Competitive Youth Soccer League Rules - U11-U19

handwritten on the Official Printed Game Roster but MUST BE LEGIBLE.

### **(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 before the beginning tryout date allowed, listed below.
  - (i) Tryouts may begin the day after the State Cup finals.
- (c) Any club in violation of the Club Tryout rules 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 seasonal 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 the 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 Game must provide a printed Member Pass for the current seasonal year to the referee or display their Digital Player Card accessed online through Affinity (must have a photo).

#### **(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. No additional forms of ID will be accepted.
- (c) Recreational and Futsal Member Pass players are not eligible to play in the OYSA Competitive Youth Soccer 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.



## OYSA Competitive Youth Soccer League Rules - U11-U19

### (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.

#### (3) Playing in the 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	U10-aged player
U12-U15 age groups	Player 2 years younger in age than borrowing team’s age group
U16-U19 age groups	U14-aged player

- (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 U17 team playing in a U19 division will be considered to be of the U19 age group).

#### (4) Added to Official Printed Game Roster Before the Game

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

#### (5) Club-Pass Players and Official Printed Game Rosters

- (a) A team using an Official Printed Game Roster may only use club-pass (borrowed) players who have a printed Member Pass or display their Digital Player Card accessed 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 Game 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 Game 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 Game 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 Game Roster, including coaches and team officials.
- (b) The referee must make a visible “checkmark” next to the name of each eligible player, coach, and team official on the Official Printed Game Roster who has checked 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.

---

## OYSA Competitive Youth Soccer League Rules - U11-U19

---

- (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.

### **(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 given to the referee at check-in. Players may not be added to the Official Printed Game Roster after the second half kicks off.
  - (ii) The player's name was not crossed off the Official Printed Game Roster.
  - (iii) The player checks in upon arrival by identifying their name on the Official Printed Game Roster and presenting a printed Member Pass or Digital Player Card 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.
  - (i) All relevant requirements found in **Rule (G)** apply.
- (b) Before abandoning a Game due to no Official Printed Game 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) Coaches are responsible for knowing the IFAB Laws of the Game and the OYSA competitive youth soccer league 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 competitive youth soccer league does not tolerate any behavior or acts of racism on or off the field. A player, coach, team official, referees, and spectators that are reported of such behavior or action by the referee of the Game will be suspended for a range of 5-10 games up to removal from the league. The Disciplinary committee will review the referee report and communicate the decision to the club's DOC.
  - (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 discipline assessed.
- (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) Coaches, staff and players reported having egregiously protested 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) 1<sup>st</sup> offense responsible club will receive a fine and official warning.
  - (ii) 2<sup>nd</sup> offense responsible club will receive a fine, and/or removal of the corresponding team from the league.
  - (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.

## OYSA Competitive Youth Soccer League Rules - U11-U19

---

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

- (a) Giving direction to one's own team is allowed from the Technical Area by one coach at a time.
  - (i) No device may be used by a coach or team official to receive direction from anyone outside of the Technical Area.
  - (ii) Coaching must be informative, not abusive or derogatory.
  - (iii) Coaching must not include protesting an official's decision and/or coaching an official at any time during or after the Game.
  - (iv) In all instances, coaches and all technical staff will be held to a higher professional standard than players.
  - (v) 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.
  - (vi) 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)

### **(L) 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 send-offs in their Game Report.
  - (ii) Referees will report all red cards to the referee hotline and gameday hotline after the Game has been completed.

#### **(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) Referees will provide a detailed description of all warnings, cautions, and send-offs of coaches or team officials in the "cards issued" section of the referee's Game Report.
  - (i) Referees will call the Referee Hotline and Gameday Hotline number after the Game to immediately inform it of any send-offs of coaches or team officials.
- (c) 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 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 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 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**

## OYSA Competitive Youth Soccer League Rules - U11-U19

---

### **suspended for at least the next Game.**

- (i) A suspension longer than one Game may be imposed. See Rule (P)(1).
- (ii) See **Rule (W)(3)** for appeal procedures.

### **(M) 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 by 11:59 pm PST the same day of the game.

#### **(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 players or 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) Email Official Printed Game Rosters to OYSA at [roster@oregonyouthsoccer.org](mailto:roster@oregonyouthsoccer.org) or mail them to OYSA, 7920 SW Cirrus Drive, Beaverton, OR 97008.

### **(N) Score Reporting in Affinity**

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

- (a) **Both teams** are required to enter the score online into Affinity within 24 hours of the Game.
  - (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.
  - (iii) If the teams in a Game enter conflicting scores, the League Manager will enter the final score using the referee's Game Report.

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

- (a) **Neither team** enters Game disciplinary information into the Affinity online software.
  - (i) This information is entered by the league, using the referee's Game Report.

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

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

- (a) The standings of teams during the league season are based on 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 by 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 Game
  - (iv) Fewest total goals allowed

## OYSA Competitive Youth Soccer League Rules - U11-U19

- (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.

### (P) Game 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 suspension range is shown, the Disciplinary Committee will set the length.

Offense	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 toward a specific person	1-5 games
OIALG directed toward a referee by a player or coach	2 games – rest of the season
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 the game site after being sent off (added to suspension for sending-off)	2 games – rest of the season
Accumulation of 5 yellow cards in separate games by a player or coach during the competition's seasonal year	1 game
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 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/ineligible player or coach participates.
  - (i) The suspended/ineligible individual who participated in the Game(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.

## OYSA Competitive Youth Soccer League Rules - U11-U19

---

- (c) A coach or team official who has been previously sent off from competitions operated by the OYSA in the same seasonal year:
    - (i) May be suspended for an additional 1-3 games for a 2<sup>nd</sup> send-off in the same seasonal year for all competitions.
    - (ii) May be suspended from participating in any competitions operated by the OYSA for up to one seasonal year for receiving a 3<sup>rd</sup> send-off during the current seasonal year from any competitions operated by the 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.
- (4) Disciplinary Hearing Suspensions (may include, but are not limited to these)**
- (a) After a Disciplinary Hearing, a coach or team official who knowingly permits a suspended/ineligible player to participate may be suspended for the rest of the current league season.
  - (b) After a Disciplinary Hearing, 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 if the person:
    - (i) Stated publicly in the vicinity of a Game that referees or assignors have engaged in improper conduct, such as taking a bribe, displaying bias towards race, color, religion, origin, citizenship, disability, age, sex, sexual orientation, gender identity, or veteran status.
    - (ii) Publicly questioned the integrity of the league or Game officials.
    - (iii) Removed a team from ongoing play due to disagreements with officiating or the other team.
    - (iv) Caused a team to not make a good-faith effort to compete in a Game.
- (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-Game or post-Game activities and must remain out of sight of the Game during games from which they are suspended.
    - (i) The use of any electronic device by the suspended coach or team official to contact an individual on the team during pre-Game, Game, or post-Game 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 games 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 suspensions from league play for individuals do not carry over to cup competitions.
  - (e) Unserved suspensions from league play for individuals **do carry over** to succeeding league seasons that the individual participates in (*e.g.*, an unserved suspension from fall league will carry over to the next winter, spring, or fall league that the individual participates in).

## OYSA Competitive Youth Soccer League Rules - U11-U19

---

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

#### **(1) Penalty Points Accrual**

- (a) Teams accrue penalty points for cautions and send-offs given to players, coaches, or team officials in a Game.
- (b) Team Head coaches are responsible for keeping track of their own team(s) penalty points accrual. See Gameday instructions for further information on how to view your team(s) points.
  - (i) Cautions – 1 point
  - (ii) Send-off – 3 points (send-offs for receiving two cautions results in 3 total 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) Second Warning to the team's administrators with copies sent to the club's president, director of coaching, coaching staff, and registrar
  - (ii) 1-3 points may be docked from the team.
  - (iii) Notice of reprimand sent to the team's head coach detailing the team's disciplinary record
- (c) 20 points accrued in a seasonal year
  - (i) Removed from the league
  - (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 probation will be punished as determined by the league's Disciplinary Committee.
  - (i) Team may be removed from the league and all of their remaining games may be forfeited.
  - (ii) Team may be barred from participating in any competitions operated by the 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 or Cancelled Games (weather, no referee)**

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

- (a) The Game Day Hotline must be called and informed.
- (b) League Scheduler will oversee all rescheduling of matches.
- (c) If a reschedule is determined to not be possible, the Game will be scored as follows:
  - (i) If the first half has been completed, the score at abandonment will be the final score.
  - (ii) If the first half has not been completed, the score will be entered as a DNP, did not play.
  - (iii) If teams are in route to their Game, please refer to Section (S).

#### **(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 Game 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 Game.

### **(S) Game Rescheduling**

#### **(1) Rescheduling 10 or fewer Games Abandoned or Cancelled Without Fault of Either Team**

- (a) When a Game 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 oversee all rescheduling of games.
  - (i) Rescheduling the Game will be primarily dependent on the availability of a suitable field within the time remaining in the league season.
  - (ii) The League Scheduler will request additional field inventory from the clubs if needed.
  - (iii) Mid-week Game play will be considered when clubs are in close proximity and both teams

## OYSA Competitive Youth Soccer League Rules - U11-U19

---

agree to the mid-week Game.

- (iv) The league Scheduler will review the remaining schedules of both teams and any scheduling requests to find an available game date.
- (v) Teams will be expected to play the games as rescheduled. Once a Game has been listed in Affinity the Game is official and all rules apply to that Game.
- (vi) If the visiting team traveled more than 50 miles (measured from the head coach's residence to the Game field using Google Maps), the visiting team will have the opportunity to provide a field and have the Game be a Home Game.
- (vii) Any Game that cannot be scheduled and played before the end of the season will be scored as a DNP, did not play.

### (2) **Rescheduling 11 or More Matches that were Abandoned or Cancelled Without Fault of Either Team due to the same event. (snow, ice, fire, smoke, lightning)**

When more than 11 games are cancelled by the league for any reason, the League Scheduler will use the existing field information and team conflicts to reschedule as many Games as possible, without contacting the team or club leaders.

- (i) The League Scheduler will make every reasonable effort to reschedule games that involve more than a 3-hour drive.
- (ii) The League Scheduler may request additional field inventory from the clubs, if needed.
- (iii) Mid-week match play will be considered when clubs are in close proximity and both teams agree to the mid-week match.
- (iv) 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.
- (v) If a team does have a conflict with the newly scheduled game, it will be treated like any game in their schedule and they can use the Game change process to possibly reschedule the game.
- (vi) Any games that are not rescheduled as part of this process (limited available days or fields), then the league scheduler will work with teams in an effort to reschedule as many games as possible.
- (vii) If games cannot be rescheduled, they will be coded as DNP.

### (3) **Emergency Reschedules**

- (a) A team may request a reschedule in the event of an emergency. What constitutes an emergency will be determined on a case-by-case basis. Missing players because of SAT testing, prom, or other school social events, or not having the required minimum of players 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 requesting 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.
- (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.

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

- (a) A team may request a non-emergency reschedule by sending a request to the League Scheduler.
- (b) A non-emergency request for a schedule change must be submitted **more than 2 weeks before the currently scheduled date** by a rostered coach or team manager and must include:
  - (i) The game number (from Affinity), and the currently scheduled date, time, and location
  - (ii) Names of the home team and the visiting team
  - (iii) Requested new date for the Game (must be more than 2 weeks after the request is submitted)
  - (iv) Approval by a 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 (to the League Scheduler) must be made before the change will be



## OYSA Competitive Youth Soccer League Rules - U11-U19

---

made.

- (d) Rescheduling must be finished by Monday (noon) of the week in which the reschedule 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 Game reschedule is final.

### (6) 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 Game.

### (7) Refund Policy

- (a) The League Director and League Manager will review any un-played games at the end of the league. Based on the reasoning of why the Game was not played will determine if the team/teams will receive a refund for that Game. Refunds do not include abandoned games and any weather-related delays/cancellations. Any weather-related game cancellations are to be rescheduled by the League Scheduler and the teams.

## (T) 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 number of players and coaches/team officials at the location of a scheduled Game 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) A travel Game is a Game where the visiting team must travel more than 50 miles, measured by Google Maps from the residence of the visiting team's head coach to the scheduled game site.
- (d) 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%.
- (e) 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 unplayed) 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 and receive a fine.
- (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 league.

### (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 suspension.
- (b) League Disciplinary Committee reserves the right to remove coaches and or spectators from upcoming games depending on details surrounding abandonment.
- (c) If both teams are found to be at fault:
  - (i) The Disciplinary Committee will review the abandoned Game and will communicate the disciplinary action for both teams to the corresponding Club DOC, which can include team or teams suspension up to removal from the league.
  - (ii) The game will be scored as a 0-0 draw and a forfeit by both teams.

**\*See Next Page (pg.26) for the table of fines in addition to Forfeit**

**OYSA Competitive Youth Soccer League Rules - U11-U19**

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

<b>Offense</b>	<b>Fine/Punishment</b>
Failure to play a game (local)	Forfeit
Failure to play a game (local) – 2 <sup>nd</sup> offense	\$2000
Failure to play a game (local) – 3 <sup>rd</sup> offense	\$4000 + Removal from the league
Failure to play a game (Travel)	\$3000
Failure to play a game (Travel) – 2 <sup>nd</sup> offense	\$6000 + Removal from the league
Abandoned Game – Field Preparation Issues (local)	Forfeit + Official Warning
Abandoned Game – Field Preparation Issues (local) – 2 <sup>nd</sup> offense	\$1000 Fine + Forfeit
Abandoned Game – Field Preparation Issues (local) – 3 <sup>rd</sup> offense	\$1500 Fine + Removal from the league
Abandoned Game – Behavior [Rule (U)(3)] – 1 <sup>st</sup> offense	\$1500 + Forfeit
Abandoned Game – Behavior (2 <sup>nd</sup> offense for the same reason)	\$3000 + Removal from the league
Abandoned Game – Forced [Rule (U)(2)]	\$1500+ Forfeit
Abandoned Game – Forced (2 <sup>nd</sup> offense)	\$3000 + Removal from the league
Ineligible Player – Suspended [Rule (Q)(3)(a)]	\$500 + Forfeit
Ineligible Player – Suspended (2 <sup>nd</sup> offense)	\$500 + Removal from the league
Ineligible Player	Forfeit + Potential Fine *\$500
Abandoned Game – No Registered Adult – Discipline	\$1500 + Forfeit
Abandoned Game – Not enough Players – Discipline	\$500 + Forfeit
Removal from League (penalty added to other accrued fines)	Forfeit entry fee
Referee abuse by a player, team official, or spectator (1 <sup>st</sup> offense in seasonal year)	\$3000
Referee abuse by player, coach/team official, or spectator (2 <sup>nd</sup> offense in seasonal year)	\$4000 + remove from all leagues in seasonal year
Referee assault by player, coach/team official, or spectator (1 <sup>st</sup> offense in seasonal year)	\$5000 + Removal from the league

**OYSA Competitive Youth Soccer League Rules - U11-U19**

**(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	Full refund	N/A
After seeding, before scheduling	Full refund	N/A
After schedules have been published	None	\$500 rescheduling Fee
After first game played	None	\$5000 fine + \$350 per remaining 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 Received within 10 Days**

(a) If a fine has not been paid within 10 business days after notice of the fine has been delivered, the team will be suspended from participation until the fine is received. 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 formal written objection of any violation of the misapplication of the IFAB Laws of the Game or established league 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 League Director will deal with issues related to the Laws of the Game that may arise from the competition. The League Director may (but is not required to) appoint an appeals or protest committee to assist in hearing such issues. **Referee judgment decisions during a game are final (not appealable).** The minimum Game suspensions provided in these rules that do not require a hearing 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 30 minutes following the end of the Game that the game will be protested.
- (c) The person submitting the protest must email the league manager when failure to notify the referee within 30 minutes following the end of the game due to the following: Referee refuses to communicate after the match, Referee is no longer available at the field. The email will count as a notification of protest.
- (d) The person submitting the protest must also call the gameday hotline to notify the league of the Game being protested. This can be completed after the referee and the opposing coach have been verbally notified.
- (e) A written protest that clearly states the league rule or IFAB Law that was violated, must be submitted to the League Director by the end of the first business day after the protested game.
- (f) The protest must be submitted using the [protest form](#) available on any of the league or tournament pages of the OYSA website.
- (g) Video evidence provided with the protest will be accepted for review when a misapplication of the IFAB laws of the game occurs. The video provided must be clear and visible to be utilized for review. OYSA will not review the video without all protest steps being completed.
- (h) A protest fee of \$250 must be delivered to the League Director not later than the close of business on the 2<sup>nd</sup> 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 pages of the OYSA website. Only appeals submitted using the the official form will be considered.
- (b) Video evidence provided with the appeal will be accepted for review when a misapplication of the IFAB laws of the game occurs. The video provided must be clear and visible to be utilized for review. OYSA will not review the video without all appeal steps being completed.
- (c) A decision of the League Director regarding the imposition of disciplinary suspensions is not subject to appeal unless a suspension would extend to an individual's right to participate in competitions beyond the end of the specific competition for which the disciplinary measure is imposed.
- (d) Referee judgment decisions during the Game are final (not subject to Protest or Appeal).

## OYSA Competitive Youth Soccer League Rules - U11-U19

---

### **(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 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